







## How to Digimap your Daily Mile !

### Activity Idea 4

Here are a range of ideas designed to enable teachers to use The Daily Mile and Digimap for Schools for additional purposes in the curriculum. Activity Idea 4 contains a set of ideas that focus upon a pupil's own locality.

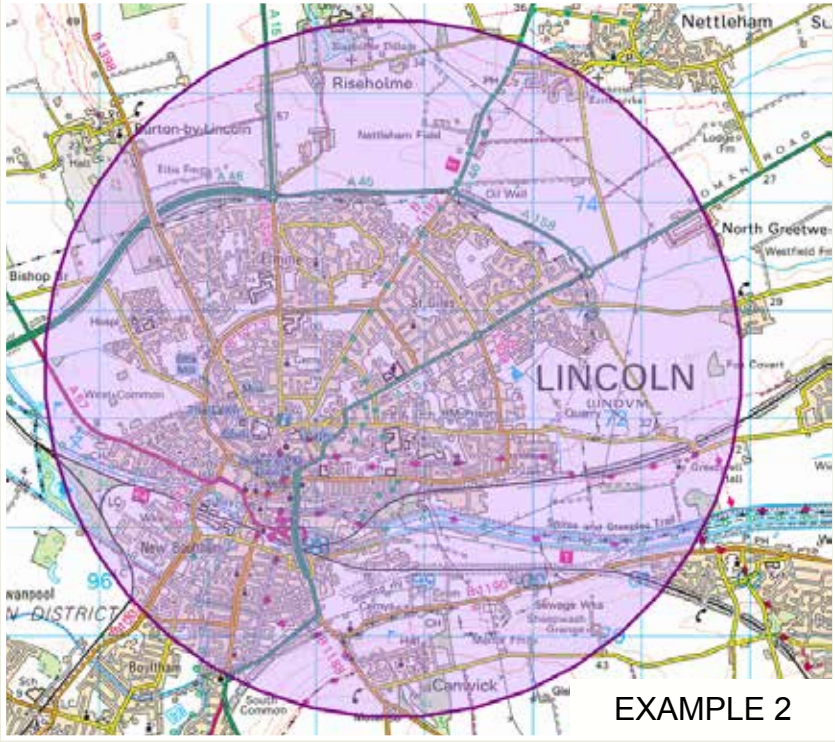
- I feel much fitter after running The Daily Mile and want to look at where I can walk locally with my family.
- I'd like to know how far it is from my house to my school. Can I measure that? Draw a line and find out the distance with the Add Measurement label tool. (See example 1 overleaf) 
- I'd like to find out more about the area I live in. If I run 2 miles, can I find out where I would get to and what I would see? Use the buffer tool, enter 2 miles and click on where you live to see what falls within 2 miles of where you live! (See example 2 overleaf) 
- I'd like to run all the way around my town. Can I work out how many miles I will have to run each week? Use the freehand tool to draw around your town, then use the Add Measurement Label tool to click on the line you've drawn and add the distance. (See example 3 overleaf) 
- We have been discussing some of the geographical features of the area where we live. We would like to run – along the coast; along a ridge of hills; along a river and map out and record where we are each week. Are there any Geograph photos near where we live? (See example 3 overleaf) 

Geograph Help tip: to find out if there are Geograph features, find your house or school and zoom in really close then click on the Geograph button and in the entry box rather than enter a word to search for, enter a '\*' and hit return – you will now see all photos in Geograph for your particular location. Remember the '\*' search will only work if you are zoomed in close to your school or home. If you are zoomed far out, you will need to enter a word you'd like to search for or else there will simply be far too many photos to display!

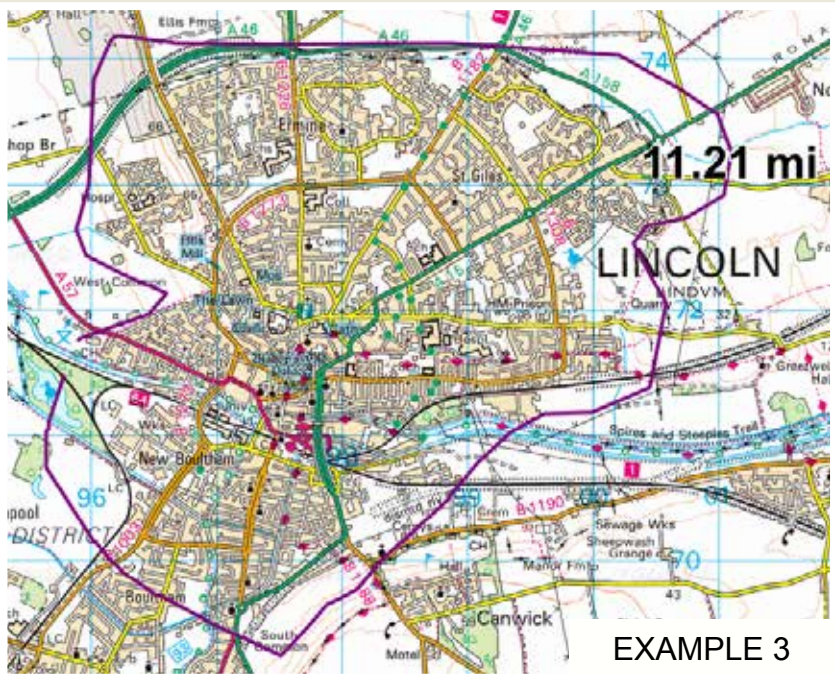




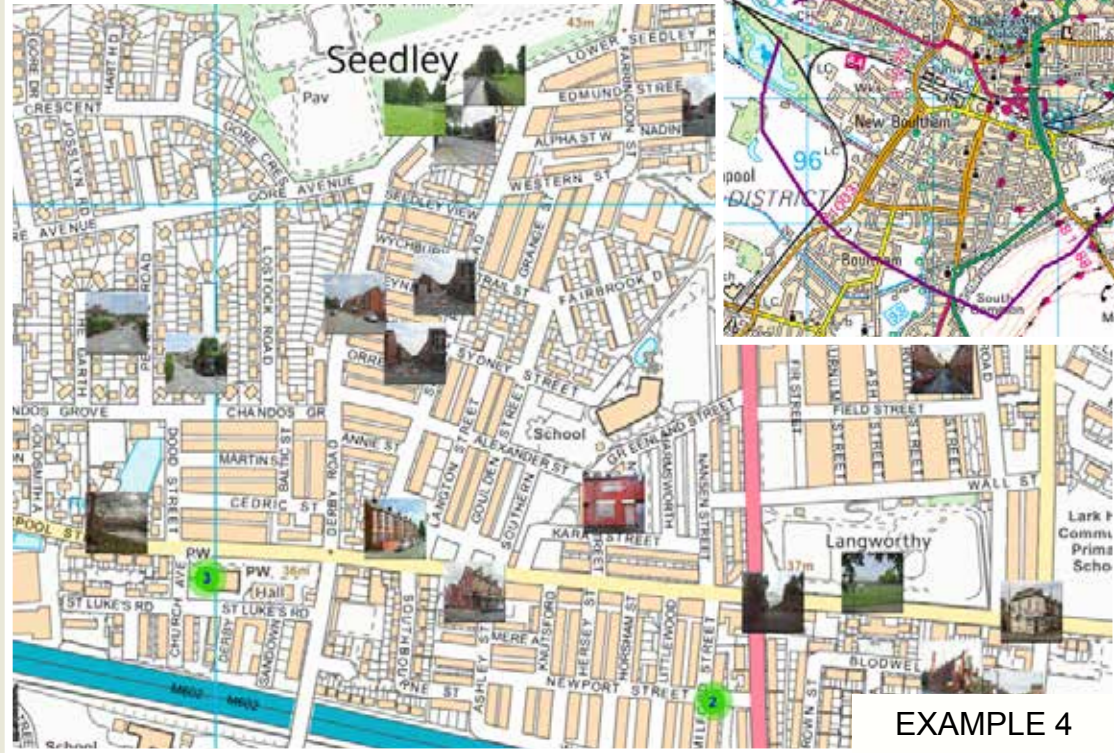
EXAMPLE 1



EXAMPLE 2



EXAMPLE 3



EXAMPLE 4

