

Mapping Planetary Terrains

College of Science Middle School 2024 Summer Teacher Workshop

1. Nature of the need
 - a. The concept of remote sensing in this context
 - b. What are the primary goals for mapping heretofore unknown terrains?
 - c. In what possible applications could these techniques be useful?

2. Our lesson approach
 - a. Create a scenario and need to know
 - b. Student created planetary surface
 - c. Student teams
 - d. Assigned roles and responsibilities

3. Essential apparatus
 - a. The Vernier GDX wireless motion detector
 - b. Meter stick and distance gauge
 - c. Vernier Graphical Analysis

4. Setting up
 - a. Scaling the area
 - b. Creating features
 - c. Buffer margins
 - d. Floor material
 - e. Meter stick, sensor, string and weight

5. Operational techniques – How do we do it?
 - a. Control variables – optimizing the outcome - accuracy of the map
 - i. Distance above floor
 - ii. Tick rate
 - iii. Speed across terrain
 - iv. Width of the path/overlap
 - v. Angle of view for the GDX MD (15 degrees)
 - vi. Feature dimensions

Operational techniques and data collection (continued)

- b. Techniques
 - i. Steady speed
 - ii. Maintain constant distance
 - iii. Tape ticks at the margins
 - iv. Managing the unexpected
 - v. Team focus

6. Let's look at some data
 - a. Export CSV from Graphical Analysis
 - b. Open in Excel
 - c. Delete speed and acceleration columns
 - d. Create "subtracted" columns
 - e. Create surface plot (distance vs time)
 - f. Interpreting height and time
 - g. Artifacts and anomalies

7. Classroom in action
 - a. Colombia photos and video, Excel data and images
 - b. Single set-up versus individual teams
 - c. Competitive strategies
 - d. Time allotment

8. Physics and Astronomy Outreach
 - a. Saturday Morning Astrophysics at Purdue (SMAP)
<https://bit.ly/SMAPPurdue>
 - b. Teachers for SMAP (lessons and resources)
<https://bit.ly/SMAPTeachers>
 - c. SMAP YouTube
<https://bit.ly/SMAPYouTubeHome>
 - d. Physics Inside Out (Summer grade 7/8 student workshop)
<https://bit.ly/PhysicsInsideOut>