**Day 3: Mapping with Google Earth & Creating a Scavenger Hunt**

2 – 5pm

*Entire session in computer lab (with projector & screen for demonstrations)*

*Materials*

Snacks (granola bars, etc.)

Nametags & markers

Computers (1 for each pair) with software: Google Earth, Word (or equivalent), photo viewing program

Data files from Day 2: GPS waypoints, photos & Word doc with trivia questions

Completed data sheets from Day 2

USB stick for transferring files (leader)

Scratch paper & pens for sketching map designs

Paper copies of example scavenger hunt (e.g., <https://www.utexas.edu/sites/default/files/files/ScavengerHunt.pdf>)

Printouts of Google Earth questions

\*see “Day 3\_google earth exploration.docx”

*Preparation:*

* Confirm software works on computers
* Create a “Scavenger Hunt Workshop” folder on each computer’s desktop, which contains
  + Powerpoint template *\*see example file “Day 3\_scavenger hunt template.ppt”*
  + Data files from Day 2: GPS, photos, questions
  + KMZ of plain black & white basemap (optional) *\*see example file “Day 3\_plain UCSB basemap example.kmz”*

*Schedule*

2:00 pm    Early arrivers’ activity

2:15 pm    Review from Day 2

2:35 pm    Introduction to skills session: Creating maps with Google Earth

2:45 pm Practice Google Earth skills

3:25 pm Design & construct scavenger hunts in pairs

4:25 pm Break for snacks & to admire everyone’s work

4:40 pm Discussion

4:50 pm Recap of whole workshop; record keeping

5:00 pm Finish

*Outline*

1. Interest getter (20 min.)
   1. Review from Day 2 (leader)
   2. Presentations about Day 2 (participants)
2. Introduction to skills session: creating maps with Google Earth (10 min.)
   1. Explain basic functions of Google Earth:
      1. zoom in/out, tilt, rotate, pan
      2. search bar
      3. draw points, lines, polygons, edit name, symbology
      4. save image
3. Participants 🡪 on computers in pairs
   1. ACTIVITY (10 min): (1) find each person’s school; (2) mark with a waypoint, appropriately symbolized and labeled; (3) save image showing both schools to “Scavenger Hunt Workshop” folder on desktop
   2. ACTIVITY (10 min): each group explore GE and answer one question (hand out paper w/question to each group; *\*see “Day 3\_google earth exploration.docx*”); each group prepare mini-presentation
   3. PRESENT (20 min): each group present how they answered question in Google Earth (demonstrate using computer connected to projector)
4. Design map (1 per group of 2 participants) (1 hr.)
   1. Show Powerpoint presentation with example maps (leader)
   2. Review basic cartographic elements (e.g., title, symbols, legend, layout, N arrow, etc.) (leader)
      1. Show example basemap to use when displaying waypoint locations for scavenger hunt map (*\*see example file “Day 3\_plain UCSB basemap example.kmz”*)
   3. Explain constraints: scavenger hunt is limited to 2 pages, must include 6 locations, each with a photo and trivia question, and map with locations marked
      1. Participants should:
         1. Sketch out design
         2. Symbolize GPS data in Google Earth, then export image to use as map
         3. Assemble pieces (map, photos, questions) in Powerpoint (*\*see example file “Day 3\_scavenger hunt template.pptx”*)
         4. When participants are finished, print out 2 copies (1 for each participant) of each group’s scavenger hunt; hang them around the room and have participants look at each other’s work
5. Break for snacks & admiring/discussion of finished scavenger hunts (15 min.)
6. Discussion (10 min.)
   1. Favorite parts of whole workshop? Challenges? What would you have done differently?
7. Summary & record keeping (10 min.)
   1. Recap of whole project
   2. Record keeping
      1. Have participants describe what they did: process of designing maps, software used, layout & design decisions, finished product
   3. Exit survey