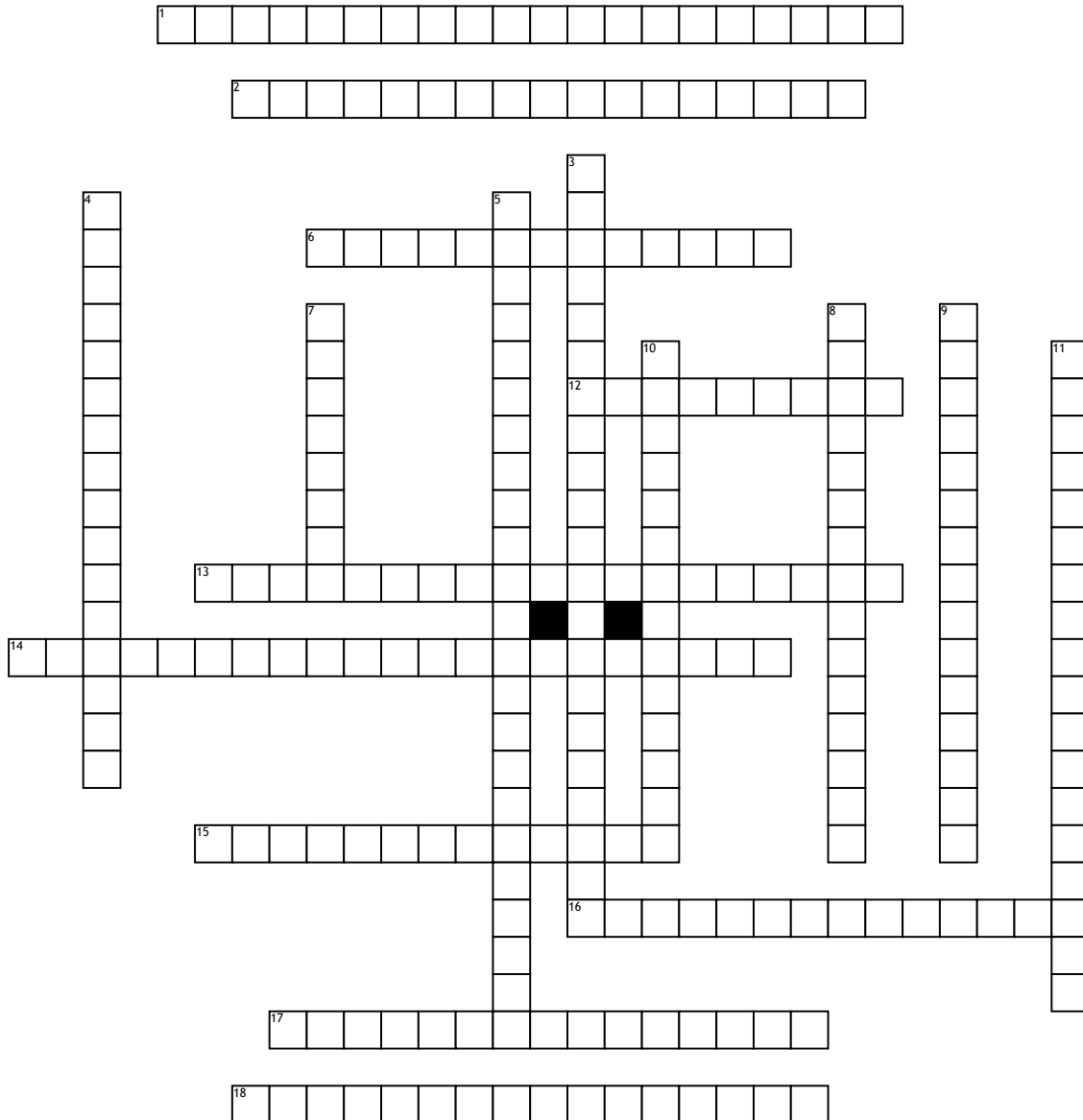


SPINOFFS FROM THE SPACE PROGRAM



Across

- 1. fabric developed for use in space suits
- 2. these have heating elements that run on rechargeable batteries worn on the inside wrist or embedded in the sole
- 6. Portable, self-contained power tools were originally developed to help Apollo astronauts drill for moon samples
- 12. it does not depend on gravity and it has pressured gas so it can be used upside down
- 13. these devices evolved from research to develop a controller for the Apollo Lunar Rover, and from other NASA research into how humans actually operate (called "human factors")
- 14. this is a computer program developed by NASA to analyze a spacecraft or airplane design and predict how parts will perform

- 15. this was first used in the Earth orbiting space station called Skylab to help detect any toxic vapors
- 16. NASA developed ways to process signals from spacecraft to produce clearer images
- 17. NASA developed ways to correct errors in the signals coming from satellites
- 18. developed for the astronauts to use in space (where spitting is not a very good idea)

Down

- 3. This uses techniques developed for processing space pictures to examine eyes of children
- 4. low-cost materials as the base for printed circuits (like those inside your computer) some of these "liquid crystal polymers"

- 5. it uses NASA research in airfoils (wings) and design software developed for the space program
- 7. these use accordion-like folds, like the design of space suits, to allow to flex without distortion, yet still give support and control
- 8. this comes from research done on materials to protect the eyes of welders working on spacecraft
- 9. uses brackets that are made of a nearly invisible translucent (almost clear) ceramic material
- 10. instead of measuring temperature using a column of mercury and this technology was originally developed to detect the birth of stars
- 11. it has an extra-bright primary bulb and an independent backup system that has its own separate lithium battery