Using Google Earth in the Classroom

NC Music Educators Conference
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What is Google Earth?

❖ Google Earth lets you fly anywhere on Earth to view satellite imagery, maps, terrain, 3D buildings, from galaxies in outer space to the canyons of the ocean. You can explore rich geographical content, save your toured places, and share with others.

❖ Use placemarks to pinpoint the places you want to remember. You can mark locations of song origins, or where the song/music is set. Anywhere in the world.

❖ Take placemarks a step further and record a free-form tour in Google Earth. Simply turn on the touring feature, press record, and see the world. You can even add a soundtrack or narration to personalize the journey.
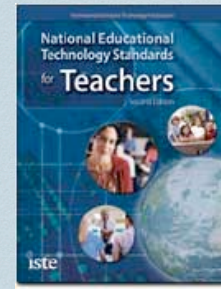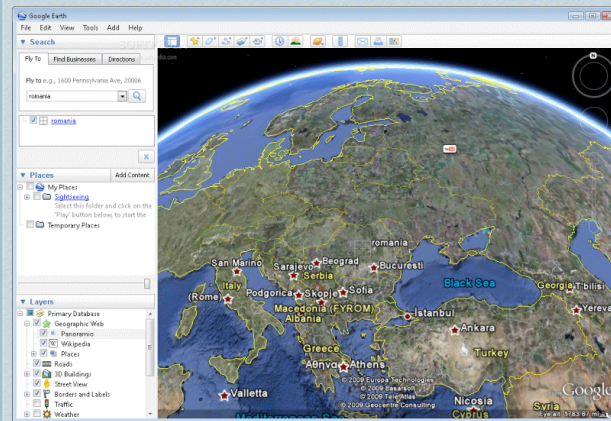
How Do I Get It?

earth.google.com

Why use Google Earth?

❖ NETS•T Standard 2: Design and
   Develop Digital-Age Learning
   Experiences and Assessments

❖ NETS•T Standard 3: Model
   Digital-Age Work and Learning

❖ Student Engagement

❖ Cross-curricular content

Uses for Google Earth

❖ Mark locations of historical value

❖ Make cultural connections

❖ Help explain lyrics

❖ Provide real world connections

❖ Develop sense of geography

Computer Requirements

PC System Configuration

Minimum:
- Operating System: Windows 2000, Windows XP, or Windows Vista
- CPU: Pentium 3, 500Mhz
- System Memory (RAM): 256MB
- Hard Disk: 400MB free space
- Network Speed: 128 Kbits/sec
- Graphics Card: 3D-capable with 16MB of VRAM
- Screen: 1024x768, "16-bit High Color" - DirectX 9 (to run in Direct X mode)

Recommended:
- Operating System: Windows XP or Windows Vista
- CPU: Pentium 4 2.4GHz+ or AMD 2400xp+
- System Memory (RAM): 512MB
- Hard Disk: 2GB free space
- Network Speed: 768 Kbits/sec
- Graphics Card: 3D-capable with 32MB of VRAM
- Screen: 1280x1024, "32-bit True Color"

Mac System Configuration

Minimum:
- Operating System: Mac OS X 10.4.0
- CPU: 1 GHz
- System Memory (RAM): 256MB
- Hard Disk: 400MB free space
- Network Speed: 128 Kbits/sec
- Graphics Card: 3D-capable with 16MB of VRAM
- Screen: 1024x768, "Thousands of Colors"

Recommended:
- Operating System: Mac OS X 10.5.2
- CPU: G4 1.2Ghz
- System Memory (RAM): 512MB
- Hard Disk: 2GB free space
- Network Speed: 768 Kbits/sec
- Graphics Card: 3D-capable with 32MB of VRAM
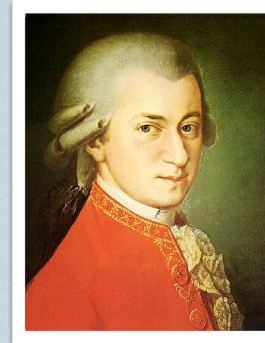- Screen: 1280x1024, "Millions of Colors"

Common Issues

- ❖ Technology shortfalls

- ❖ Software issues

- ❖ Hardware issues

- ❖ Student participation

Designing your first project

❖ What music would lend itself to geographical locations?

❖ What benefits will your students derive from seeing the place where music was composed, performed or developed?

❖ Is there an area of the school's curriculum that could be enhanced through this project?

❖ K.I.S.S.

Adding Music

Simply embed the mp3 or mp4 file into your
Google Earth project via the text editor.

Google Earth Pro ($400) allows you to add
movies and has more advanced features.

Map Overlays

Creating a map overlay allows you to
highlight an area or geographical location in
order to emphasize something.

Use Google Earth tutorials for this one!

Record a trip

❖ Add your points of interest

❖ Set the timing for how long to stay there

❖ Run as a slideshow (or keep it a manual trip)

❖ Share it with your classes