

Apollo Lunar Lander 3D

Teaching the Apollo Lunar Lander, astronomy, and science through 3D simulation

Lesson

Teaching the Apollo Lunar Lander, astronomy, and science through 3D simulation

Objectives

- 1) Students will gain a basic understanding of the Apollo Lunar Lander through 3D simulation and visualization
- 2) Students will gain a deeper understanding of the components of the Apollo Lunar Lander and how they function together

Activity

Students travel through the Apollo Lunar Lander in real-time 3D, helping them to visualize and understand its structure and function

Materials

[3D Apollo Lunar Lander Homepage](http://www.sunrisevr.com/apollolunarlander3d)

(click or cut and paste URL into browser)

<http://www.sunrisevr.com/apollolunarlander3d>



3D Simulation and Investigation

3D simulations are designed to make subject matter more engaging to today's technology-savvy kids, and help them bridge the gap between the "concrete" world and the abstract world of concepts. When students experience complex subject matter in real-time 3D it becomes clearer. Students learn best when they are actively immersed in subject matter from a variety of different viewpoints; 3D simulation is designed to help students visualize difficult ideas and objects through investigation at any scale (atomic, cellular, planetary, conceptual, etc), and doing things that would normally be impossible.

Required Technology

- PC/Tablet

Optional Technology

- Projector
- Multiple Computers
- Internet Connection

Grouping

- Large Group Instruction
- Small Group Instruction

Staging

Check computer/Tablet for Internet access if needed

Procedure

- 1) Access program
- 2) Pick a lead student navigator to control movement through the 3D environment
- 3) Pick a lead student reader to read information about the Apollo Lunar Lander as it appears
- 4) Begin the lesson by asking students what they already know about the Apollo Lunar Lander; write responses on the board
- 5) Review basic facts about the Apollo Lunar Lander including:
 - The Apollo Lunar Module was the lander portion of the Apollo spacecraft used to carry two Astronauts from lunar orbit to the surface and back
 - Apollo Lunar Modules successfully landed on the moon six times in years between 1969–1972
- 6) Start traveling through the program, facilitate discussion by asking students where the class should go
- 7) Use the 3D simulation as a visual aid; explain information as needed
- 8) Have students pay special attention to:
 - Design
 - Stages
 - Radar
- 9) Have a final wrap-up with students with a question and answer period. Ask them why the Apollo Lunar Lander was built, how it works, and what are the important parts of the Lander

Optional Activity: 3D Scavenger Hunt + Discussion

Have students find a particular part of the Apollo Lunar Lander, such as the stairs. If students are on multiple computers, have them “race” to the part of the Apollo Lunar Lander the teacher wishes to highlight. Once students find/arrive at the location, the teacher may commence discussion. Repeat in other areas of the simulation as desired to build understanding.

Homework/Review

Students may also access the program outside the classroom to supplement textbook questions

Functional Notes

- The program is available on multiple platforms
- If using the program online, please ensure the Unity3D Player is installed on the computer; through the Internet Explorer Browser; download the latest at <https://unity3d.com/webplayer>.
- If you see something in **red** you can probably click on it
- For ease of use you can go through most 3D objects, and even the ground
- The school library can request and access programs (free) at www.sunrisevr.com for off-line use via PC and Mac if there is no internet connection