GETTING STARTED WITH OPENSTREETMAP
Module 4: Using a Tasking Manager

Recommended For
High School Students
College Students

Course Time Needed
Preparation: 1-2 hours
Execution: 50-90 minutes of class time

Learning Objectives
After completing this lesson, students will be able to:
1) Understand the Tasking Manager’s interface, controls and functionality
2) Understand the purpose of mapping with a Tasking Manager
3) How to edit in OpenStreetMap using a Tasking Manager

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

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

Developed by contributors to TeachOSM, A Project of OpenStreetMap US, a 501(c)3 Organization
Overview

The Tasking Manager is a key tool in the OpenStreetMap ecosystem because it helps organize a group of mappers working in the same place at the same time. It divides the mapping task into small, manageable chunks and prevents overlapping mapping efforts. The Tasking Manager is often the start and finish of a mapping task making it a critical tool to learn and use.

The tool allows groups and organizations to highlight which areas of the world need volunteers to map for different purposes. For example, a humanitarian organization might use the Tasking Manager to ask volunteers to map roads in the Caribbean following a hurricane to assist with recovery efforts.

Preparation & Prerequisites

› Facilitators and students should have completed the iD Editor Walkthrough before undertaking this Module.

› Facilitators should spend as much time with the Tasking Manager as possible. Any Tasking Manager is sufficient. The TeachOSM (tasks.teachosm.org) or the HOTOSM (tasks.hotosm.org) Tasking Managers are recommended due to volume of beginner-friendly projects.

› Facilitators should browse through the projects available on the Tasking Manager to identify a suitable task for their students prior to the class period or assignment.

Watch: One Minute Tutorial: Finding a task and adding buildings in Tasking Manager
https://www.youtube.com/watch?v=lSLe6rjtgi0

Activity 1: Exploring Projects on the Tasking Manager

TeachOSM has its own version of the Tasking Manager designed for educators to set up mapping projects. This activity provides instructions for the TeachOSM Tasking Manager. However, these procedures can be applied to any other Tasking Manager without discrepancy.

Procedures for Students

1. Go to the TeachOSM Tasking Manager - tasks.teachosm.org

2. In the upper right-hand corner, click Log In

3. Log in using your OpenStreetMap username and password.

4. A pop-up window will appear asking you to Authorize your Account. In order to use the TeachOSM Tasking Manager, you will need to select
Activity 1: Exploring Projects on the Tasking Manager (cont’d)

5. Verify your email address, if this is your first time

6. Now that you are logged in, you can search for a project to start mapping. On the Explore Projects

7. This screen shows all of the current mapping projects that have been created by mappers and organizations. Scroll through the list of projects on the left hand side.

8. Each student should click on a project to learn more information. Students should not click on 'Contribute' at this stage.

Class Discussion Questions

a. Where is this project focused on? How did you determine this?

b. What is the purpose of this mapping project?

c. Will this data be used by a group? (i.e. UNICEF, Red Cross)

d. What are you supposed to map for this project?
Activity 1: Exploring Projects on the Tasking Manager (cont’d)

e. What did you learn from the description?

f. Any additional information that you learned?

Activity 2: Finding a Project on the Tasking Manager

Preparation

1. Go back to the Explore Projects page.

2. Locate the Filters at the top of the Projects list.

   Difficulty level  ▼  Any project  ▼  More filters  Sort by  ▼  Search Projects

3. Click on the Difficulty Level drop down and select Beginner mapper.

4. Then select More filters. Click on the building icon, then Apply.

5. Select a task from the filtered projects to use in class. Note: always read the instructions first. Some of these projects might be set up for specific student groups, events, etc.

6. Take note of the task number indicated with a # before the Project Name. This will be how students find a task to map.

   Tip: Projects with “Getting Started with OpenStreetMap” are set up for any educator to use.

Procedures for Students

1. Go back to the Explore Projects page.

2. Locate the Filters at the top of the Projects list.

   Difficulty level  ▼  Any project  ▼  More filters  Sort by  ▼  Search Projects

3. In the Search Projects bar, type in the Task # assigned for the class period. For example, for task #600, simply type “600” or “#600”.

4. The task should appear in the Projects List. Other projects may also appear. Click on the Project that matches the assigned Task #.
Activity 2: Finding a Project on the Tasking Manager (cont’d)

5. All students will be taken to the project page. Confirm that all students have navigated to the appropriate Project.

6. Ask students to answer the same questions used in Activity 2 about the assigned task.

7. Click **Contribute**. This will take you to the Instructions page.

8. Ask students to read through the **Instructions** and analyze the map on the right-hand side.

Class Discussion Questions

a. What information was provided in the instructions?

b. What information could you gather from map by reading the legend?

c. Looking at the map, are any squares available for mapping? Are any ready for validation?

Activity 3: Mapping a Task on the Tasking Manager

Preparation

With students, open a task to map and review the following best practices for mapping in the Tasking Manager before starting:

- Only map within the pink square. If a building crosses the line, use the 60-40 rule: If the building is more than 50% in your square map it. If it is less than 50% in your square leave it. If it is about equal, map it.

- Only map what your task is asking for. For example, if the task only requests buildings, do not map roads and other features.

- Save and upload your edits after every ~20 features added. If your internet connection is not strong, consider saving and uploading every ~8-10 features mapped.

- Only mark a task as completed if all the target features are mapped. If you run out of time, you can submit and say that the task is not yet completed.

- If you are unsure about something in the square, leave a comment for the next mapper or validator. They might have more experience or context to figure out the problem.

- Make sure you are using the requested imagery before starting! You can switch between imagery for better insight, but you should always map against the requested imagery.
Activity 3: Mapping a Task on the Tasking Manager (cont’d)

Procedures for students

1. At the bottom of the task selection page, make sure that the editor selected is iD Editor.

2. Select a square from the grid and click Map a task. iD Editor will open within the Tasking Manager.

3. Before starting to map, survey the area within the pink square to get a sense of what needs to be mapped and the quantity of features to be mapped.

4. If the square contains features that match the task need (i.e. buildings), zoom in to one to begin mapping.

5. Use the mapping techniques learned in Module 3 to map all features per the task requirements, such as all buildings.

6. Remember to save and upload at least every 20 edits. In the upper-right corner of the map box, Click Save. The number in this button will indicate the current number of unsaved edits.

7. The Upload to OpenStreetMap panel will appear on the left-hand side. Review the Changeset Comments generated here. Most tasks will have automatically generated hashtags created by the Project Manager. Do not delete or change these generated hashtags. You may add hashtags if instructed to do so for the class assignment.

8. Click Upload. This will push your edits to the OpenStreetMap database.

9. Continue editing until the task is complete.

10. Once you’ve mapped all features, review the square closely to make sure no features were missed, such as buildings covered by tree canopy.
Activity 3: Mapping a Task on the Tasking Manager (cont’d)

11. Once you’ve completed task and uploaded all edits. You can submit the task. In the right hand panel, click Yes under the question ‘Is this task completely mapped?’

   **TASK STATUS**

   Is this task completely mapped?
   - Yes
   - No
   - The imagery is bad

   If you need to stop mapping but the task is not completed, save and upload your edits. In the right hand panel, select No.

   Only select Imagery is bad if it is not possible to see any features due to the quality of the imagery or if there is cloud cover across the entire square.

12. Leave a comment for the next mapper or validator if there is any information that would be helpful for them. For example, if you were unsure if something should be mapped or not. You may also comment what you completed (i.e. added buildings).

13. Click Submit Task.

Additional features to know:

- If the square you are working on is too large or contains too many features to map in a single sitting, you can Split task from the right hand panel. This will divide that square into four smaller squares.

- If you would like to choose a different square to map and have no unsaved edits, you can Select another task from the right hand panel.