The Space Place has always been about making learning fun and “painless.” Of course, one of the best ways to do that with young students is to wrap a game around the lesson. That makes the experience all about having fun, and, oh, by the way, maybe catching on to a new idea.

**New from the Space Place Team**

Now the Space Place is taking the fun for a walk. Leaping into the world of mobile apps, we’ve launched our second iPhone game (also optimized for iPad.)

“Comet Quest” puts the player in charge of the exciting Rosetta mission to a comet. Rosetta will be the first spacecraft to orbit a comet and drop a lander on the surface. So, in the game, players drop a lander, then “record” cracks and craters, jets of gas, tail and coma changes, and chunks of ice flying off the comet. Players must avoid hitting those pesky solid chunks, retrieve data from the lander, and transmit data to Earth. Music and sound effects make for an immersive experience. Points accumulate based on lander dropping skill and success at recording events and avoiding crashes. Bonus points may be earned at the end of the game for answering comet-related questions. A “Learn more” feature has easy reading and illustrations about comets. Go to spaceplace.nasa.gov/comet-quest to get the “Comet Quest” link to the Apple App Store. It’s free.

**Space Place en español**

We’ve mentioned our first mobile game app “Satellite Insight” in a previous issue. It is now the first NASA app to be available in Spanish! Along with the link to the Apple App Store, a Spanish web version of the game is also available at spaceplace.nasa.gov/satellite-insight/sp.

To recap, in “Satellite Insight,” you are the GOES-R environmental satellite, and your job is to keep up with the massive flow of data that your advanced instruments are collecting.

The game play is somewhat Tetris-like, with colorful tiles representing different types of data falling into a grid on the display. With music and sound effects, Satellite Insight is addictive for some . . . we are told.

**Spotlight on webmaster’s faves**

When the webmaster spends her lunch time playing a Space Place game over and over, you know it must have something to recommend it. She can often be spied playing “Ozone Trap-n-Zap” and “Photon Pileup.” Of “Trap-n-Zap” she says, “Well, somebody’s got to do something to improve the air quality around here!” That’s because
ozone near Earth’s surface is damaging to the health of living things. It also acts as a greenhouse gas when it’s hanging out at the top of the troposphere (the layer nearest Earth’s surface). But between those two regions of “bad ozone” is a layer of “good ozone,” where ozone acts as a pollution scrubber. And higher up still, in the stratosphere, it protects us from harmful UV rays. So, our webmaster spends her spare time trapping the good ozone and zapping the bad ozone. Help her out at spaceplace.nasa.gov/ozone.

“For photon Pileup” is a horse of a different color—several colors, actually. She says “I just like the pretty photons. The purple ones are the most important for making the ultraviolet Galaxy Evolution Explorer space pictures. I like the red ones (for infrared light) best, but I have to survive to Level 5 to see them! That’s a challenge.” Can you get far enough to see the red photons? Try at spaceplace.nasa.gov/photon-pileup.

For the classroom

For groups of two or more players, board games are great. How about an online board game? That’s “Wild Weather Adventure.” Up to four players pick a player name (like Hurricane or Nimbus) and a colored research blimp playing piece, and take turns spinning the spinner, traveling the map, making rescues, gathering scientific information, and answering questions. Check it out at spaceplace.nasa.gov/wild-weather-adventure.

For out of school time

Click on a planet or a comet or some asteroids or a moon, and read a snippet about it. “Solar System Explorer” gives a graphic overlook of all the planets and their major moons in animated orbits. Where we have NASA missions, play a mini-game. For example, take command of the Cassini spacecraft and help it navigate the icy chunk mine field of Saturn’s rings. The main thing (of course) is to learn about the planets and moons. Go exploring at spaceplace.nasa.gov/solar-system-explorer.

Special Days

March 2, 1904: Birthday of Dr. Seuss
Written and read aloud in true Seussian style, the animated storybook “Super Star Meets the Plucky Planet” is apropos today, spaceplace.nasa.gov/story-superstar.

March 19: Canberra, Australia, Day
This fine city is one of three Earthly homes for NASA’s Deep Space Network of antennas, which track planetary spacecraft. The “DSN Uplink-Downlink” game pays homage at spaceplace.nasa.gov/dsn-game.

March 23: Energy Education Day
Attack the energy problem, or at least the worst of its by-products, by playing “Greenhouse Gas Attack” at spaceplace.nasa.gov/greenhouse-gas-attack.

April 18, 1912: First crossword book published
Weather Word Cross is a different kind of crossword puzzle at spaceplace.nasa.gov/weather-words.

April 22: Earth Day
A perfect day to admire Earth as Art by solving beautiful satellite image “spuzzles” at spaceplace.nasa.gov/spuzzled.

April 28: Astronomy Day
“Slyder” puzzles of fabulous infrared space images will get everyone in the mood, spaceplace.nasa.gov/spitzer-slyder.

And many more . . .

Just press “Play” from any screen and get the complete menu of games. There’s no excuse for being bored at The Space Place!