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Lunar lander

Posted by [sat](#) on Mon, 2014-03-17 14:58

This online resource is a simulation of the lunar lander from the Apollo missions.

Can you avoid the boulder field and land safely, just before your fuel runs out, as Neil Armstrong did in 1969?

This classic video game accurately simulates the real motion of the lunar lander with the correct mass, thrust, fuel consumption rate, and lunar gravity.

If done correctly, softly landing the lunar lander in different positions each time means that students understand thrust and acceleration.

Sample learning goals and tips for teachers are given on the website along with many downloadable documents with teaching ideas.

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