Thermal Map Activity

Today you are going to create a thermal (heat) map of the ocean. The numbers below represent the surface temperature in degrees Celsius. The first thing you need to do is create isotherms by drawing shapes around areas with similar sea surface temperatures. You are going to separate temperatures into the following categories: 0-10, 11-20, 21-30, and 31-40. You are going to draw a shape around all the measurements in a group. For example, see the top right-hand corner of the map where the first isotherm has been drawn for you. Notice a couple of things about this example. First, it is drawn tightly around the numbers, it does not extend into that vast section of the ocean without measurements. That is important because without measurements we don't know the surface temperature and should not assume it is similar to our recorded values. Second, it doesn't include the area across the peninsula, that is because we are looking at water temperatures, not land temperatures. Once you have all the lines drawn go over them with a sharpie. Then select a color for each category. Record the color in the key and then color all the appropriate sections.



