**Chapter One:*In Which* Christopher Robin Notices an Algal Bloom in the Lake, and Asks Owl to Help Protect the Watershed.**

Rabbit practices organic farming, while Eeyore consumes high levels of nitrogen-rich thistles.

1. Owl suggests making forested buffers to control runoff from Eeyore’s Gloomy Place. Using the necessary layers inside the zip file, design a map that shows a 100-meter buffer around Eeyore’s section of the river. *Your map should have a Title, Legend, your name, a North, and should use appropriate colors for the features you add. The Winnie the Pooh map (AkerWoodBackground.tif) should be visible in the background of your map.*
2. Eeyore, as expected, is not happy to be identified as the culprit of contamination. Christopher Robin decides to put a 50-meter buffer along the entire river, except in already forested regions (the 100-Acre Wood and Six Pines). Map the new buffer suggested by Christopher Robin. *Your map should have a Title, Legend, your name, a North, and should use appropriate colors for the features you add. The Winnie the Pooh map should be visible in the background of your map.*

**Chapter Two: *In Which* Tigger’s Bounces Begin To Annoy His Neighbors.**

Tigger likes to leap before he looks. Christopher Robin has given him a GPS tracker to determine his habitat range.

1. Upload the GPS points (notice that they are in 4326) and define the Tigger habitat range using Convex Hull. (Note that the recent version of QGIS changed the Convex Hull method. You can now find it in Processing > Toolbox > Vector Geometry > Minimum Bounding Geometry. Select the points as Input Layer, and under Geometry Type, select Convex Hull.).
2. Since Tigger’s maximum jump distance is 10 meters, Owl suggests creating a 11 meter moat around his habitat. Create a map showing the GPS points and the proposed moat. *Your map should have a Title, Legend, your name, a North, and should use appropriate colors for the features you add. The Winnie the Pooh map should be visible in the background of your map.*