

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				3
 Problem Solving				1
 Accuracy				1
 Research				1
Total Skill Points				6

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™

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