Animal Migrations
2015 NGX Challenge 1: Design, Build, and Test a Way to Study an Animal as it Migrates

For the complete media spotlight with media resources, visit: http://education.nationalgeographic.com/education/media/animal-migrations/

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PROGRAM

You’re on assignment for National Geographic. How do study an animal that can’t sit still? This is a problem that National Geographic explorers face in the field.

Engineers at National Geographic have come up with a few ways to study animals while they migrate. Some of these creative solutions use the same technology that robots use. Robots can do lots of things, but one thing many robots do is collect information about their environment. These robots use sensors, like a camera or a thermometer, to gather information about their environment. Then, the robot decides an action to take based on the information it just collected. For a robot, collecting this information is really important when it comes to taking action and solving problems, both big and small.

YOUR CHALLENGE: Design, build, and test a way to study a migrating animal using your own robot-like design. Your solution must collect information about its environment and use that information to decide an action to take, the way a robot might. It must also have minimal impact on both the animal and the environment.

Watch the Introduction video to learn about the Engineering Exploration Challenge. Then watch the Animal Migrations video to gear up for your assignment. Use the National Geographic Engineering Process to design, build, and test a solution to this Challenge. For instructions on how to submit your solution to National Geographic, visit NatGeoEd.org/NGX.

FOR FURTHER EXPLORATION

Audio & Video
- National Geographic Animals: Crittercam and Wildcam

Interactives
- National Geographic Channel: Great Migrations—3D Animal Migration Globe
Video
- National Geographic Live: Gadgets and Gizmos: Inside the Nat Geo Tech Lab

Websites
- National Geographic: Crittercam
- National Geographic Animals