



Drone: Take Off and Land

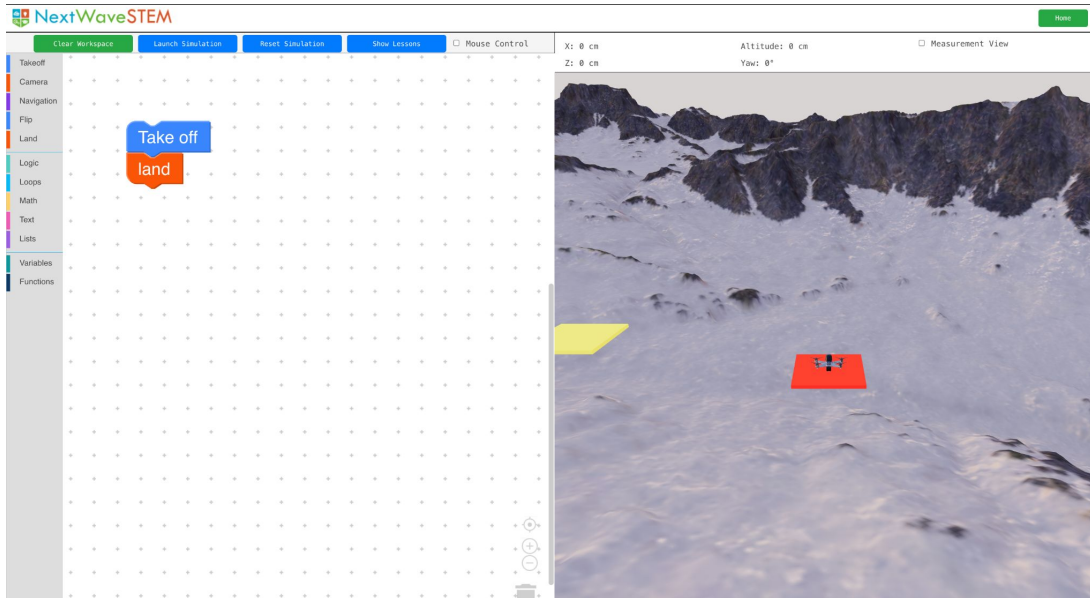
Welcome to Drone Flight Basics!

In this lesson, you'll learn the first steps to controlling your drone: taking off, hovering, and landing using **takeoff** and **land**.

These skills are essential for every mission and will help you build confidence in controlling the drone.



Drone Take off and land



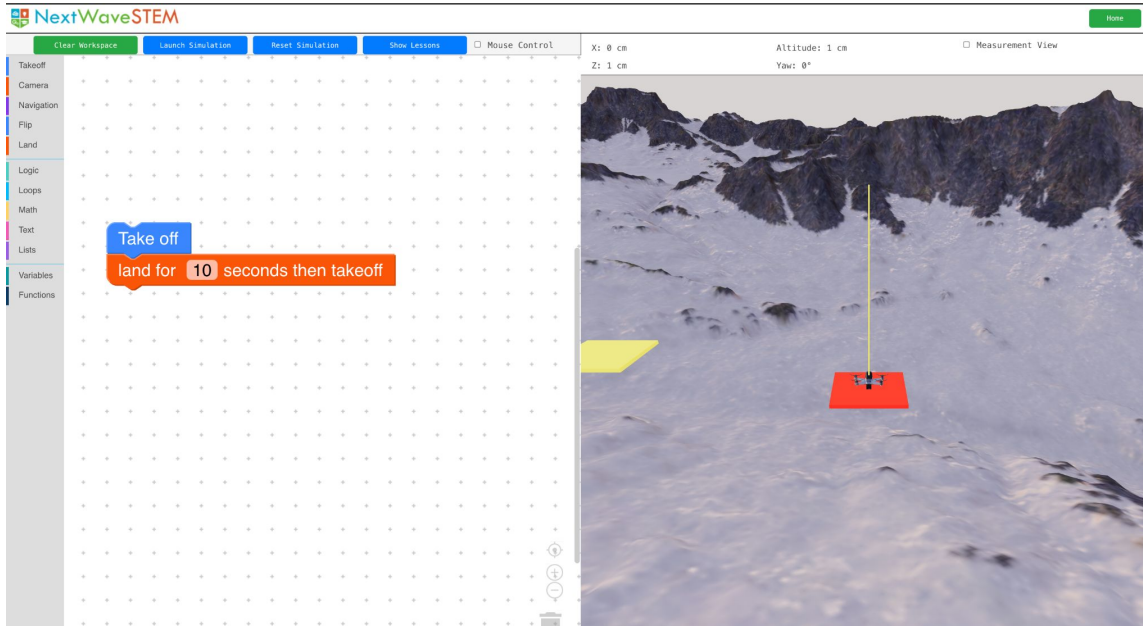
What is the outcome of this launch?

Drone Take off waitTime

The screenshot shows the NextWaveSTEM software interface. On the left is a vertical sidebar with a list of categories: Takeoff, Camera, Navigation, Flip, Land, Logic, Loops, Math, Text, Lists, Variables, and Functions. The 'Takeoff' category is selected, displaying a grid-based workspace. In this workspace, a blue block labeled 'take off after 10 seconds' is connected to an orange block labeled 'land'. Above the workspace are buttons for 'Clear Workspace', 'Launch Simulation', 'Reset Simulation', and 'Show Lessons', along with a 'Mouse Control' checkbox. The top right of the interface features a 'Home' button and a status area displaying 'X: 0 cm', 'Altitude: 1 cm', 'Z: 1 cm', and 'Yaw: 0°'. The main right-hand panel shows a 3D simulation of a drone (a red square) on a snowy, mountainous terrain. A yellow line extends from the drone upwards. A yellow arrow points towards the drone from the left.

What is the outcome of this launch?

Drone Land wait time.



What is the outcome of this launch?



Now It's Your Turn!

"Here are some challenges to practice what you've learned:"

Timed Hover: Adjust the hover time to 5, 15, and 20 seconds.