













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
Total Skill Points					4
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					
https://www.teachengineering.org/activities/view/cub_navigation_lesson09_activity2					

Skills Label™

Patent 11587190

www.skillslabel.com

[Go to Label Webpage](#)