Mapping Your World - Exercises

Exercise 1 - Familiarise yourself with OpenStreetMap

1. Go to http://www.openstreetmap.org

2. Go to an area that you know well - here, where you work or where you live perhaps.

3. Take a look around. Do you recognise your place? If not, why not?

4. Open the same area on google or apple maps.

5. What is different?

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Exercise 2 - Explore the data model / tagging system

1. Go to http://www.openstreetmap.org again

2. Zoom in so you can see individual features in more detail.

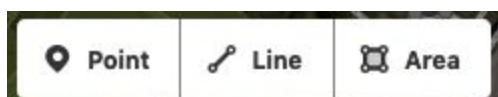3. Click on the 'Query feature' icon, on the right-hand side of your screen

4. This should bring up a list on the left-hand side of nearby features.

5. Select various objects. See how the tags vary. What information is provided? What isn't?

6. Check out http://taginfo.openstreetmap.org.uk/ for more information on any tags you may not be familiar with.

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Exercise 3 - Make your first edit… adding or editing a point

1. Find something that you know is missing or incorrect i.e. a shop or cafe near your house

If you don't have anything real to map, you can always create something fictional as long as you don't save.

2. Click 'edit' to start the iD Editor.
3. You will need to sign in. If you've not already got an account, you'll need to register.
4. Select the 'point/node' that you wish to edit.
5. If the feature you wish to edit doesn't exist on the map, click the 'point' icon at the top of the window, and click where you wish to place it on the map.

6. Fill out the details, add as many tags as you know.
7. When you're ready, click 'Save'.

8. You'll need to write a short sentence or two about the changes you've made or added. Once you've done this, click 'Upload'.

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Exercise 4 - Adding a road or a path

1. If possible, find a road or path that hasn't been mapped. You can use the aerial imagery to help.

If you don't have anything real to map, you can always create something fictional as long as you don't save.
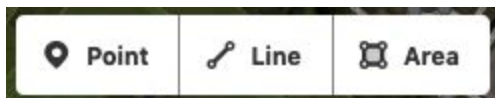
2. Click on the 'Line' icon.

3. Click where you want the road to begin. This will place a node/point as the start of the road.
4. You can then continue to add nodes to draw and shape your road.
5. Once you finished drawing your road, click the last node you placed to finish drawing.
6. Select the type of road or path you have drawn.
7. Add as many tags as you can.
8. When you're ready, click 'Save' and add details of what you have added/edited.

Exercise 5 - Adding an area or building

1. Find a building or an area like a park that hasn't been mapped. Use the aerial imagery to help.

If you don't have anything real to map, you can always create something fictional as long as you don't save.

2. Click on the 'Area' icon.

3. Click on the first corner of the area or building to place the first node/point.
4. Continue to add nodes to draw your shape.
5. Once you've added all your nodes, click the last node you placed to finish drawing.
6. You can straighten any corners by right-click and selecting the 'Square' option.

7. Select the use of land you have drawn from the menu on the left.
8. Add any tags and information
9. When you're ready, click 'Save' and add details of what you have added/edited.