

STEP FIVE TEACHER GUIDE

Your Day in the Field

BEFORE YOU GO

Have the students gather into their teams and check out an AirBeam and smartphone/tablet to each team. Use the AirCasting Actions online equipment tracker you created in step four to keep track of the equipment and data gathering effort. Review roles and make sure students know what their role is and how to do it. Review routes and make sure the students are prepared for being in the field. Remind students of when they're expected back in the classroom. If you have chaperones, have them introduce themselves to the students and assign them to teams.

IT'S GAMETIME!

Exit the classroom and direct each team to move to their starting location, power on their AirBeam and smartphone/tablet, begin recording a mobile AirCasting session, and proceed along their selected routes while performing their respective roles. (Note that if the students' smartphones/tablets do not have a cellular data connection, they will need to start their mobile AirCasting session in or just outside the school building while their smartphones/tablets still have access to a WiFi network.) When they arrive at their final destination, students should use the AirCasting app to finish their session and then power off the AirBeam.

BACK IN THE CLASSROOM

Once the students have returned to the classroom, have the Phone/Tablet Carrier confirm that the device is connected to the Internet by launching a web browser and visiting a web page. Once the device's Internet connection has been confirmed, instruct them to launch the AirCasting app, navigate to the Mobile Dormant tab, and swipe down on the screen to upload their Mobile Dormant session to the AirCasting website. Ask the students to return the equipment and log this using the AirCasting Actions online equipment tracker. Double-check to make sure all the AirBeams are powered off then plug all the devices into the charging station you setup in step four.