

Where Are You?

Background:

In order to find a place you must know many pieces of information and how to organize them. The information, which is given in the clues, must be available in the correct form to the user. The clues need to be specific enough that there will not be many answers, but also not so specific so that the location is quickly found. This lesson uses world or United States data provided in ArcView or ArcVoyager in order to search for a fictional character.

Task 1:

Using the following clue find Joe Athlete:

- Joe Athlete is a person who likes the hot and cold weather. He loves to snow ski but also likes to water ski. He hates to sweat. He works in commercial construction on skyscrapers. Where in the United States would be the BEST place for Joe to live? Justify why you think he lives there. (There is more than one answer, the justification is what is important.)
- List clues and make a list of possible places you will need to look.
- In ArcView or ArcVoyager open a project. Use US data to decide which themes are important in solving the Joe Athlete clue.
- Use the information tool ("i" tool) and write down the answers to the clues from the map.
- Decide where Joe Athlete lives. Write 2 or 3 paragraphs that explain and justify why you think Joe Athlete lives there.

Task 2:

Design your own Joe Athlete style clues.

- In ArcView or ArcVoyager open a US or world project. Look at the available data.
- Create an interesting character with a clever name. Using a word processing program, write a story about your character that includes clues about where the character lives - which hemisphere, continent, country, and city. Provide clues by explaining what he/she likes to do or where he/she likes to go or what type of job he/she does.
- Ask questions about your character: Where does he/she live - country, city? What is the elevation of the area? the population? It is very important to ask for a justification of the answer.
- Hint: Make your clues specific but not obvious. Use only data that is available in the clues.
- Create a GIS map of your answer. Place a labeled point on the place where your character lives by using the TEXT and LABEL tools. Be sure your layout includes a compass, date, your name, a labeled point of the answer, a legend, and a title.

Task 3:

Trade your clues with another person. See if they can find your character. Share the map of the answer with them and analyze your clues. Were the clues too general or too specific or was there anything missing from your clues? Make changes to your clues to make them more effective.

Enrichment:

Make a placemat puzzle. Place the clue search on one side and the map of the answer on the other side. Laminate the placemat. Have students trade placemats and do the clue searches. Have them write justifications for their answers as a form of evaluation.