



## Overview

Using current technology tools (internet, Google Earth), teams will compete with other groups in a race around the world with unique trivia questions guiding the way.

## Learning Objectives

Technology has changed the way that we travel and see the world. Today, one of the most common ways to use explore our communities is by using satellite generated and aerial photography available through applications such as Google Earth.

Google Earth is essentially a virtual globe, map and geographic information program that puts the whole world on your computer. It enables users to "fly" from space to street level to find geographic information and explore places around the world. Like a video game and a search engine rolled into one, Earth is basically a 3D model of the entire planet that lets you grab, spin and zoom down into any place on Earth.

As a result of this challenge, participants will be able to:

1. Navigate the Google Earth interface.
2. Use the internet as a research tool.
3. Understand the practical applications of 3-D mapping, longitude and latitude as well as satellite photography.

## The Challenge

In order to successfully complete this challenge, teams must adhere to the following guidelines:

1. Each Club will be provided with the same set of clues. (Example: I have four heads and I was "born" in South Dakota in 1941.)
2. Teams work to research the questions on the internet. When they think they have the correct answer, the team types it into Google Earth.
3. As each location is found in Google Earth, the latitude and longitude (as well as the name of the location) are recorded on the clue sheet.
4. The team works its way around the world, ending at the Rainier Vista Boys & Girls Club.
5. Each team is timed and the quickest time wins the event for each age group provided that the latitude & longitude registry for each clue is reasonably close.





## MobiTrivia Scoring

Clue sheet with locations and longitude & latitude (43° 52' 35" N, 103° 27' 21" W) are handed to time keeper. Keeper logs time on sheet and adds time for missing stops. Lowest time wins the challenge.

## Standards Alignment

Challenge activities are aligned to the ISTE National Educational Technology Standards for Students (NETS). This challenge aligns to the following NETS: 1c, 3a, 3b, 3d, 6a, 6b.

