

Vector Voyage!

TeachEngineering

Design

Use vectors plot a course based on a time and speed.

Suggested Learning

Time

00 : 30

Cost

0.00

PreRequisites

Requirements

Skills

Focus

Level

Standard

Points



Mathematics



2



Accuracy



1



Problem Solving



1

Total Skill Points

4

Knowledge Gain

Understand how vectors can represent distances and directions and are a good way to keep track of movement on maps.

Resource Link

https://www.teachengineering.org/activities/view/cub_navigation_lesson02_activity1

Skills Label™

Patent 11587190

www.skillslabel.com

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