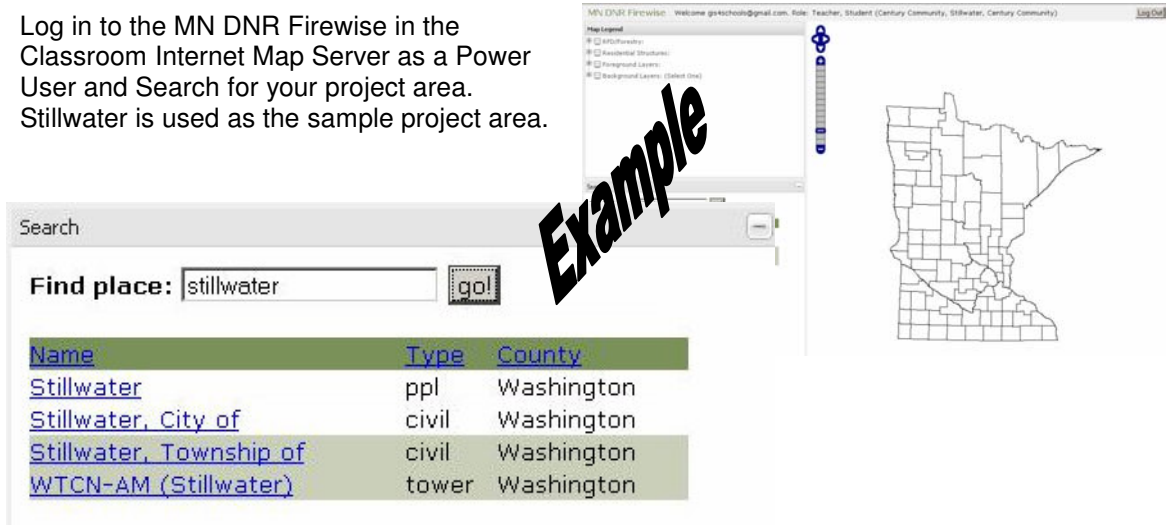


Firewise in the Classroom Community Assessment Process

Appendix: Approving Features

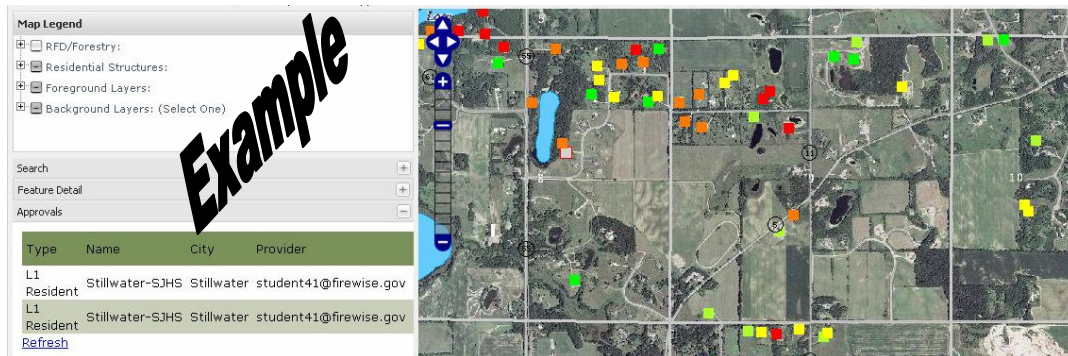
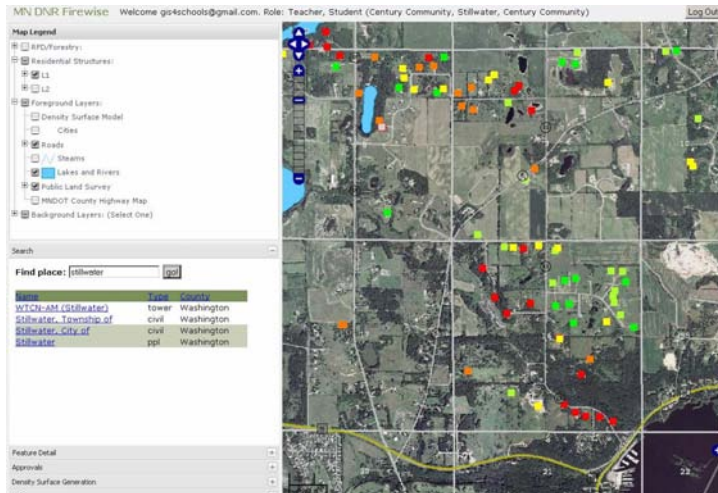
After students have finished rating residential structures, approve features added by students.

1. Open your Internet Browser. If you are using a Macintosh computer, you can use Safari.
2. Go to <http://webapps1.dnr.state.mn.us/firewise-classroom>
3. Log in to the MN DNR Firewise in the Classroom Internet Map Server as a Power User and Search for your project area. Stillwater is used as the sample project area.



4. Add Residential structures: **L1** and Foreground Layers: **Roads, Lakes and Rivers, and Public Land Survey.**

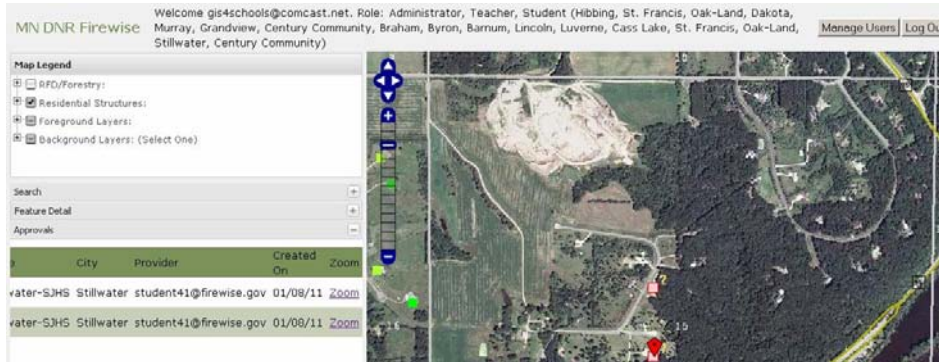
5. Click on the **-** sign to close the **Search** function. Then click on the **Approvals +** sign to open the **Approvals** function.



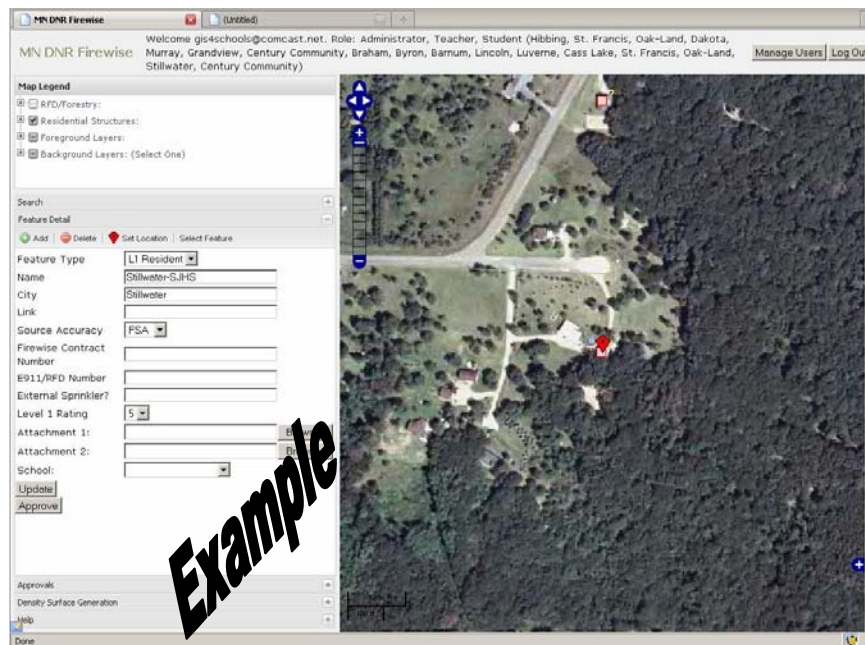
6. A list of L1 Resident features entered by your students will appear. The map still shows the old map image.

Approving Features (continued)

7. Select a feature to evaluate and scroll over to see the **Zoom** function. Click on **Zoom** and the system will zoom in on that feature. The will show that student's feature with Red out-lined boxes and question marks. The question mark is removed after the feature is approved.



8. A Feature Detail list appears on the right. To evaluate the Level 1 Rating assigned to the feature you will have to zoom in. Use the scale bar to zoom in closer on the feature.



9. You have three options: Update, Approve or Delete.

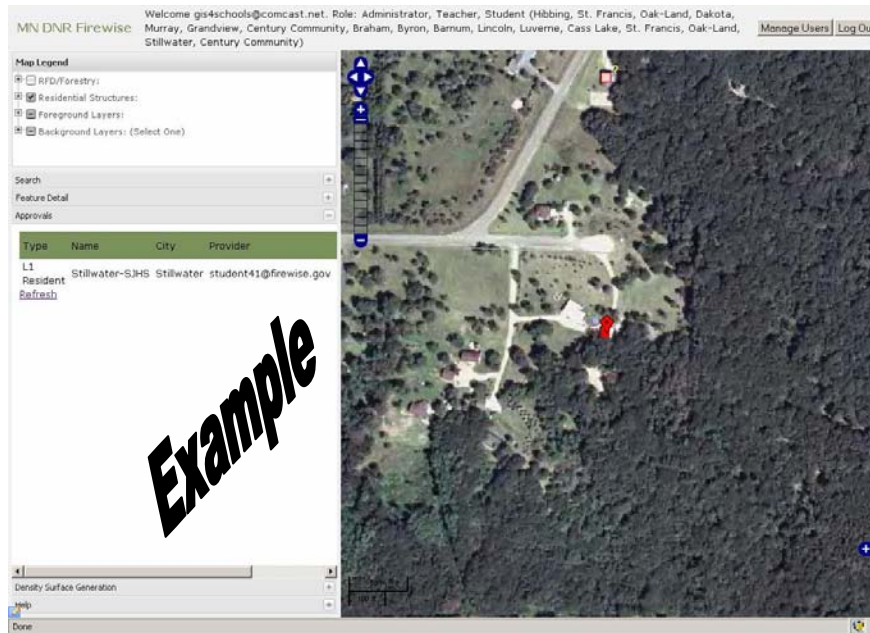
10. **Update a feature:** If the Level 1 Rating is wrong. Select the correct rating. If the Name or City fields have misspelling, type in the correct spelling. The School field is required to be filled in by student#s assigned to multiple school projects. When you are finished adding the necessary updates, click on **Update**. This will correct the Feature detail data.

Level 1 Rating	5
Attachment 1:	0
Attachment 2:	1
School:	2
	3
	4
	5
<input type="button" value="Update"/>	

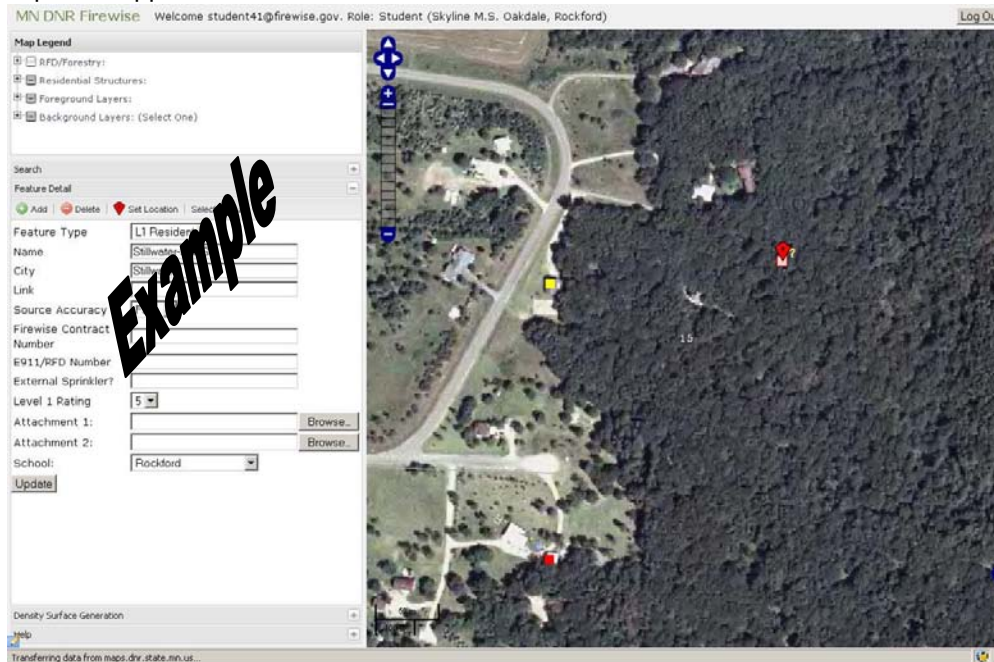
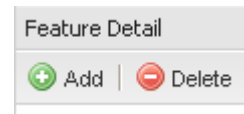
<input type="button" value="Add"/> <input type="button" value="Delete"/> <input type="button" value="Set Location"/> <input type="button" value="Select Feature"/>	
Feature Type	L1 Resident
Name	Stillwater
City	Stillwater Township
Link	
Source Accuracy	FSA
Firewise Contract Number	
E911/RFD Number	
External Sprinkler?	
Level 1 Rating	5
Attachment 1:	<input type="text"/> <input type="button" value="Browse..."/>
Attachment 2:	<input type="text"/> <input type="button" value="Browse..."/>
School:	<input type="text"/>
<input type="button" value="Update"/> <input type="button" value="Approve"/>	

Approving Features (continued)

- 11. Approve a Feature:** If the student's Feature Detail data is correct click on the **Approve** button. The feature on the map will change to the correct Level1 Rating color box and the student feature listing will be deleted from the Approve Feature list.



- 12. Delete a student feature:** Some times students rate homes that do not exist or rate multiple structures on a farmstead. These are clearly wrong and must be deleted. To delete the feature just click on the **Delete** button above the Feature data list. The feature list will disappear as well as the unapproved feature symbol on the map. The Approvals function closes.

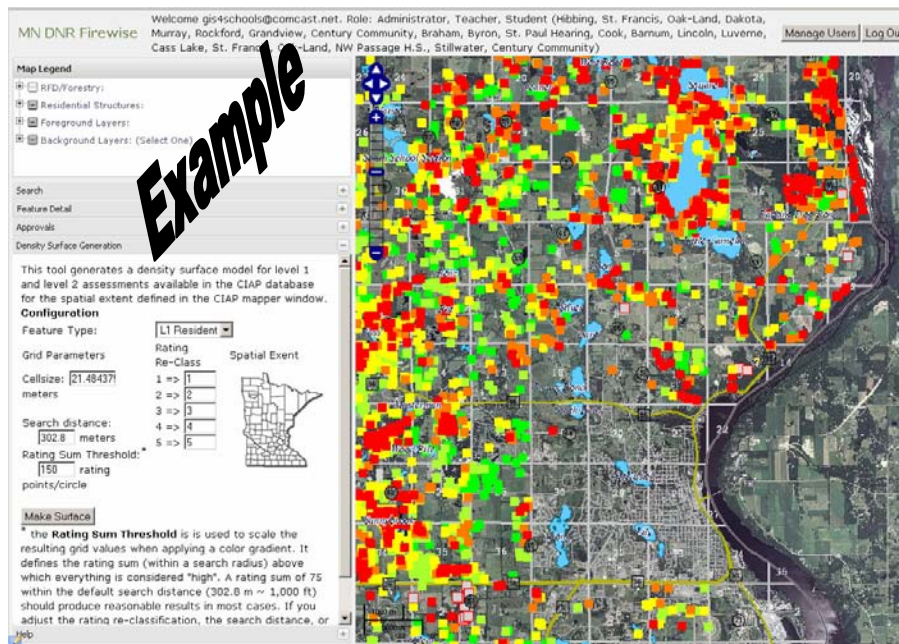


- 13.** To continue approving features you will have to click on the **Approval** button and repeat this process until all features are approved.
- 14.** When you are finished log out.

Firewise in the Classroom Community Assessment Process

Appendix: Creating a Density Surface Model Map

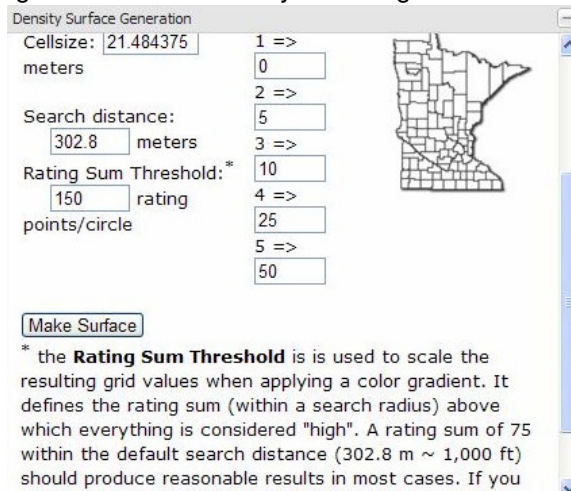
1. Open your Internet Browser. If you are using a Macintosh computer, you must use Firefox.
2. Go to <http://webapps1.dnr.state.mn.us/firewise-classroom>
3. Login in to the MN DNR Firewise in the Classroom Internet Map Server web site as a Power User.
4. Navigate to the project area and add the Residential structures: **L1** and Foreground Layers: **Roads, Lakes and Rivers** and **Public Land Survey**.
5. The Density Surface Model process will create a Density Surface Model for the area displayed in the map window. Zoom so that your entire project area is included within the window.



6. Click on the Density Surface Generate Density Surface + sign. The Density Surface Generation window will appear. This window explains the density surface process.
7. In a rural wooded area with low density housing it is advised to modify the rating scheme as follows:

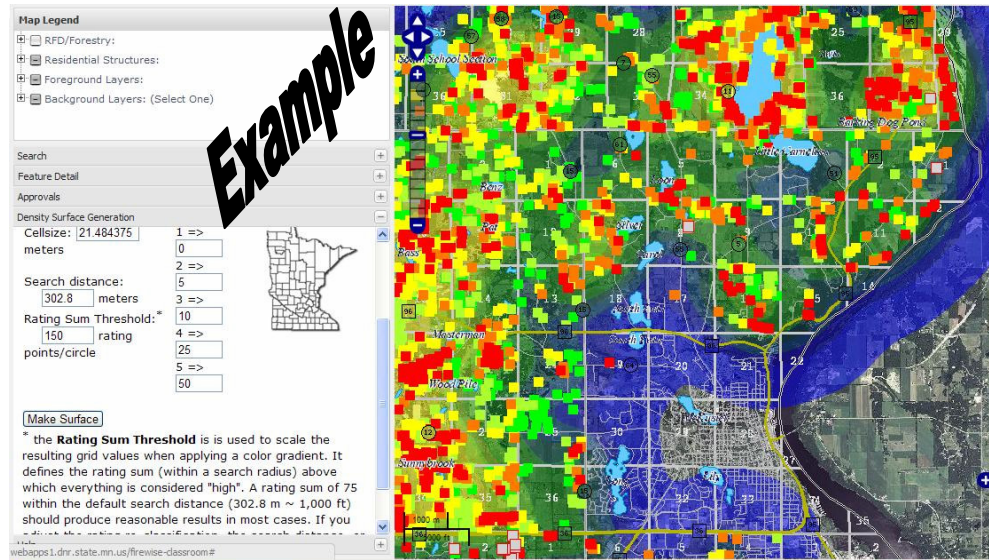
1 => 0
2 => 5
3 => 10
4 => 25
5 => 50

9. Select Make Surface. You will see the window appear. When it is finished the window will close.

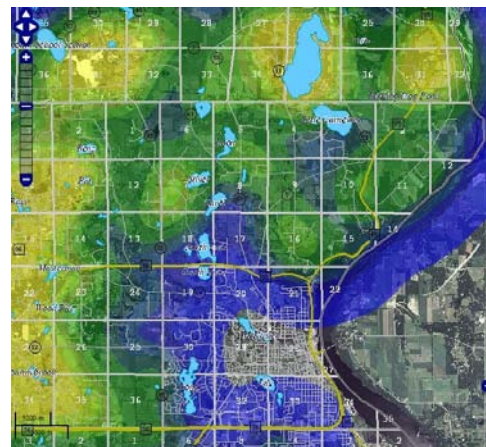


Creating a Density Surface Model Map (continued)

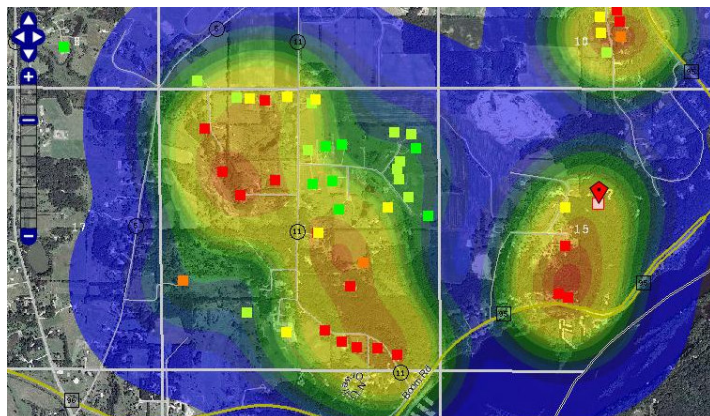
- When the Surface generation process is complete the Density Surface Model will load automatically.
- The Density Surface Model is now a new Foreground Layer than can be overlaid on the aerial photo. This is a temporary file that is no longer available after you log out. Complete all analyses and screen captures of this DSM before logging out or repeat this DSM process.



- Turn off the Residential Structures Layer so that you can see the color ramp of the Density Surface Model. Note that the colors range from blue to green then to yellow. The smaller image below is a close of a section from the DSM map. It has a concentration of high risk homes and should have been considered potential "hot spots" with colors that extend in the yellow range. Sometimes, running the Density Surface Model for the Township map does not show enough detail.



- Zoom in on areas that have concentrations of homes rated high and extreme risk and run the model again. The image to the right now has orange and red areas, "hot spots". These clearly show the highest concentrations of high risk homes and are considered potential wildfire risks.



Creating a Density Surface Model Map (continued)

14. Use the Pan and Zoom tools to explore the Density Surface Model. Look for “hot spots”, or clusters of high risk homes.
15. Click on the Select Feature tool and click on a residential structure to view individual ratings for homes.
16. Capture and save images of your Density Surface Model and “hot spot” areas that are potentially at high wildfire risk.

Capturing and Saving Images of Your Density Surface Model and Hot Spots

1. MN DNR Firewise in the Classroom Internet Map Server cannot print the image that is on your screen, so you need to capture it and paste it into a Microsoft Word document to save it and/or print it.
2. If you are using a Macintosh computer:
 - a. Center your image and hold down the **Shift - Ctrl** and **4** keys simultaneously. Beginning in the upper left hand corner of the map window and including the entire map, drag a box around your map.
 - b. Minimize your MN DNR Firewise in the Classroom window. Open a blank Microsoft Word document. Paste your map image into your document by pulling down the **Edit** menu and selecting **Paste** or by clicking **Ctrl-V**.
 - c. Save your file and/or print.
3. If you are using a PC computer:
 - a. Center your image and hold down the **Alt** and **Prt Scr** keys simultaneously.
 - b. Minimize your Firewise in the Classroom window. Open a blank Microsoft Paint document. Make sure the scroll bars are pushed to the left and top of the window.
 - c. Paste your map image into your document by pulling down the Edit menu and selecting paste or by clicking Ctrl-V.
 - d. Click and drag the lower right hand corner of the white background box to trim the image if necessary.
 - e. Select **File, Save as** and type a map name into the File box. Change Save as type to **JPEG**. Select an appropriate location for your map file in the Save in box. Click **Save**.
 - f. Open a blank Microsoft Word document. Pull down the Insert menu and select **Picture, From** file. Navigate to the location where you saved your **JPEG**, select it and click Insert.
 - g. Save your file and/or print.

Logging Out

1. Click on Log Out at the top of the MN DNR Firewise in the Classroom window. You will receive a message indicating that you have logged out successfully.