Lesson Plan 1 - Researching Geocaching
Grade level: 8th
Subject: Communications
Lesson Plan 2 Time: 1 Hour
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Lesson Summary: Students will research the key elements of Geocaching using FlingIt website viewing software for Palm.

Lesson Objective: Given a Palm handheld device loaded with FlingIt for Palm website viewing software, students will research Geocaching Key Terms and Definitions, the rules of Geocaching, and how to create a Geocache.

Materials or Additional Resources:

1. Palm handheld devices loaded with FlingIt for palm. (Download FlingIt for Palm)
2. Geocaching Website downloaded on the Palm.

Lesson Prerequisites:

1. Students will have received general instruction over how a PDA works and watched tutorial movies over some basic operations and skills in using a Palm handheld device and built in applications.
2. Students will have been introduced to FlingIt using the FlingIt quick start guide.

Lesson Procedures and Tasks:

Introduction

Introduce your lesson with a general discussion about scavenger hunts, hid-en-go-seek, or easter egg hunts. Ask the students to think of things that are required to play any of the games listed above. After a brief discussion using the above games ask the students to imagine having a world-wide scavenger hunt or easter egg hunt. Tell them that Geocaching is a game that combines aspects of all three games and is played world-wide. In order to motivate the students and keep their attention, tell them that they are going to participate in a world-wide scavenger hunt and they will track players who find the cache we hide via the internet. Next introduce the students to the key terms and definitions as well as the rules associated with Geocaching. Continue the lesson by having the students review how to create a Geocache by visiting the Creating Your First Geocache webpage located on the Official Geocaching Website. Students can also review the official Geocaching Brochure and Business Card to further their understanding if needed.

Key Terms and Definitions

1. Geocaching: Is an entertaining adventure game for gps users. The basic idea is to have individuals and organizations set up caches all over the world and share the locations of these caches on the internet. GPS users can then use the location coordinates to find the caches. Once found, a cache may provide the visitor with a wide variety of rewards. All the visitor is asked to do is if they get something they should try to leave something for the cache.

2. Global Positioning System (GPS): A GPS unit is a electronic device that can determine your approximate location (within around 6-20 feet) on the planet. Coordinates are normally given in Longitude and Latitude. You can use the unit to navigate from your current location to another location. Some units have their own maps, built-in electronic compasses, voice navigation, depending on the complexity of the device. Learn more about how GPS actually works by playing the interactive GPS Shockwave game.
3. Cache: Pronounced "cash" - In geocaching it is a hidden container filled with a log book and pencil/pen, and possibly prizes. Caches were often used by explorers, miners, etc. to hide foodstuffs and other items for emergency purposes. People still hide caches of supplies today for similar reasons. Geocaching comes from the terms "geo" and "cache" to explain the sport. Some caches have cash in them, but there is no pun intended :-)
4. Hitchhiker: A hitchhiker is an item that is placed in a cache, and has instructions to travel to other caches. Sometimes they have logbooks attached so you can log their travels. A Travel Bug is an example of a hitchhiker.
5. Letterboxing: Letterboxing is similar to Geocaching, but you use a series of clues to find a container. Once you find the container (or letterbox), you take a carved stamp from the box and stamp your personal logbook. You then take your carved stamp and stamp the letterbox's log book. See Letterboxing North America for more info.

Geocaching Rules

1. Take something from the cache.
2. Leave something in the cache.
3. Write about it in the logbook.
4. Begin your search of caches around your town.
5. Continue your quest to find caches as you travel or while you are on vacation.

Creating Your First Cache

Tell the students that there are primarily five steps that need to be accomplished before they can begin to play Geocaching and track their own cache that they will create. Go over each step of creating a Geocache, but only provide a short description to the students, let them explore the webpage themselves using the Palm. Tell them that a more detailed description of each step can be found by visiting the Geocache Website and reviewing the Creating Your First Geocache page. The Creating Your First Geocache page provides written descriptions about what each step actually entails and this is where the students will gather the information needed to create their concept map in Lesson 2.

Five steps to creating a cache

Step 1 - Research a cache location.
Step 2 - Preparing Your Cache.
Step 3 - Placing Your Cache.
Step 4 - Report the Cache.
Step 5 - Maintain the cache.

Final Product: Tell the students that after everyone has completed their research over how to create a cache that they will have a quiz over Lesson 1 at the beginning of next class period.

Individual Assessments:

1. Lesson 1 Quiz

Conclusion: By successfully completing this lesson, students will have a better understanding of Geocaching and the various online resources that they will use in Lesson 2: Mapping out a Geocache of this Unit Plan to create a concept map. Students will utilize Lesson 1: Researching Geocaching as a foundation to build from and as a point of reference to guide them through to the completion of the entire Unit Plan. In another class period a final combined concept will be used to depict how they will proceed as a class towards completing the project. The final product will be a

classroom concept map, made using Inspiration, that sorts through all of the research data and focuses in on the key parts needed to create a class cache.

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