User's Manual

UNDERDOG TECHNOLOGIES
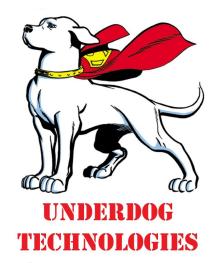
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Project: ArcGis Scavenger Hunt

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Revision 2: 11/17/2022 - added in a logo

This user manual will guide you through this workshop on GIS and how to use it. By the time your students have gone through this workshop, they will understand the fundamentals of GIS technology and how to use it, and critical thinking skills. First the students will be taught the essentials of GIS through video demonstrations and tutorials. If additional information and detail is needed documentation of the ProGis application will be available through the given repository. The students will follow along with the tutorials and will be able to see and manipulate maps and be able to identify special landmarks and their locations.

To prepare the workshop for the students, it is important to be able to obtain licenses for the GIS application that the students will be using. Be aware that all of the necessary resources like the tutorials are available through the repository. Once you introduce the students to the basic concept of GIS, have the students be put into groups with a group name being optional. Once they are in groups have them go through the starter GIS project provided accompanied by the video tutorials. If any of the students need help, you can help them as the complete project of that section is available for you.

Once they have completed the specified section, direct them to the accompanying hunt section where they will be given a hint and will have to use what they have learned inorder to find specific information. All answers are available to see if the students have given the correct answer or not. Once students have given their correct answers, record the completion time. Once all of the groups have completed the hunt, have them move on to the next sections. Once all the groups have completed all of the sections, add up the completion times and announce the group with the shortest completion time as the winner.