













## Making GPS Art: Draw It, Walk It, Log It, Display It!

TeachEngineering

Design

Design logos, pictures or other graphic images and then use handheld GPS receivers to map them

| Suggested Learning  |                 |   |   |          |          |
|---|-----------------|---|---|----------|----------|
| Time  | 00 : 30         | Cost  | 0.00  |          |          |
| PreRequisites   |                 |   |   |          |          |
| Requirements  |                 |   |   |          |          |
| Skills  |                 |   |   |          |          |
|   |                 | Focus   | Level   | Standard | Points   |
|    | Mathematics     |    |    |          | 1        |
|    | Troubleshooting |    |    |          | 1        |
|   | Accuracy        |   |   |          | 1        |
|    | Problem Solving |  |  |          | 1        |
| <b>Total Skill Points</b>   |                 |   |   |          | <b>4</b> |
| Knowledge Gain  |                 |   |   |          |          |
| Use geometry and scaling in order to draw a sketch. Use numbers to count, measure, label, and indicate distances and points on a GPS receiver.                                      |                 |   |   |          |          |
| Resource Link   |                 |   |   |          |          |
| <a href="https://www.teachengineering.org/activities/view/cub_navigation_lesson09_activity2">https://www.teachengineering.org/activities/view/cub_navigation_lesson09_activity2</a> |                 |   |   |          |          |

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