

Navigating by the Numbers

TeachEngineering

Problem Set

Learn that math is important in navigation and engineering.

Suggested Learning

Time

00 : 45

Cost

0.00

PreRequisites

Requirements

Skills

Focus

Level

Standard

Points



Mathematics



4



Accuracy



1

Total Skill Points

5

Knowledge Gain

Describe how navigation and engineering are based on mathematics Describe how the Pythagorean Theorem solves real-world problems.

Resource Link

https://www.teachengineering.org/lessons/view/cub_navigation_lesson03

Skills Label™

Patent 11587190

www.skillslabel.com

[Go to Label Webpage](#)