

Level 3

# Allons piloter un avion !

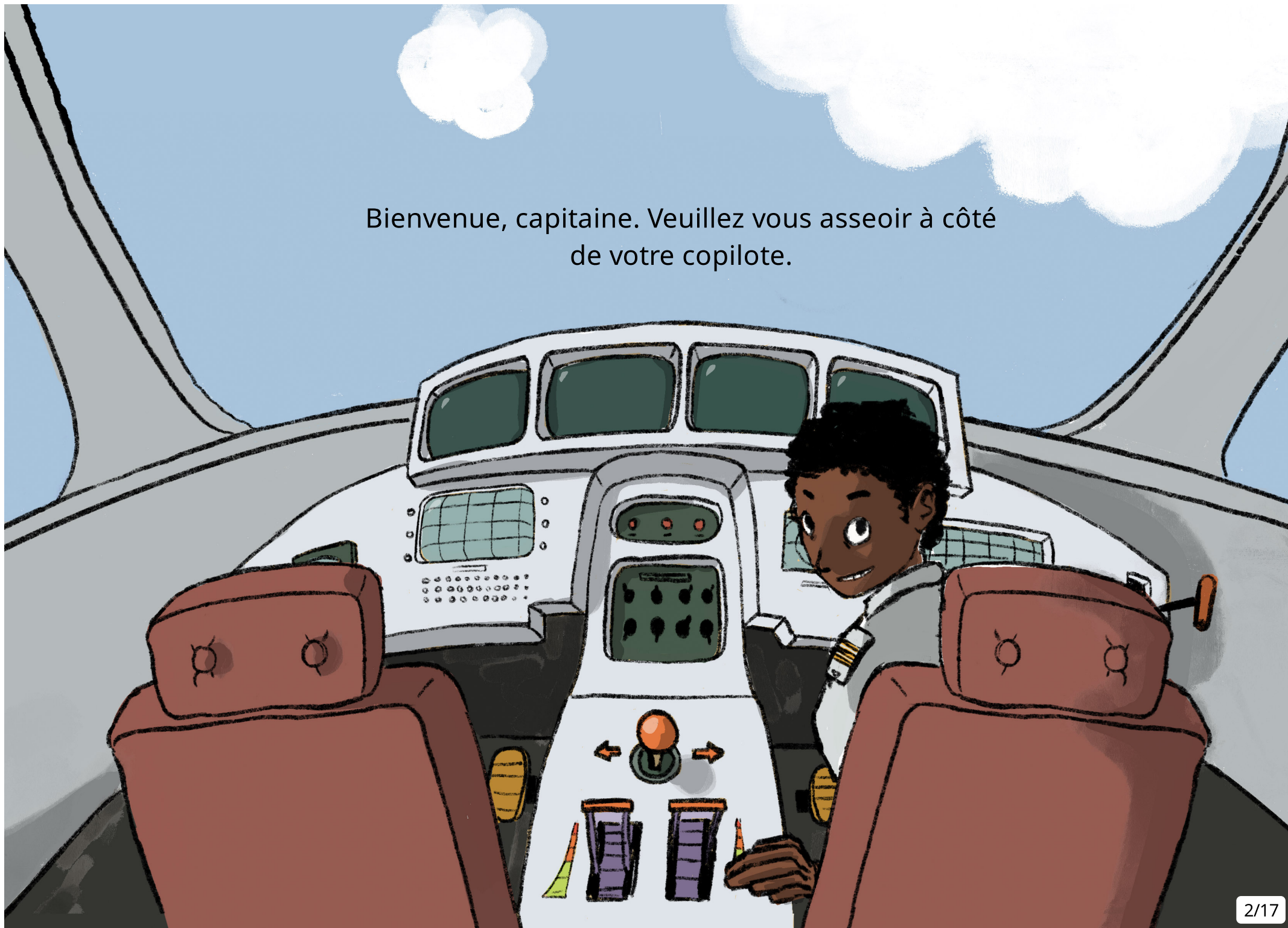
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**Illustrator:** Sharath Ravishankar

**Translator:** Atri Anand

Bienvenue, capitaine. Veuillez vous asseoir à côté  
de votre copilote.



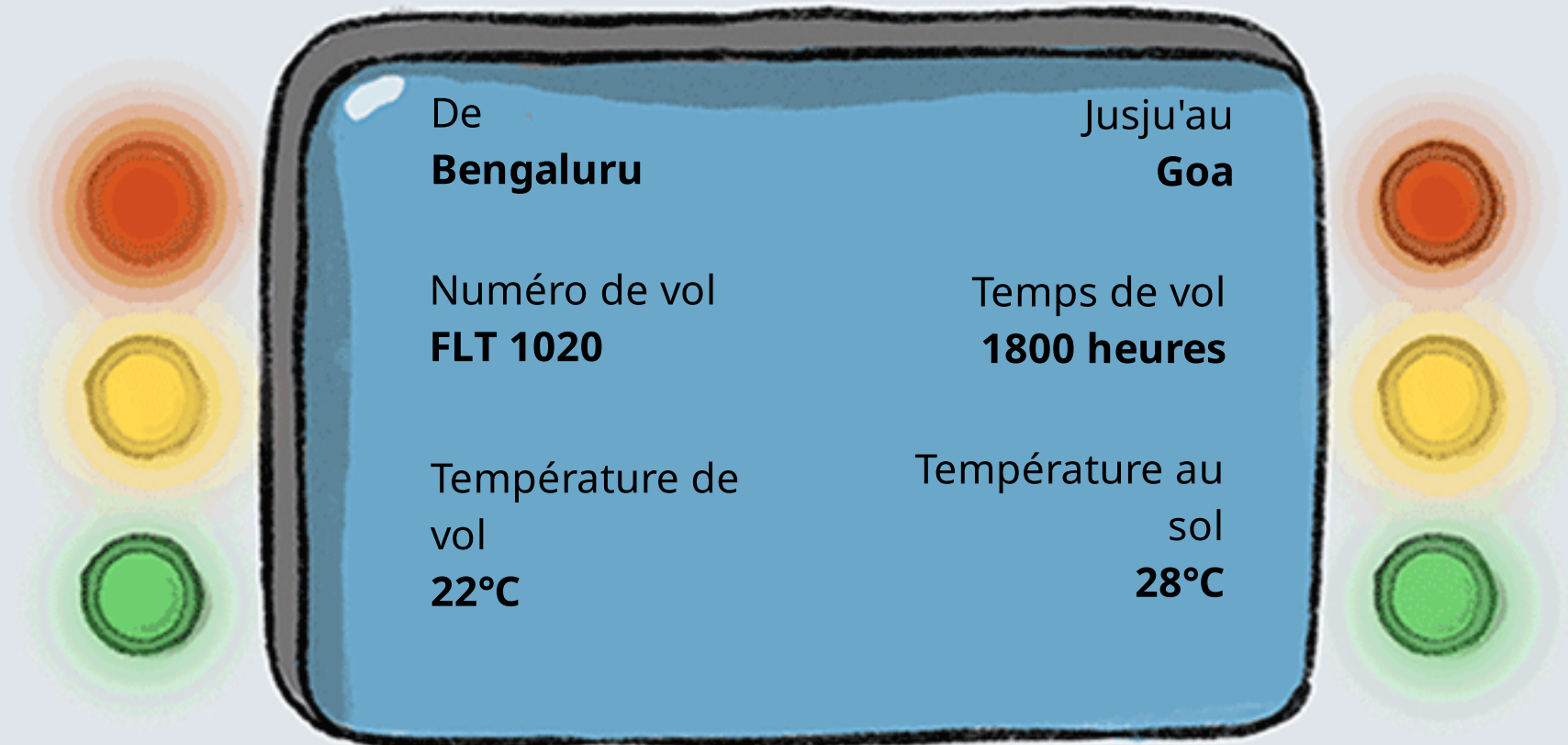
Appuyez sur les boutons pour entrer vos détails de vol.

The form is a light blue rounded rectangle with a dark grey border. It contains four input fields arranged in a 2x2 grid. The top-left field is labeled 'De' and the top-right 'Jusqu'au'. The bottom-left field is labeled 'Température de vol' and the bottom-right 'Température au sol'. Each field has a horizontal line above it for text entry. To the left and right of the form are three vertically aligned circular buttons: orange at the top, yellow in the middle, and green at the bottom. Below the form is a keyboard with 36 keys arranged in four rows: the first row has letters A-I, the second J-R, the third S-Z and a symbol, and the fourth row has numbers 1-9.

De	Jusqu'au
Numéro de vol	Temps de vol
Température de vol	Température au sol

A B C D E F G H I  
J K L M N O P Q R  
S T U V W X Y Z Ø  
1 2 3 4 5 6 7 8 9

Merci d'avoir saisi les détails de votre vol.



De **Bengaluru** Jusju'au **Goa**

Numéro de vol **FLT 1020** Temps de vol **1800 heures**

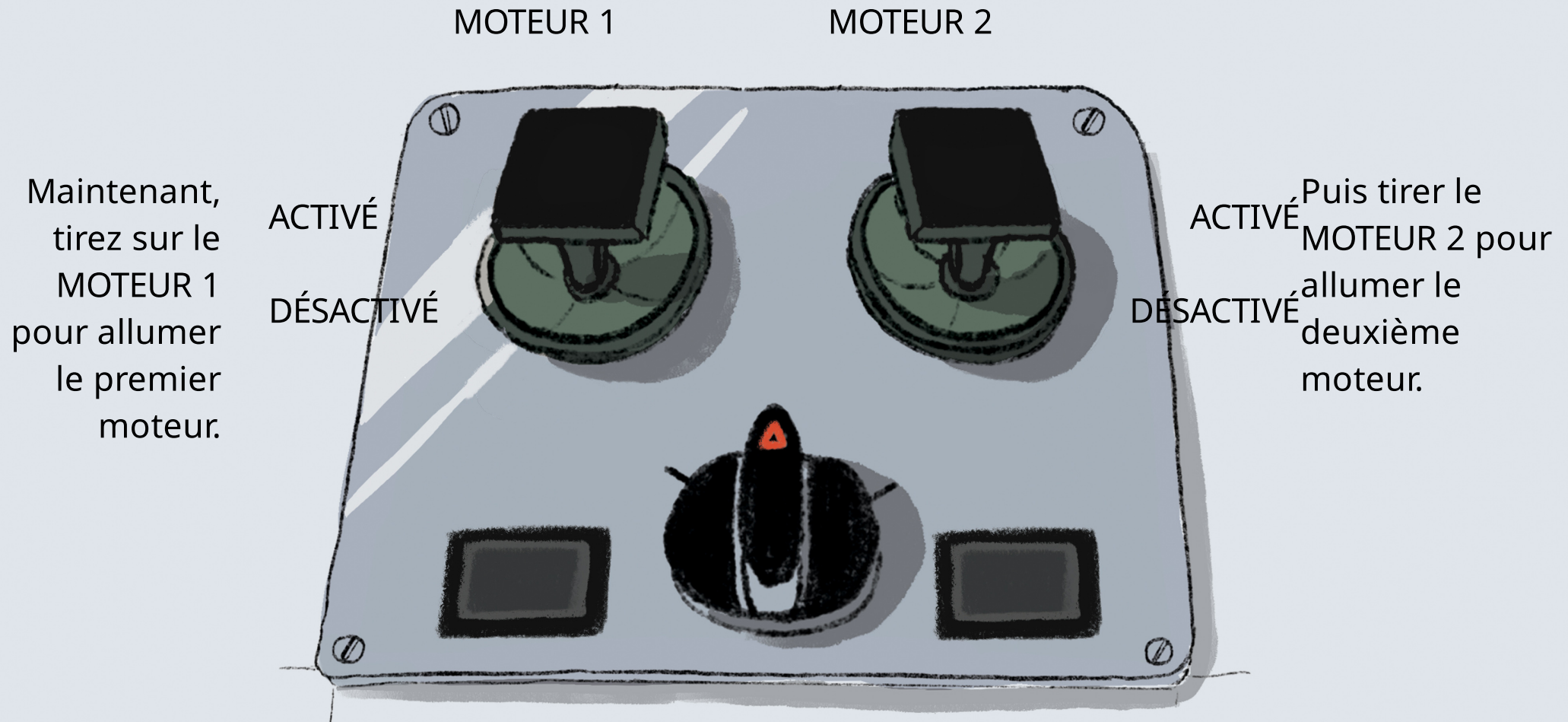
Température de vol **22°C** Température au sol **28°C**



On dirait qu'on va à Goa aujourd'hui.

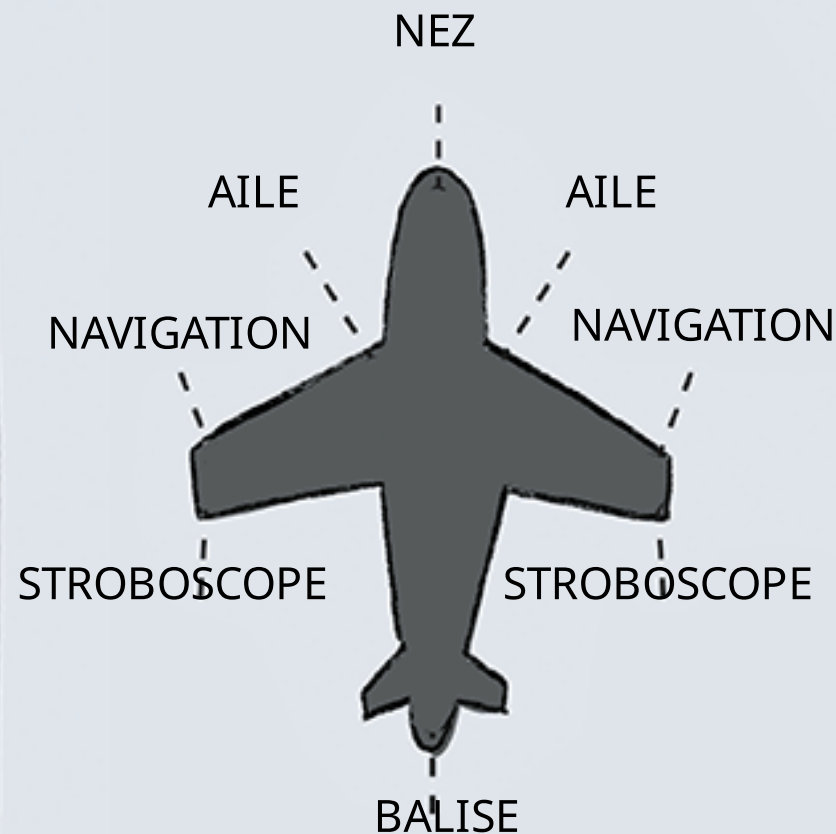
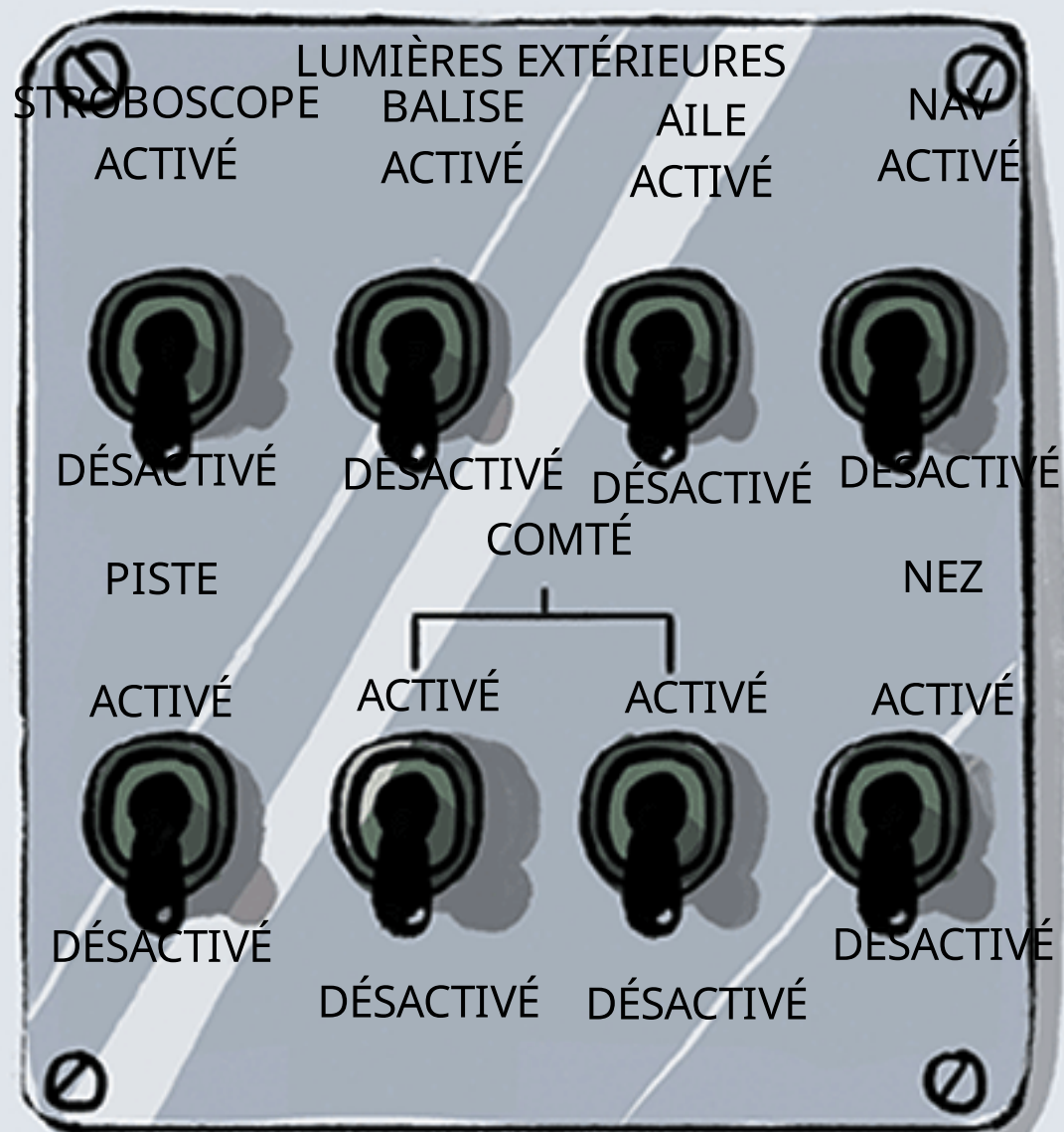
Il est temps de mettre en route notre avion.

Démarrer l'avion en tournant le bouton inférieur à la position « COMMENCER ».



Bien! Nos moteurs sont prêts à voler!

Appuyer sur les interrupteurs pour allumer les feux de vol extérieurs.



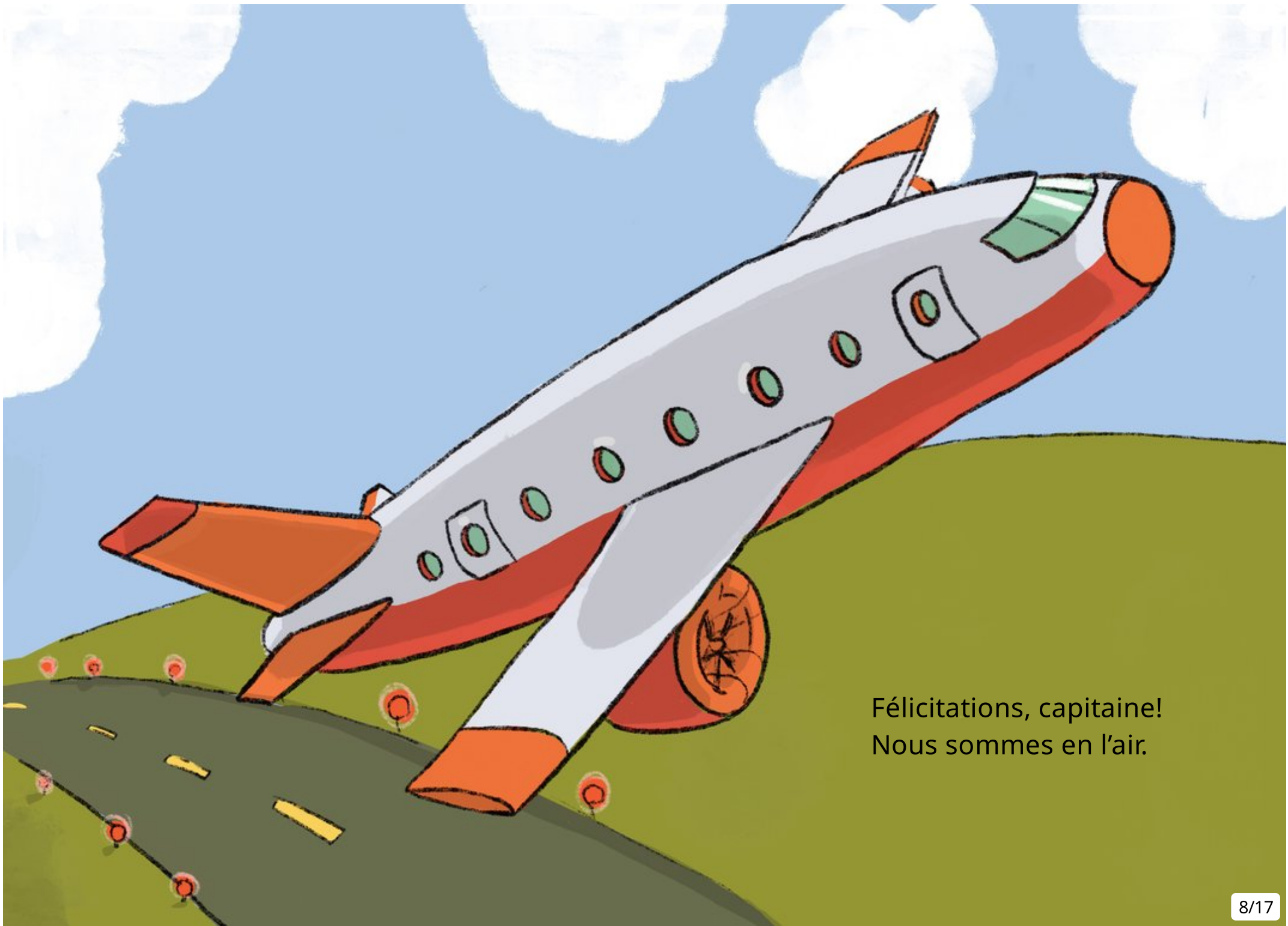
Bon travail!  
Les lumières sont allumées !

Pousser le levier de poussée  
avant de mettre en marche le  
moteurs de vol.



Maintenant, tirez le joystick  
vers le bas  
pour soulever l'avion dans  
l'air.

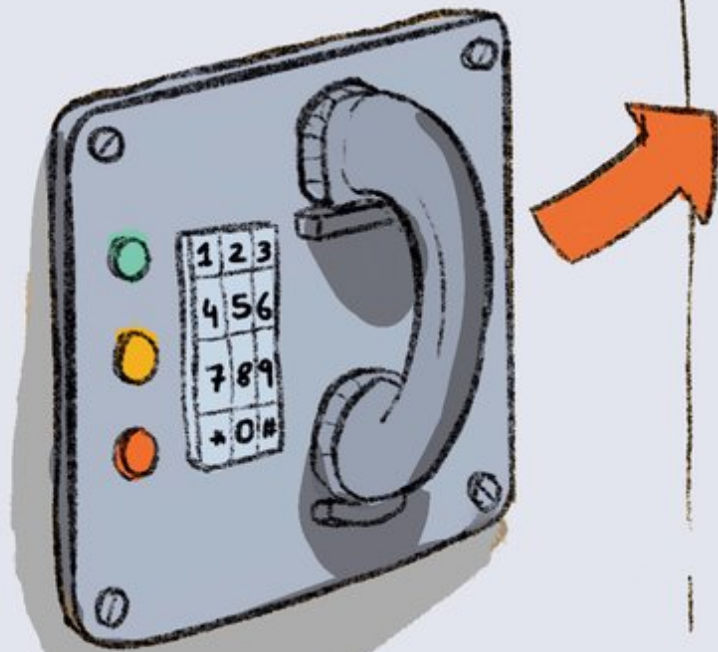




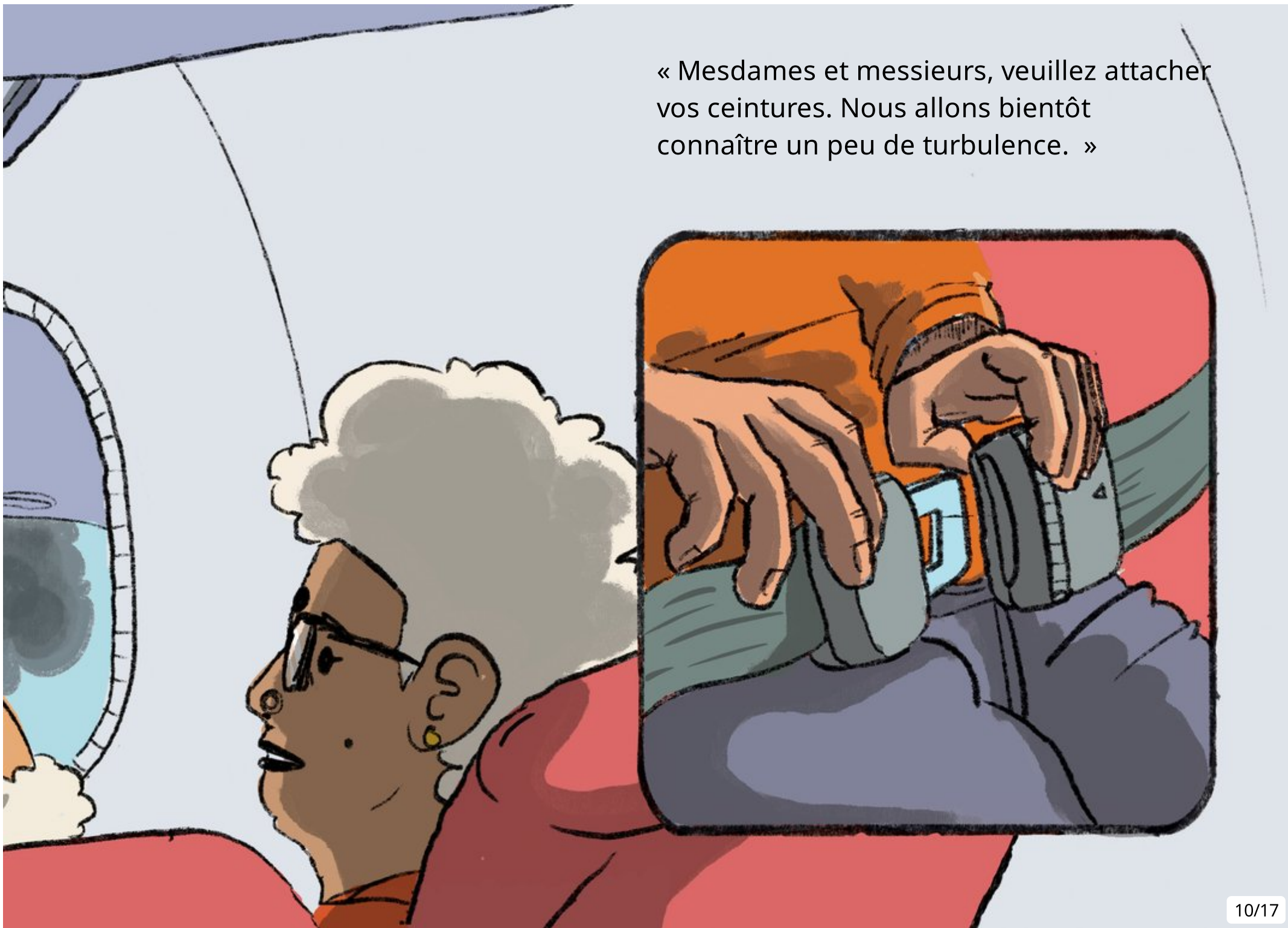
Félicitations, capitaine!  
Nous sommes en l'air.

Uh-oh! Il y a des ciel orageux.

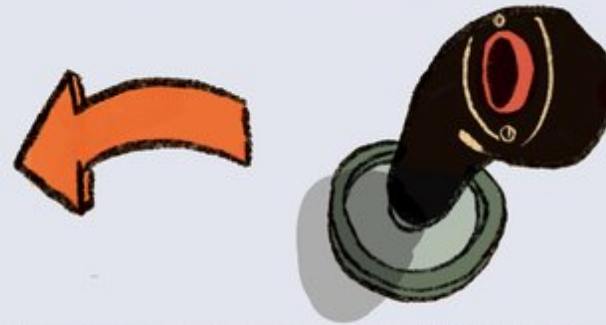
Décrochez le téléphone pour faire un  
annonce aux passagers.



« Mesdames et messieurs, veuillez attacher vos ceintures. Nous allons bientôt connaître un peu de turbulence. »



Évitons les nuages de tempête  
par tirer la manette vers la  
gauche.

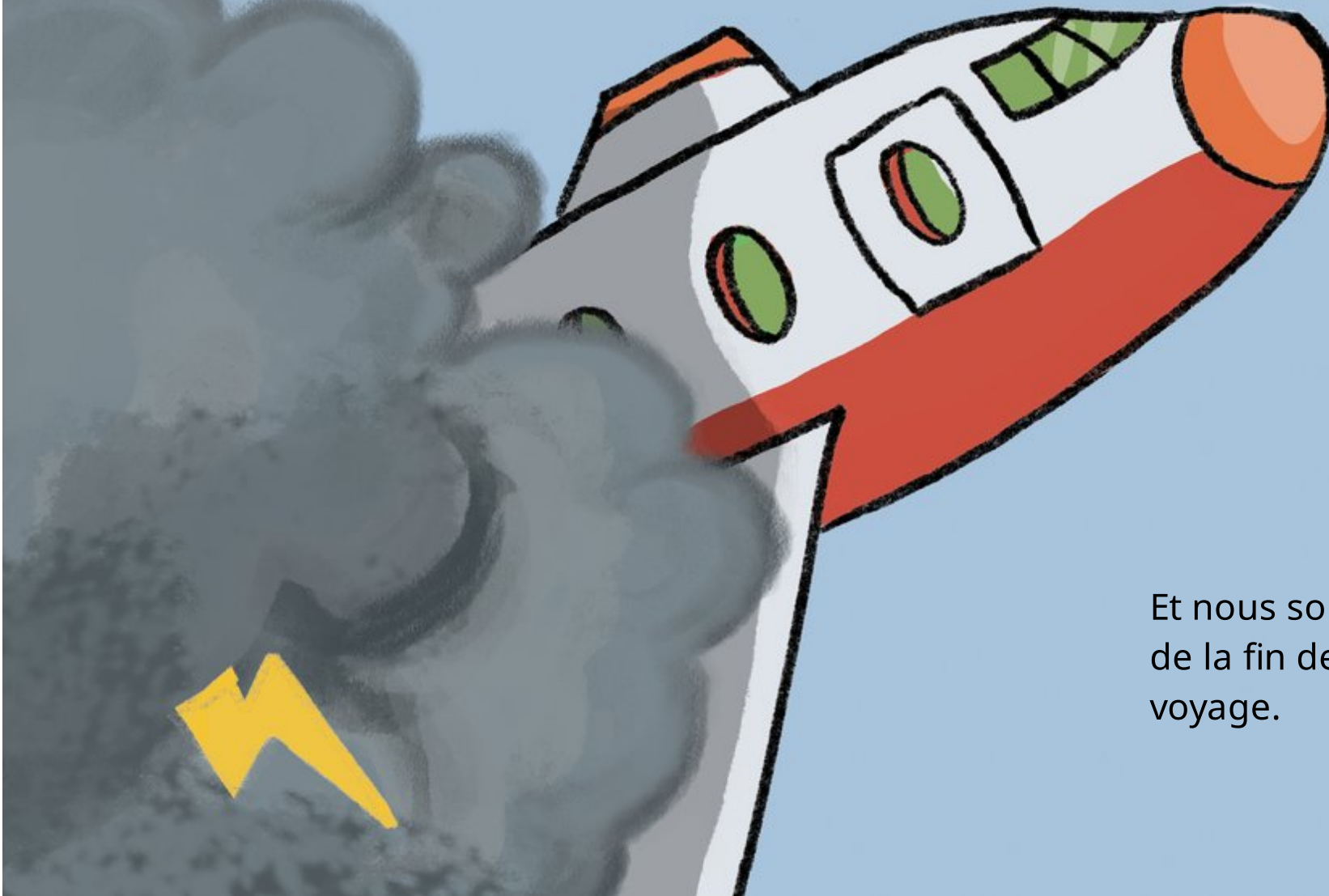


Bien! L'avion a alors tourné à gauche.

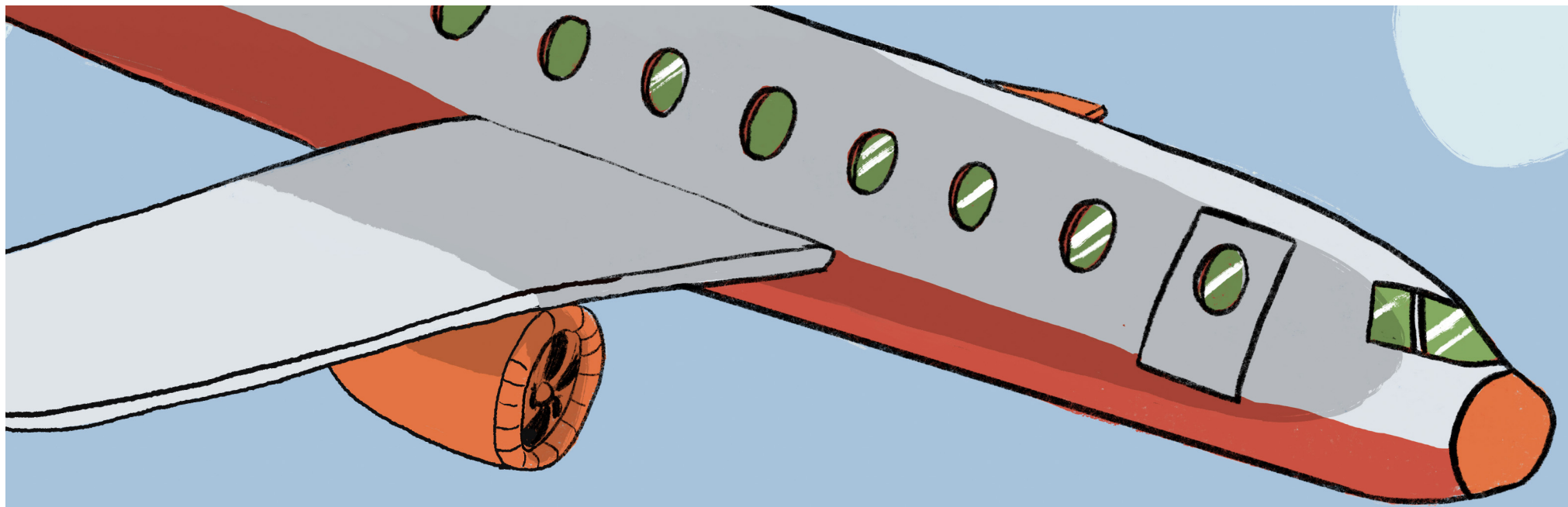
Pousser la manette vers la  
droite déplacer l'avion vers la  
droite.



Bon travail, capitaine! Nous avons volé autour de la tempête au lieu de le traverser.

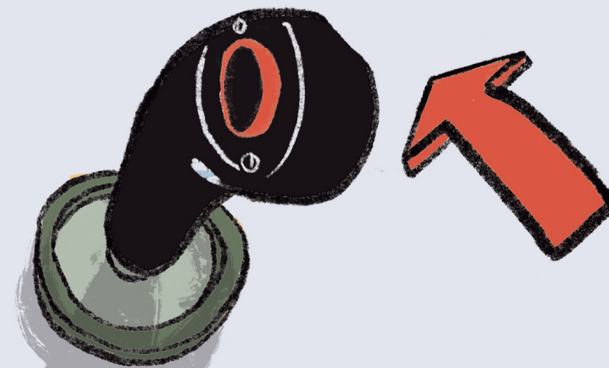


Et nous sommes près  
de la fin de notre  
voyage.



Allons à l'aéroport en  
poussant le joystick vers  
l'avant.

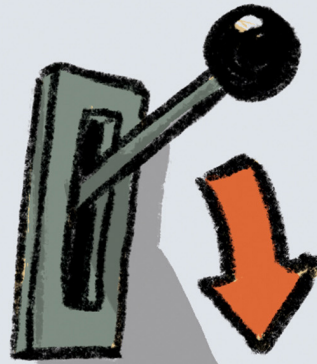
Ceci fait descendre le nez de  
l'avion.



Notre avion est presque à destination.



Tirez le levier pour  
laisser le train  
d'atterrissage.

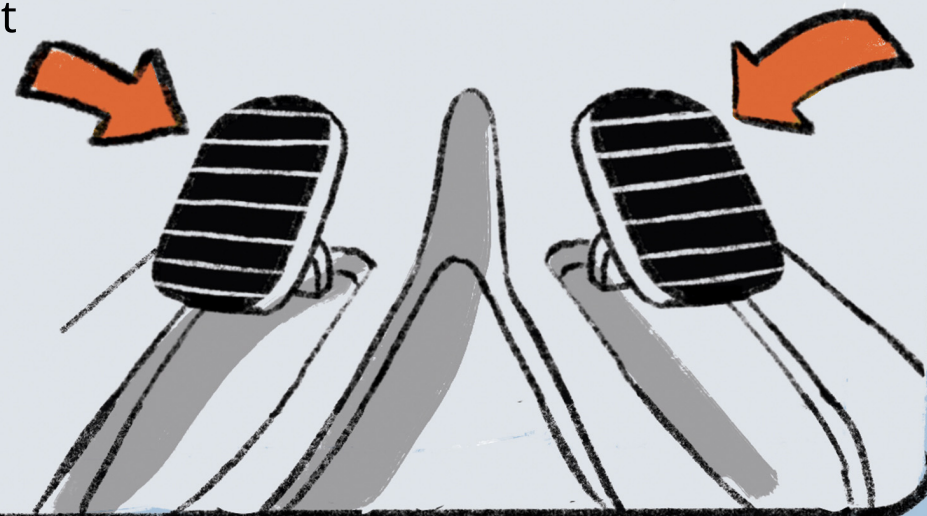


Les roues  
d'atterrissage  
sont hors.



Bon travail, capitaine! L'avion est  
au sol.

Enfin, appuyez sur les pédales  
du gouvernail pour amener  
l'avion à un arrêt en douceur.



Joli atterrissage, capitaine.  
On se voit sur le prochain vol !



## Construisez votre propre poste de pilotage

Les pilotes apprennent et s'entraînent à piloter des avions en utilisant des appareils appelés simulateurs. Un simulateur est comme un jeu vidéo – il crée l'expérience de voler dans un avion sans y entrer.

Vous pouvez aussi vous entraîner à piloter un avion en construisant votre propre simulateur. Tout ce dont vous avez besoin, c'est de ce livre et de quelques objets communs pour vous aider à démarrer. Vous pouvez utiliser votre sac de classe comme siège du pilote, un tableau à cliquet comme écran de vol, votre boîte à lunch comme levier de poussée, une bouteille d'eau comme joystick et une paire de pantoufles comme pédales de gouverne.

Laissez votre imagination s'envoler et laissez voler un avion!



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# Allons piloter un avion !

(French)

Avez-vous déjà rêvé d'être pilote? Ouvrez ce livre, entrez dans le cockpit et laissez voler un avion!

This is a Level 3 book for children who are ready to read on their own.



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