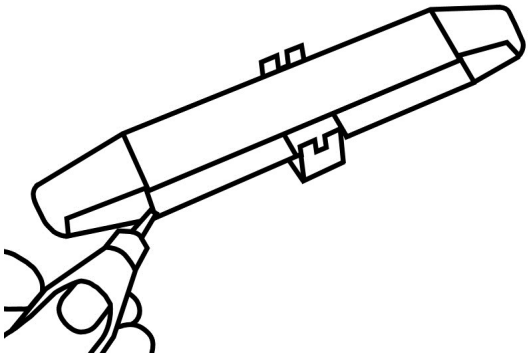
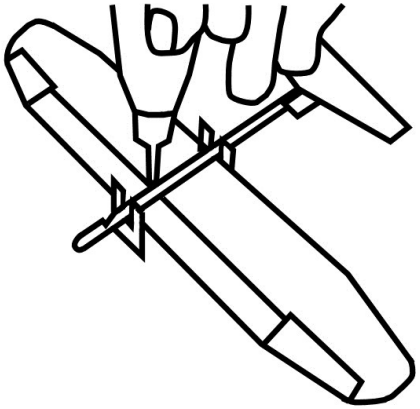
6. Wings

Bend the wings along the dotted line to form the dihedral angle of the two wing tips, place centrally, UPSIDE DOWN in the assembly jig and place a small weight at each wing tip to hold it down. Run a small amount of glue along the underside of the wing at the bend of the dihedral.



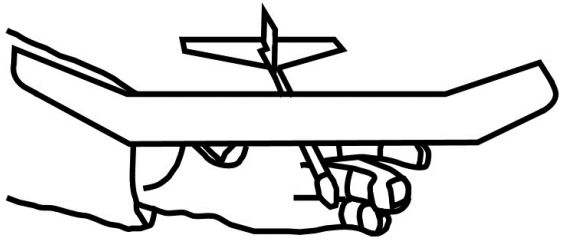


7. Assembly

Put glue along the centre line of the wing and push the fuselage UPSIDE DOWN through the slots in the jig and onto the wing. Leave the glue to dry before taking it out of the jig. As an alternative you can use a glue gun for this if available.

8. Trimming and Flying the Aeroglide

Squeeze a piece of Plasticine onto the front of the fuselage. Balance of the model on your fingertips to see if it is level. The balance point should be about one third of the wing width back from the leading edge. Add or remove Plasticine until the model balances. Follow the instructions on the BMFA Instruction sheet for final adjustment and flying of the model.

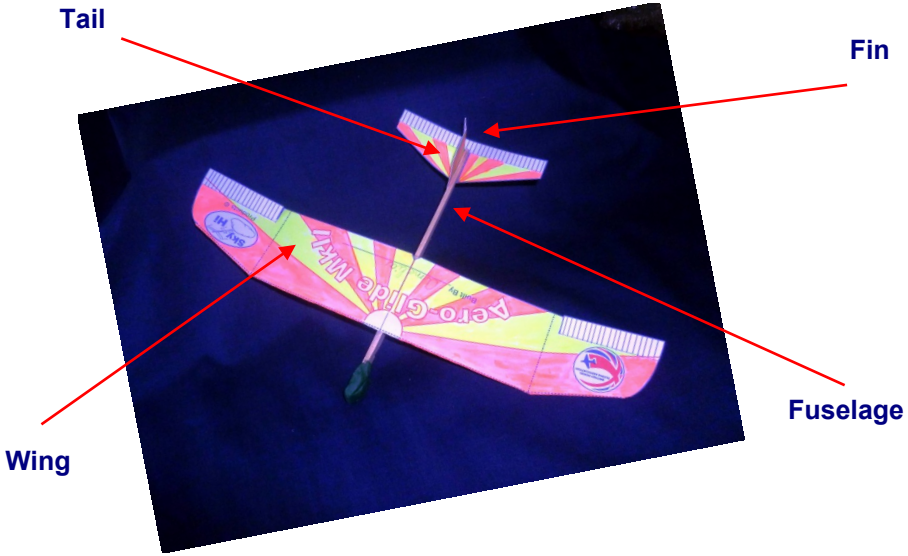


AEROGLIDE Mk II

INSTRUCTIONS

The Finished Model

The model should look like this when it is finished. The different parts are shown in the picture. **These supplementary instructions should be read in conjunction with the BMFA instructions that are included with the kit.**



Topics Learned

Forces on an aircraft
Lift and Gravity
Thrust and Drag
Centre of Gravity
Stability in Flight
Wing dihedral
Control Surfaces

Safety

Use safety scissors
Apply Health & Safety procedures in use of glue gun (if used)
Remember to take care where you fly you're Aeroglide.

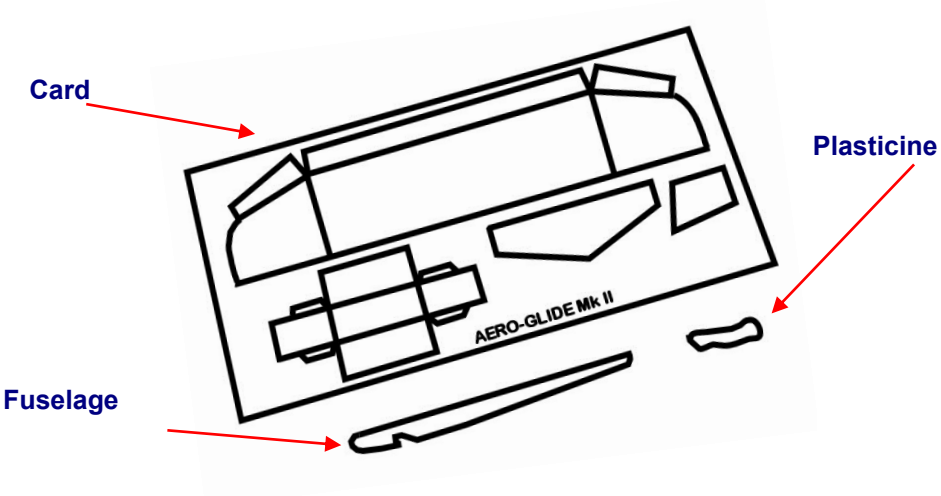
Tools required

Scissors; Ruler; PVA glue; Paper clips; Felt tip pens or crayons.
Glue gun controlled by tutor if used.
Small weights

This is an Education Kit – not a Toy.
It requires adult supervision during construction.
The Kit contains small parts and is NOT suitable for children under 8yrs of age.

1. Parts List

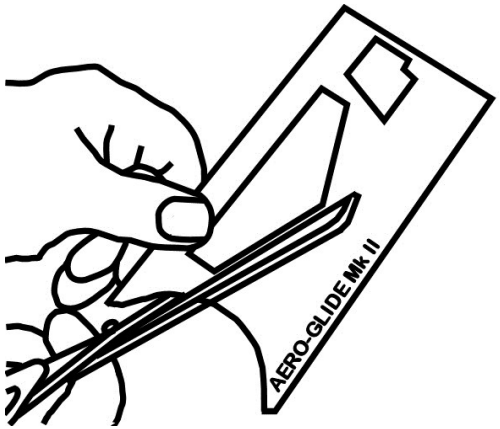
Check that you have the parts and put a tick in the column by each part.



Description	Number	Check
Fuselage	1	
Card for wing, tail, fin and assembly jig	1	
Plasticine balance weight	1	

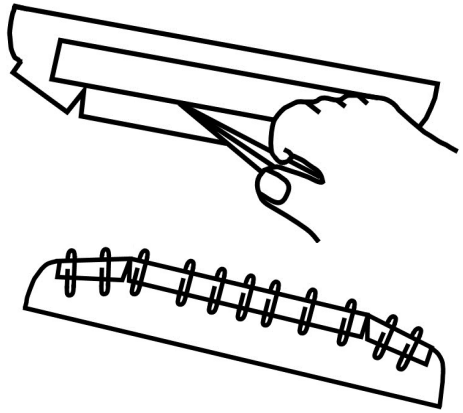
2. Colour and Cut Out

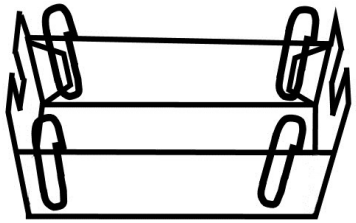
Colour and cut out the wings, tail and fin and write your name on the wing. It is advisable to colour in before cutting out. Also make sure the cross hatching area of tail and fin are not coloured as this makes gluing difficult.



3. Form and glue the Wing

With the back of a pair of scissors and ruler, score the wing before you fold down the leading edge and glue it to the underside to form an aerofoil section. Paper clips are good for holding the wing whilst it dries. DO NOT press hard on the leading edge of the wing when gluing as this should form part of the aerofoil profile.



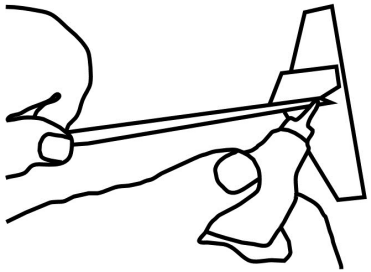


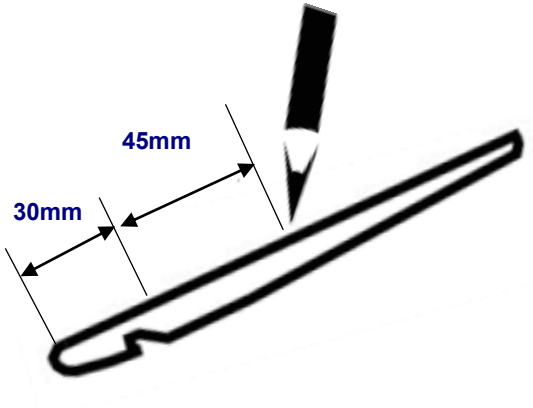
4. Assembly Jig

Cut out, score ad fold the assembly jig as shown. Glue the jig and use the paper clips to hold it together whilst it dries.

5. Fin and Tail

Apply glue to the criss-cross pattern and stick the fin to the fuselage so that the launching hook is on the opposite side. Do the same for the tail and ensure it is square to the fin.





6. Fuselage and Wing Position

From the front edge of the fuselage (rounded end) measure **30mm** with pencil or felt tip— then measure **45mm** from that point and make a second mark. The wing position will be between the two marks.