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With about 200,000 entries, StarBriefs Plus represents the most comprehensive and accurately validated collection of abbreviations, acronyms, contractions and symbols within astronomy, related space sciences and other related fields. As such, this invaluable reference source (and its companion volume, StarGuides Plus) should be on the reference shelf of every library, organization or individual with any interest in these areas. Besides astronomy and associated space sciences, related fields such as aeronautics, aeronomy, astronautics, atmospheric sciences, chemistry, communications, computer sciences, data processing, education, electronics, engineering, energetics, environment, geodesy, geophysics, information handling, management, mathematics, meteorology, optics, physics, remote sensing, and so on, are also covered when justified. Terms in common use and/or of general interest have also been included where appropriate. This easy-to-read summary is an excellent tool for introducing others to the messages contained in Principles and Standards. This fascinating book will stay with children every time they gaze up at the night sky. Through vivid pictures and engaging explanations, children will learn about many of the Moon’s mysteries: what makes it look like a silvery crescent one time and a chalk-white ball a few nights later, why it sometimes appears in the daytime, where it gets its light, and how scientists can predict its shape on your birthday a thousand years from now. Next Time You See the Moon is an ideal way to explain the science behind the shape of the Moon and bring about an evening outing no child—or grown-up—will soon forget. Awaken a sense of wonder in a child with the Next Time You See series from NSTA Kids. The books will inspire elementary-age children to experience the enchantment of everyday phenomena such as sunsets, seashells, fireflies, pill bugs, and more. Free supplementary activities are available on the NSTA website. Especially designed to be experienced with an adult—be it a parent, teacher, or friend—Next Time You See books serve as a reminder that you don’t have to look far to find something remarkable in nature. In 1966 the author, newly graduated from college, went to work for the MIT laboratory where the Apollo guidance system was designed. His assignment was to program the complex lunar landing phase in the Lunar Module's onboard computer. As Apollo 11 approaches, the author flies lunar landings in simulators and meets the astronauts who will fly the LM for real. He explains the computer alarms that almost prevented

Neil Armstrong from landing and describes a narrow escape from another dangerous problem. On Apollo 14 he devises a workaround when a faulty pushbutton threatens Alan Shepard's mission, earning a NASA award, a story in Rolling Stone, and a few lines in the history books. This memoir is a new kind of book about Apollo. It tells a story never told before by an insider -- the development of the onboard software for the Apollo spacecraft. It makes a vertical connection between technical details and historic events, but by broadening the story using his own experiences as he grows into adulthood in the 1960s the author draws a parallel between that era of successful space exploration, and the exploration, inner and outer, that was taking place in the culture. This third edition of the bestselling textbook Science 5–11 has been fully updated to provide a synthesis of research and best practice in teaching and learning that focuses on successful ways to engage and motivate young scientists. Responding to the new curriculum, particularly 'Working Scientifically', this edition now includes: New sections on whole-school assessment, mentoring, transitions and a topics-based approach. Reference to the 'big ideas' of biology, chemistry and physics with chapters clearly related to this new subject structure. Updated tables of progression in each topic area and reference to cross-curricular contexts. New self-assessment questions for teachers, the option for higher-level thinking and further reading. An updated chapter on subject leadership with an increasing emphasis on monitoring progress. Bringing together research undertaken from a range of activities in the field, this book forms a comprehensive and clear guide, outlining the subject knowledge that a teacher needs, the curriculum requirements and the best ways to go about teaching. A practical guide ideal for students, trainees, mentors and other practising teachers, the book provides information on appropriate science topics for Key Stage 1 and 2. The technological marvel that facilitated the Apollo missions to the Moon was the on-board computer. In the 1960s most computers filled an entire room, but the spacecraft's computer was required to be compact and low power. Although people today find it difficult to accept that it was possible to control a spacecraft using such a 'primitive' computer, it nevertheless had capabilities that are advanced even by today's standards. This is the first book to fully describe the Apollo guidance computer's architecture, instruction format and programs used by the astronauts. As a comprehensive account, it will span the disciplines of computer science, electrical and aerospace engineering. However, it will also be accessible to the 'space enthusiast'. In short, the intention is for this to be the definitive account of the Apollo guidance computer. Frank O'Brien's interest in the Apollo program began as a serious amateur historian. About 12 years ago, he began performing research and writing essays for the Apollo Lunar Surface Journal, and the Apollo Flight Journal. Much of this work centered on his primary interests, the Apollo Guidance Computer (AGC) and the Lunar Module. These Journals are generally considered the canonical online reference on the flights to the Moon. He was then asked to assist the curatorial staff in the creation of

the Cradle of Aviation Museum, on Long Island, New York, where he helped prepare the Lunar Module simulator, a LM procedure trainer and an Apollo space suit for display. He regularly lectures on the Apollo computer and related topics to diverse groups, from NASA's computer engineering conferences, the IEEE/ACM, computer festivals and university student groups. Even fifty years later there are still important stories waiting to be told about how humans first walked on another world; such as the one in this book. Take a trip back to the 1950s when the Chance Vought Company, builders of some of America's top fighter aircraft, were quietly figuring out how to get men to the moon using something they called Project MALLAR. It is the story of a team of engineers who built some of the most sophisticated space simulators in the world, where almost all of the Mercury and Gemini astronauts learned the art of spaceflight. This same team produced the first serious plan to use modular spacecraft and a technique called Lunar Orbit Rendezvous to make it possible to get to the moon. This book also reveals how for several years rocket genius Wernher von Braun overlooked his own ideas, before having them reintroduced back to him because of Project MALLAR, and how Vought's fighter aircraft weaved in and out of the Apollo story and then contributed to almost every major airliner in the sky today. Included are rare illustrations, some from recently declassified reports, of the earliest designs for the rockets and spacecraft that led to the greatest technological achievement in human history. In Manned Lunar Landing And Return, Robert Godwin takes the reader back to the time long before President Kennedy made his famous proclamation to reach for the moon and reveals one critical thread in the trail of genius which ended in the Sea of Traquility. Includes bibliographical references (p. 241-255) and index. Teaching your students to think like scientists starts here! Use this straightforward, easy-to-follow guide to give your students the scientific practice of critical thinking today's science standards require. Ready-to-implement strategies and activities help you effortlessly engage students in arguments about competing data sets, opposing scientific ideas, applying evidence to support specific claims, and more. Use these 24 activities drawn from the physical sciences, life sciences, and earth and space sciences to: Engage students in 8 NGSS science and engineering practices Establish rich, productive classroom discourse Extend and employ argumentation and modeling strategies Clarify the difference between argumentation and explanation Stanford University professor, Jonathan Osborne, co-author of The National Resource Council’s A Framework for K-12 Science Education—the basis for the Next Generation Science Standards—brings together a prominent author team that includes Brian M. Donovan (Biological Sciences Curriculum Study), J. Bryan Henderson (Arizona State University, Tempe), Anna C. MacPherson (American Museum of Natural History) and Andrew Wild (Stanford University Student) in this new, accessible book to help you teach your middle school students to think and argue like scientists! This compilation probably looks like one of the craziest things a human being

could spend his or her time on. Yet nobody would wonder at someone taking a short walk every day - after twenty five years that person would have covered a surprisingly long distance. This is exactly the story behind this list, which appeared first as a few pages within the directory StarGuides (or whatever name it had at that time) and as a distinct sister publication since 1990. The idea behind this dictionary is to offer astronomers and related space scientists practical assistance in decoding the numerous abbreviations, acronyms, contractions and symbols which they might encounter in all aspects of the vast range of their professional activities, including traveling. Perhaps it is a bit paradoxical, but if scientists quickly grasp the meaning of an acronym solely in their own specific discipline, they will probably encounter more difficulties when dealing with adjacent fields. It is for this purpose that this dictionary might be most often used. Scientists might also refer to this compilation in order to avoid identifying a project by an acronym which already has too many meanings or confused definitions. Now in its fourth edition, this highly regarded book is ideal for those who wish to solve a variety of practical and recreational problems in astronomy using a scientific calculator or spreadsheet. Updated and extended, this new edition shows you how to use spreadsheets to predict, with greater accuracy, solar and lunar eclipses, the positions of the planets, and the times of sunrise and sunset. Suitable for worldwide use, this handbook covers orbits, transformations and general celestial phenomena, and is essential for anyone wanting to make astronomical calculations for themselves. With clear, easy-to-follow instructions for use with a pocket calculator, shown alongside worked examples, it can be enjoyed by anyone interested in astronomy, and will be a useful tool for software writers and students studying introductory astronomy. High-precision spreadsheet methods for greater accuracy are available at www.cambridge.org/practicalastronomy. This book provides systematic descriptions of design methods, typical techniques, and validation methods for lunar soft landers, covering their environmental design, system design, sub-system design, assembly, testing and ground test validation based on the Chang'e-3 mission. Offering readers a comprehensive, systematic and in-depth introduction to the technologies used in China's lunar soft landers, it presents detailed information on the design process for Chang'e-3, including methods and techniques that will be invaluable in future extraterrestrial soft lander design. As such, the book offers a unique reference guide for all researchers and professionals working on deep-space missions around the globe. J.R.R. Tolkien had retroactively tried to make the lunar phases described in his novel 'The Hobbit' consistent, and he failed. Quite by chance, he had got it almost right, though, despite operating with false premises discussed in this book.Incidentally, the lunar phases of 'The Hobbit' ran synchronous to those of 2017, which had provided the chance to verify them against reality. That is why this 'Extended Edition' includes much of the day-by-day timetable of Bilbo Baggins' adventures and the relevant phases of the Moon that

has first been published online. As a further bonus, the chapter on the calendars of Middle-earth has been amended and the arithmetic errors of the shorter edition removed. A previously unpublished chapter on the measuring of hours in Middle-earth has been added.

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