

Manual GIS Overlay Data Assignments

MAPPING CATEGORY	WRITE WITH...	HOW TO MAP THIS DATA
TRAFFIC PATTERN	<u>Black</u> markers	Draw the roads, parking lots, and pathways on your map. Use different symbols to show how each is used. Examples could be by cars and trucks, bicycles, people walking, or animals.
WATER FLOW/ TOPOGRAPHY	<u>Blue</u> markers	Draw the streams and any areas where water flows on your map. Draw arrows to show where water flows when it rains.
PLANTS	<u>Green</u> markers	Create symbols to show trees, shrubs, grass, flower beds, etc. Outline the different areas of plant life on your map.
SOILS AND SURFACES	<u>Purple</u> markers	<p>Create symbols to show different surfaces on your map. Examples of different surfaces include hard packed soil, loose sand, asphalt, pebbles, grass, etc. Do permeability tests on each type of surface that isn't concrete or pavement (see directions for permeability testing below).</p> <p><u>How to Conduct Soil Permeability Tests</u></p> <ol style="list-style-type: none"> Place the can on the soil to be tested. Gently twist and push until the can is about 1 inch into the ground. Measure 100 mL of water. Pour the water all at once into the can and use a stopwatch to time how long it takes for the water to disappear. Record the results in seconds. If water is still present after two minutes, stop timing and record the surface as "IMPERVIOUS."
SUN AND SHADE	<u>Orange</u> markers	Create a scale from 1 (bright sun) to 5 (complete shade). Noting time of day, record a sun/shade rating for each part of the schoolyard.
NEARBY LAND USE	<u>Red</u> markers	Record how land is used in each direction from the schoolyard.