



Geography Skills

Social Sciences, Earth Science, Math

TVO 1985

SOL: Social Science: 2.5, 3.5, 3.6, 10.1, 10.2, 10.15

Earth Science: ES.3, ES.33, ES.34, ES.35, ES.36, ES.37, ES.38

Math 6.18, 6.19

12 10-minute programs for grades 6-9

One Year Tape and Keep Rights

No Duplication Rights

This series uses computer animation to illustrate the tools and techniques that geographers use to interpret the physical world. Clearly and engagingly, the series introduces students to several methods of map creation and interpretation, gathering data, and solving geography problems. It uses a skill-based approach to training students in the representation of the real world.

101. Map Symbols—This program helps students understand map legends and the techniques of identifying and locating information through different sizes and shapes of symbols.

History/Social Science: 2.5, 10.1, 10.15

102. Map Grids—The simple scientific method of determining location-by means of a map grid-is presented along with its advantages and disadvantages.

Science: ES.3

History/Social Science: 2.5, 10.1

103. Latitude—Using the equator as the starting point, this program shows how the Tropic of Cancer, Arctic Circle, Tropic of Capricorn, and Antarctic Circle are measured.

Science: ES.3

History/Social Science: 3.5, 10.1

104. Longitude—The lines of longitude are related to local times, using the prime meridian and the sun.

Science: ES.3

History/Social Science: 3.5, 10.1

105. Measuring Distance—Calculating distances on the landscape using map scales are explored.

Science: ES.3

History/Social Science: 10.1

106. Directions—The importance of orienting a map to the landscape is emphasized to help students visualize directions.

Science: ES.3

History/Social Science: 10.1

107. Contours—This program examines an oblique view of a mountain, and describes how elevation levels are obtained.

Science: ES.3

History/Social Science: 10.1

108. Theme Maps—Several techniques for mapping population density are explored.

History/Social Science: 3.6, 10.1

109. Sampling—This program introduces three fundamental concepts employed by geographers when sampling: average, percent, and density.

History/Social Science: 10.15

110. Gathering Data—Different types of research, patterns, and the need for careful, organized gathering of data are discussed.

Math: 6.18, 6.19

Social Science: ES.3

111. Graphing—Cartography, the science of drawing charts, diagrams, and maps, and the skill of graphing are presented.

History/Social Science: 10.1

112. Problem Solving—Solving geography problems, like all problem solving, needs practice and method. Using the skills of classification and comparison, this program shows how we can recognize patterns, which in turn help to solve problems.

History/Social Science: 10.1, 10.2