



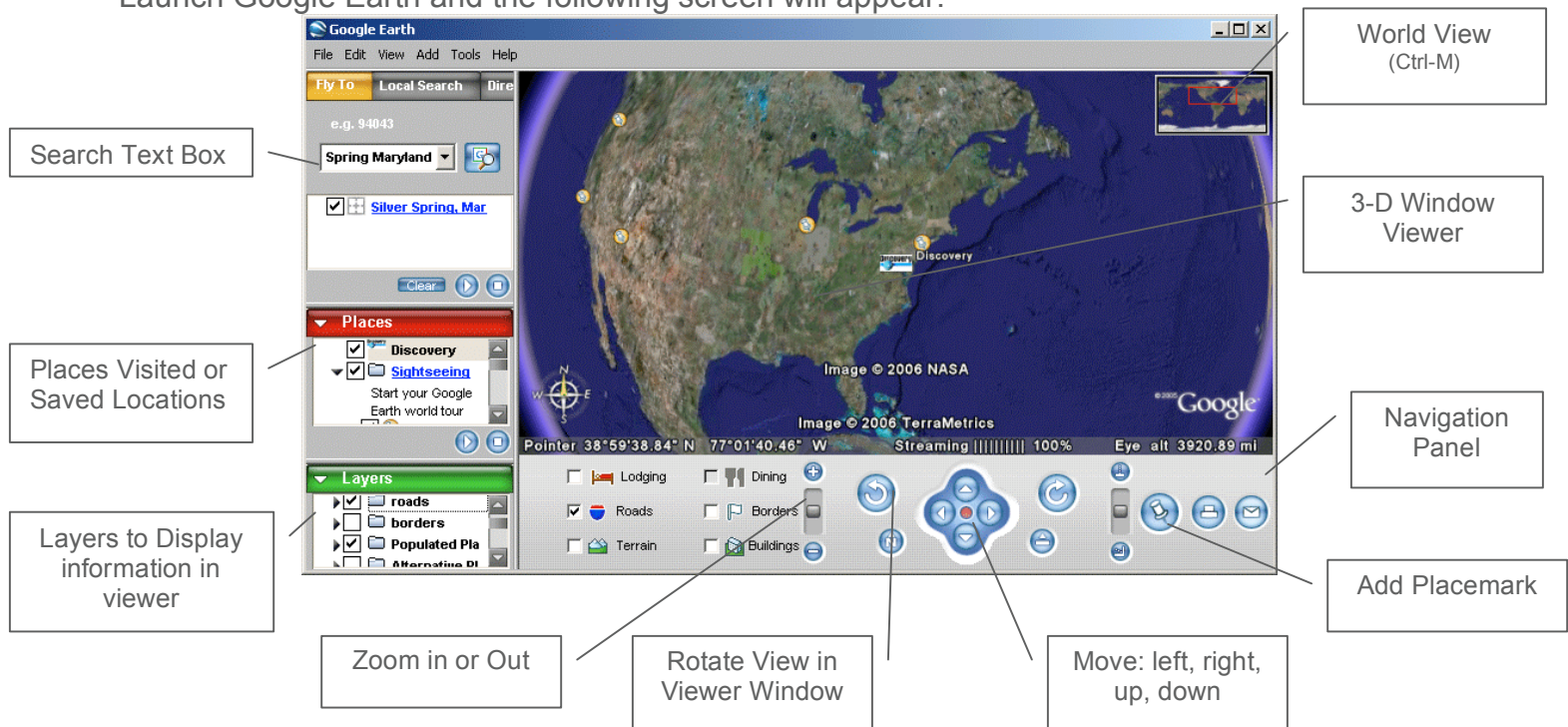
Discovery Education *unitedstreaming*

Google Earth

Google Earth allows educators to add elements of satellite photography, world geography, locations, and images to their instructional lessons.

Google Earth Viewer

Launch Google Earth and the following screen will appear:



Fly To a Location

To have Google Earth 'fly-by' a location, type the city, state, or country into the Search Text Box. Google Earth will locate the position and the viewer window will 'fly' to the location.

- Click and hold in the viewer window to move around the location
- Use Google Earth's Zoom, Rotate, and Move tools from the menu bar to navigate and explore the location

World View


Press Ctrl-M to open the world view map in the top right hand corner of the Viewer Window.

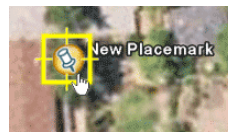
- Double-click on any location in the World Viewer to jump to that location
- Use Google Earth's Zoom, Rotate, and Move tools from the menu bar to navigate and explore the location





Making a Placemark:

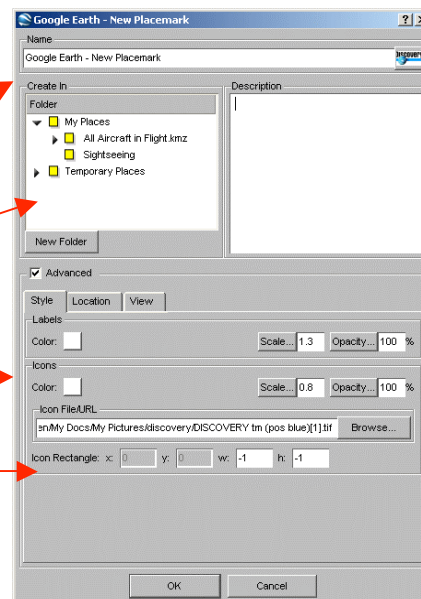
1. Position the viewer in the location where you want to add a Placemark.
2. Click on the 'Add Placemark' pushpin icon  in the navigation panel.
3. The New Placemark dialog appears and a New Placemark icon is centered in the viewer inside a flashing yellow square.



- Position the Placemark by clicking and holding and moving to the exact location you want it.

- In the New Placemark dialogue box, edit the following properties:


- Name for the Placemark
- Destination folder, existing folder or create a new one
- Color of Label or Placemark icon
- Image to represent the Placemark



4. Select a folder to hold the Placemark or create a new one.
5. Click the OK button to apply the information you entered.
6. Once created, editing can be completed by 'right' clicking on the Placemark icon and selecting 'edit...'



Inserting a *unitedstreaming* video segment inside a Placemark:

1. Log into *unitedstreaming* and search or browse the video segment.
2. Right click on the download icon  and select 'copy shortcut'
3. Open up the Placemark by right-clicking on it and click EDIT
4. Paste Shortcut Location inside the Description text box.
Anything that is put inside this box will appear when the Placemark is opened.
5. When visiting the Placemark, double click on the image/icon to open and view images or video segments.

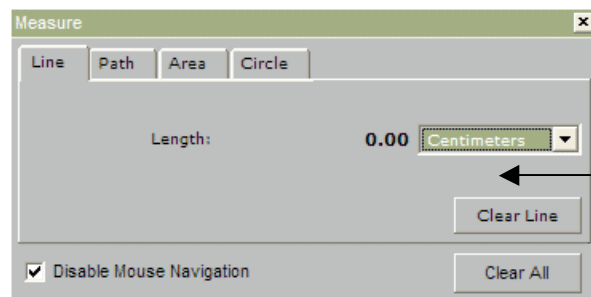
Inserting Funk and Wagnall articles inside a Placemark:

You can copy and paste any of the Funk and Wagnall text found inside *unitedstreaming* that accompanies many of the videos into the Description text box.

Measuring

Use the Measure window in the Tools menu to measure length, area, and circumference as follows:

1. Position the imagery you want to measure within the 3D viewer and make sure you are viewing the earth from top-down (type U) and with terrain turned off for best accuracy.
2. From the Tools menu, select Measure. The Measure dialog box appears.



Consider moving the dialog box to a region of your screen that doesn't obstruct the 3D viewer.

3. Choose the type of shape you want to use to measure:
 - Line allows you to measure from point to point
 - Path allows you to create multiple stops on a journey or trip to measure the total distance



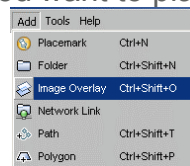
4. Choose the unit of measure for length; perimeter, area, radius, or circumference, as applicable.
5. Click in the 3D viewer to set the beginning point for your shape:
 - For a line: click on the beginning point and the ending point, the distance will appear in the Measure dialogue box.
 - For a Path: click once for the beginning point, indicated by a red dot, click along points of your path and a yellow line connects each point as you move the mouse. Each additional click adds a new line to the path. The total units for the shape are defined in the Measure dialog.
6. Click 'Clear' to reset the measure tool. To close, click on the 'x' on the top right corner of the dialogue box.

Creating an Image Overlay

An image overlay is a picture that you can add over the Google Earth satellite view.

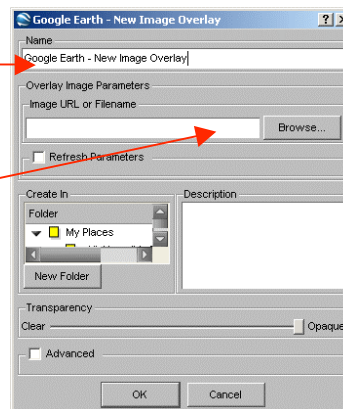
1. Position the viewer in the location where you want to place the overlay image file.

2. Select Image Overlay from the Add menu.



3. The New Image Overlay dialog appears. Edit the following properties:

- Provide a descriptive name in the Name field.
- Browse to locate the icon or image on your computer
- At this point, the image appears in the 3D viewer, with green anchor points. Click and drag these points to position the image.



4. Position the image in the viewer to your preferences and click OK to complete the creation.