

GETTING STARTED WITH OPENSTREETMAP

Module 3: Making Your First Edits in OpenStreetMap (OSM)

Recommended For
High School Students
College Students

Course Time Needed

Preparation: 1-2 hours

Execution: 50-90 minutes of class time



Materials Needed

For the educator:
Computer w/ Internet
Computer mouse
Web Browser
OSM Account

For the student(s):
Same as for the
educator

Have questions or comments?

Reach out to us
through email
info@teachosm.org or
tweet [@TeachOSM](https://twitter.com/TeachOSM)

Learning Objectives

After completing this lesson, students will be able to:

- 1) Understand the iD editor's interface, controls and functionality
- 2) Use the iD editor to create and maintain geographic features on OpenStreetMap
- 3) How to edit in OpenStreetMap using the iD editor

This Lesson Meets:

National Geography Standards

Standard 1: How to use maps and other geographic representations, geospatial technologies, and spatial thinking to understand and communicate information

Advanced Placement – Human Geography

Unit 1 – Thinking Geographically:

- Different types of maps and what they tell you
- How geographers collect and use data

Overview

By now your students should have an OpenStreetMap account, be familiar with the OpenStreetMap interface, have located an area of interest, and are ready to map. In this module, we take control of the **iD editor** and learn to add geographic data to the map. At the end of this module, your students will be able to add simple features to OpenStreetMap, give those features descriptive 'tags', navigate the iD interface to personalize controls, and understand how to use iD Editor's Help facility.

Preparation & Prerequisites

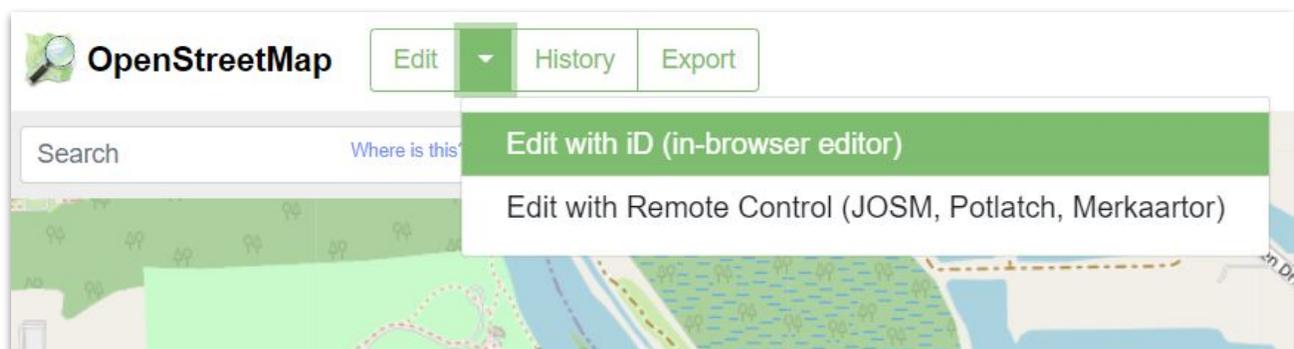
- Facilitators and students should have created an OpenStreetMap account in Module 2 before undertaking this Module.
- Facilitators should spend as much time with the iD Editor 'Walkthrough' as possible. The Walk Through is self-directed and interactive introduction to ALL of the functionality contained in the iD Editor.

 **Watch:** One Minute Tutorial: How to Add A Building to OpenStreetMap
https://www.youtube.com/watch?v=oNjilL_qTIM

Activity 1: iD Editor Walkthrough Tutorial

Procedures for Students

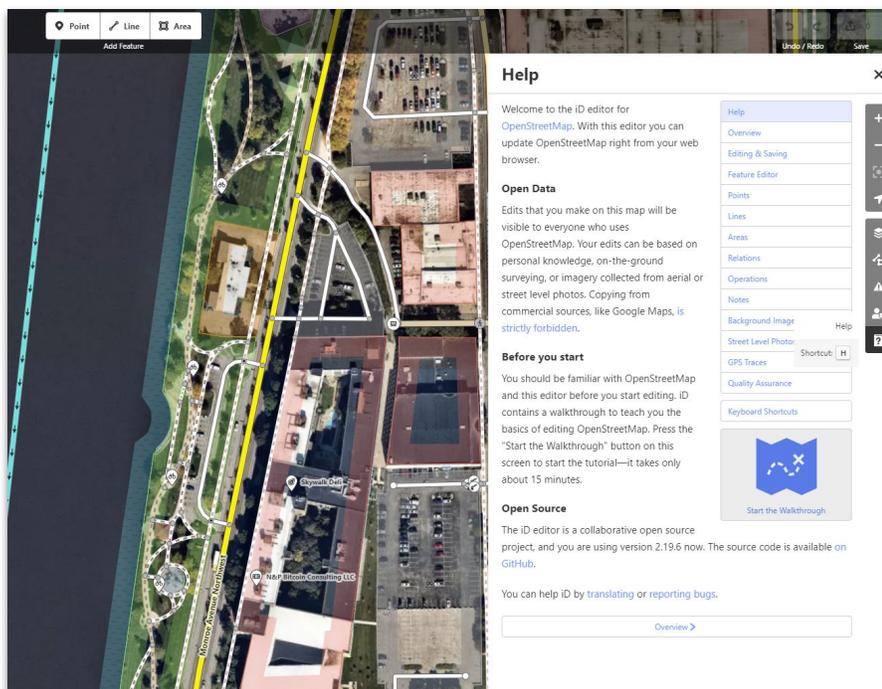
1. Log in to OpenStreetMap
2. Navigate to an area that is familiar to you. Use the 'Search' box and type in a place name.
3. Zoom in closely, to an area equivalent to a few city blocks or so.
4. Click on the Edit button on the top left hand corner of the OSM map window, and choose 'iD Editor' as seen in the example below:



Activity 1: iD Walkthrough Tutorial (cont'd)

5. Click **Start Walkthrough**

- a. If the **Start Walkthrough** icon does not pop-up, look for the help icon  on the right-hand toolbar. Select **Start Walkthrough** from this menu.



6. Go through the iD Walkthrough tutorial. The walkthrough is a brief but comprehensive guide to help you navigate the iD editor, understand how to add points, lines, and polygons, and how to add buildings.

None of the data created in the Walkthrough is saved, so you are free to make mistakes and practice here. However, once you start editing you will need to exercise more caution!

Activity 2: Drawing Areas (Polygons)

Let's start by adding some buildings. Most times, we map building as polygons, or 'areas' as they're called in OSM. A "polygon" in the iD editor is actually a "closed way" with tags on it.

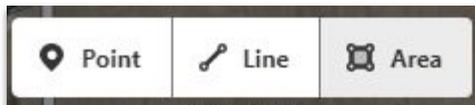
1. In iD Editor, navigate to your neighborhood or a place very familiar to you such as your school or your street.

Activity 2: Drawing Areas (Polygons) (cont'd)

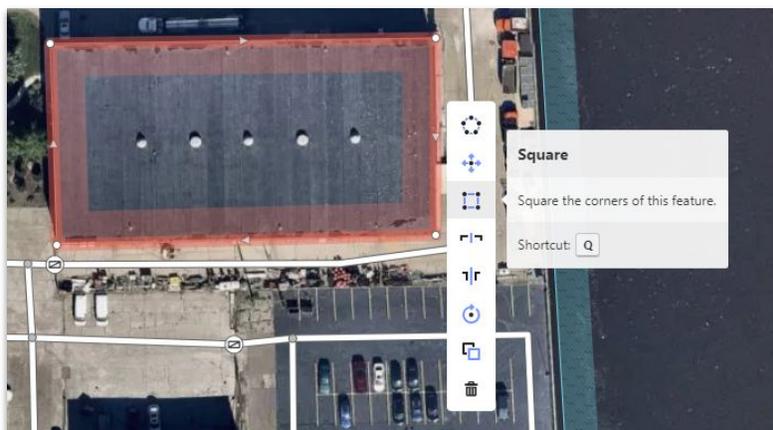
- Find a building that is not added to the map. An unmapped building will be visible on the aerial imagery but missing the pink outline indicating that another OSM user has mapped the building. In the image below, the buildings on the left are mapped but the buildings on the right are not. (If you're local area is well mapped, try exploring other places you may know.)



- To add a new building, click on the **Area** button.



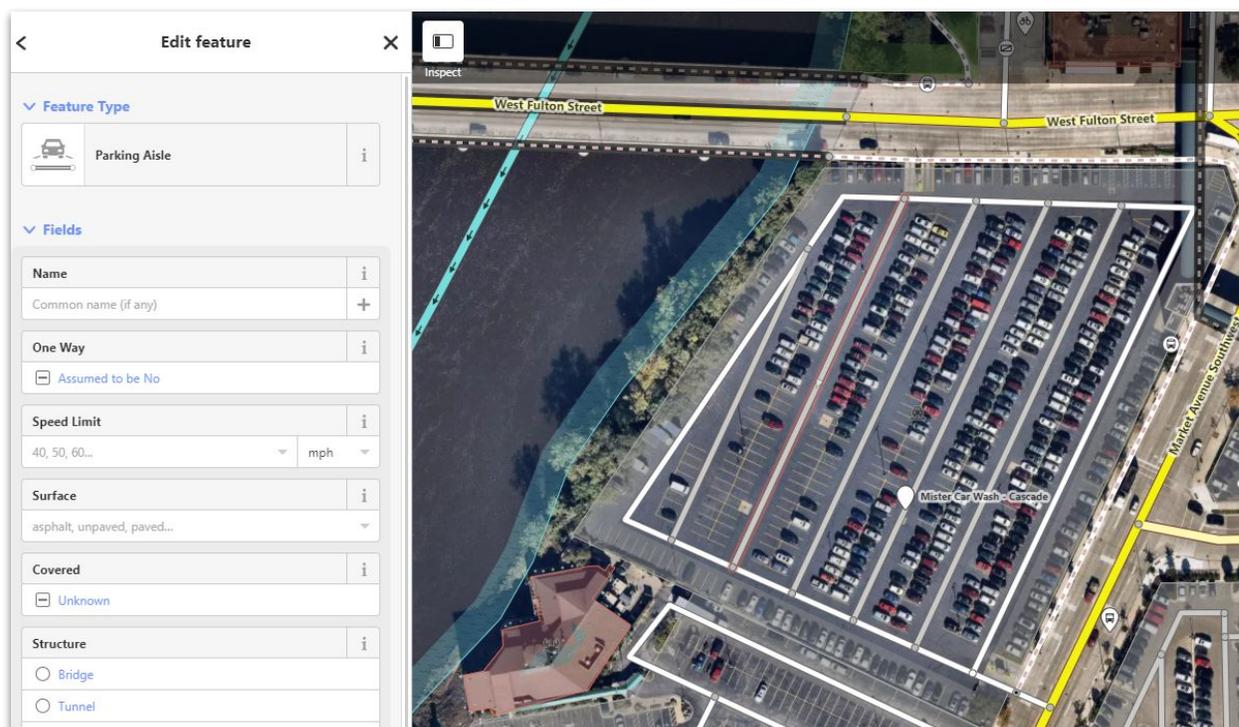
- Your mouse cursor will change into plus (+) sign. Trace a building using the imagery as a guide. Click on all four (or more) corners of the building. Double-click on the last point to finish.
- In the left hand panel, search for 'Building'. For now, just tag it as a generic building. You will notice that the color of your shape will change once you've tagged it.
- Square your building by typing 's' or by right-clicking on the line and select the square option from the context menu as shown below.



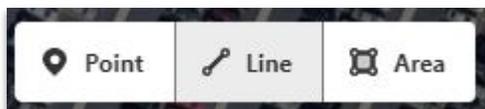
Activity 3: Drawing Roads and Other Lines

Next we'll add lines to the map. In most urban areas in the United States, roads are often already mapped (though not completely!) However, parking lots aisles and driveways are an easy start and often unmapped. Make sure all road segments connect as shown in the image below.

1. Navigate to a part of the map with parking lots. Commercial areas, school campuses, or business areas are good areas to look for unmapped parking aisles to practice mapping lines.



2. To add a new road, click on the **Line** button.



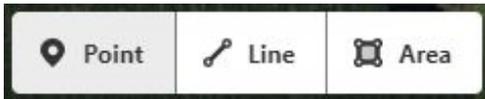
3. Your mouse cursor will change into plus (+) sign. Trace the center of the driving lane using the imagery as a guide. Double-click on the last point to finish. The road should start and/or end connected to the existing road network!
4. Tag the line with the appropriate road tag. If mapping a parking aisle, search for 'Parking Aisle' in the left hand panel.

Once you've mastered the connectivity and road tagging, graduate to bigger roads. Make sure the road is named. Classify roads as 'residential' unless you know otherwise.

Activity 4: Drawing Points (of Interest)

Finally we'll add a point feature to the map - often referred to as **Points of Interest**. On OpenStreetMap, some of the most common features mapped as points include businesses, bus stops, and even trees.

1. Navigate to your school ground or a nearby park.
2. Click the **'Point'** button. Your mouse cursor will change into plus (+) sign.



3. Now, click on the center of a tree. Only one click is needed for Point features.
4. In the left hand panel, search for 'Tree'. You will notice that it is possible to add features such as tree type and height. For now, leave everything besides the tree tag blank.

Once you've mastered adding points, you can add more advanced point features such as businesses. Remember: it's important to only add what you know and can verify! We wouldn't want to send someone to a place that does not exist.

Discussion Questions

- a. How well mapped are the buildings in your area?
- b. What about roads and sidewalks?
- c. Are there any features that should be added to your school or neighborhood that are missing?
- d. Why is it important to only map what we know and we can verify?
- e. What should we do if we want to map a business or other place of interest that is a) not visible on imagery and b) we aren't entirely sure of the location?

Share your photos and experiences from this lesson with other educators by tweeting [@TeachOSM](#)

For more lesson plans on geography and open mapping visit [teachosm.org](#)

Continue to
Module 4: Using a Tasking Manager