

Google™



The Google Earth Tour Challenge

A Game-based Project

An EARCOS Workshop Presentation

by

John Rinker

Grade 6 Humanities/Grade 8 Technology
International School Yangon Myanmar



Project Overview

The Google Earth Tour Challenge is a game-based project designed to offer students a content-rich research project adaptable to many areas of curriculum and driven by an essential question.

My particular project begins with the question ‘How does WHERE we live affect HOW we live?’ and explores the shift from hunting and gathering to agriculture and permanent settlements across the globe.

The project is designed as a game where students will move through challenging levels to research and create a Google Earth tour of the archeological evidence for early agrarian settlements and societies.

The challenge is composed of 10 levels. Early levels focus on research and gathering knowledge while later levels take students through the process of creating a Google Earth tour. In this way, content is not overshadowed by the tool, and the product becomes an authentic means of presenting meaningful ideas on early human history.

The game culminates in a bonus ‘Super Star’ level where students then use their learning to reflect on the essential question that drove the project.

Curriculum Integration

Mathematics

Measurement Unit: Students can create a tour of their favorite places in their city. They can estimate distances and then use the measurement tool in Google Earth to accurately calculate distances and areas of places. Eg. How far from your house to the mall? What area of space does the mall occupy.

Geometry: Students create a tour of famous buildings around the world that exhibit unique geometric shapes and solids. Research why the architect chose these shapes in the design.

Language Arts

Students can create literary tours of famous characters or authors. A tour of the Thief Lord's Venice or Che Guevara's Motorcycle Diaries. How about a tour of the places that provided inspiration to an author of a famous novel?

Social Studies

Students can create tours of famous voyages, treks, or military campaigns. Imagine a tour following Ibn Battuta or Marco Polo? How about Da Gama's route to India or Magellan's circumnavigation of the globe?

Younger students can create tours of animal habitats around the globe.

Country Studies

When students complete Week Without Walls trips or other cultural studies trips they can create Google Earth tours to document their journey and what they learned of the places they visited.

Art

Students create tours of museums and exhibits around the world with links to the museums or collections. How about a tour of Van Gogh's travels and places that provided inspiration for his famous paintings?

Foreign Languages

Students can create tours of countries and cities where the language of study is spoken. Tours can be created in the foreign language with placemarks identifying common vocabulary, eg. roads, buildings, trees, ponds, rivers, mountains, and so on

Standards

AERA Social Studies:

Standard 3: Time, Continuity, and Change

Standard 4: People, Places and Environment

Standard 7: Production, Distribution and Consumption

NETS

Standard 1: Creativity and Innovation

Standard 2: Communication and Collaboration

Standard 3: Research and Information Fluency

Assessment

Formative assessment occurs after each level where students must demonstrate certain knowledge before moving onto successive levels. For example, in Level 2 students must collect all required data related to Neolithic sites. Incorrect data is not accepted.

The final Google Earth Tour and the product of the 'Super Star' bonus level provide a summative assessment for this project.