

Directions for the GPS Treasure Hunt

Take a moment to introduce yourself to the GPS units. The “Geko™ 201 Quick Start Guide” offers a good overview. We will be marking waypoints (a waypoint is a point with latitude and longitude) and navigating.

For simplicity sake, you may want to start off with only two questions. The tags are all color coordinated so that groups cannot collect tags from other groups.

Select a location for the FINISH and the JAIL. These sites should be at least 75 yards away from each other but within sight of where you choose to stand. Program the “FINISH” and “JAIL” waypoints into all of the units. The “JAIL” will be all of the wrong answers (**a, c, e, f, g, h**).

Turn on the GPS.

Wait a few minutes to acquire satellites.

Delete all previous waypoints.

Page to the MENU.

Scroll down to WAYPOINTS.

Select WAYPOINTS.

Select the sub heading under which you would like to store the waypoint.

Press OK

Scroll up to the flag and press OK to change the name of the waypoint’s name.

Press OK to finish waypoint entry.

Continue to enter waypoints.

Program the locations of tags into each GPS unit. Do this one unit (one route) at a time. Begin with a waypoint marked “START”. The students will navigate to the start where they will find their first question tag. Then work through to the last question and then to “FINISH”. The answer from the previous question will be the name of the next site. Each tag needs to be pretty far apart. This only works if you can use a really big area.

Here is how your screen should look.

```
0-9  0a    (= jail)
      0b
      0c    (= jail)
      0d
      0e    (= jail)
      0f    (= jail)
      0g    (= jail)
      0h    (= jail)
      0i
      1Finish
      1Start
```

Start the students together in one location.

Let them get used to the units. Show them how it they acquire satellites. Show them how to page through the screens. Show them how to navigate to a waypoint (use the navigation screen that looks like a compass).

Then let them go!

