Integrated Science 1
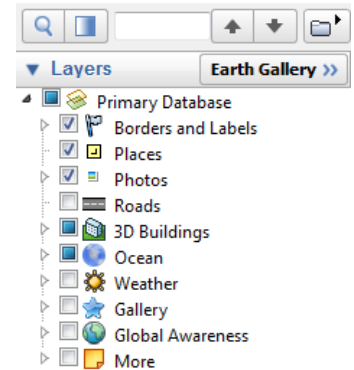**My Digital Watershed – Google Earth Help**

Getting around Google Earth
>   With the 'hand' (try all this while holding 'ctrl' or 'shift' as well)
– Left click and drag to move the earth
– Left double click to zoom in
– Right double click to zoom out

Looking at Layers
>   On the left there should be **Search, Places, and Layers**
– Click "Layers" to expand (click checkboxes to turn Layers on or off)

Adding Custom Layers
– Go to http://scwibles.ucsc.edu/Products/ProductsDocuments/Norris_ContourWhat_supporting/Watsonville.kmz to download watsonville.kmz. Double click in downloads to open.
– Notice the folder structure (Click the checkmark next to the layers)

Measure distance in Google Earth
– Click the "ruler tool" and click "Path" on the window
– move the cursor to the map
– Click tin a series of points, note the length is being measured

The ruler

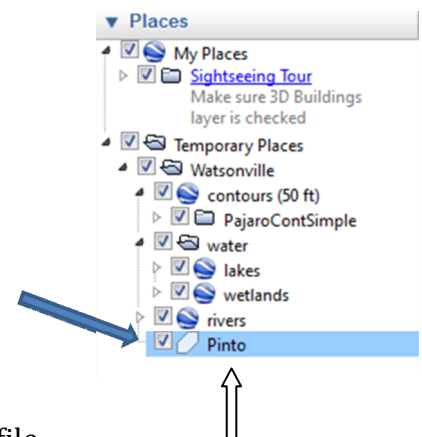The polygon tool

Drawing a polygon in Google Earth
– Click the add polygon tool: type "<a name>" as a name in the new window
– DO NOT click OK and instead move the new window of to the side of the screen
– Move the cursor to the map – note the cursor is now a "sight"
– Click in a series of points to draw the polygon
– When you finish drawing click "OK" in the new window (notice the new polygon in "Temporary Places" on the left)

Save a polygon in Google Earth
– Right Click the name of your new polygon in the list of places
– Choose "Save Place as" from the menu
– Choose Desktop as the place
– Choose Kml (*.kml) from the "Save as Type" menu
– Click "OK"

Measure the area of a polygon
– Open a web browser (chrome, firefox, internet explorer)
– Go to: http://extension.unh.edu/kmlTools/
– Click the "Choose File" button and choose your saved "kml" file
– Type "<a name>" in the Description box
– Click the "Submit" button
– When the new page loads click the "Area" button

Right click the name <name> of your polygon (to save your polygon).

Flight Simulator (learn how to fly!)
- Turn of "Temporary Places" (click the checkbox)
- Go to "Tools" menu and choose "Enter Flight Simulator"
  - Click "SR22" (much easier to learn)
  - Click "Current View"
  - Click Start Flight (Good Luck!!!)
  - The secret is to move slowly . . .

When you click and see the crosshair you are flying with the mouse

- **Basic Airplane Controls**
  - Arrow keys: ailerons and elevators
  - Mouse click: ailerons and elevators
  - Page up (PgUp) – Page down (PgDn): throttle
  - "F" – SHIFT "F": flaps
  - ",": left brake – ".":right brake

The brakes only work on the ground

Special Vocabulary:
Ailerons: the parts of the wings that make the airplane turn
Elevators: the parts of the wing and tail that make the airplane go up and down
Throttle: like the gas pedal (controls how fast the airplane will fly)
Flaps: a special part of the wings used to slow the plane down (like brakes in the air). You need
          these to land the airplane
Landing Gear: the wheels under the airplane (only for the jet)
Rudder: part of the tail that helps the airplane to turn

- **More Advanced Controls**
  - "G" – SHIFT "G" – landing gear up and down
  - 'Alt' or 'CTRL' with the arrow keys – look around
  - SHIFT + left/right arrows: move the rudder left or right
  - "C" – center your ailerons and rudder
  - Space – pause the game