



In this adventure, you will use the CBR 2 to identify “buried” objects. The CBR 2 will simulate a GPR (Ground Penetrating Radar) device.

Problem 1

Analyze the sketches that you have made. Which location contains the model car? Explain your answer.

Problem 2

Explain how you would be able to determine the height of the model car.

Problem 3

Why is it important to move the CBR 2 slowly but at a constant speed? What would happen if you didn't move it at a constant speed?

Problem 4

What can make the CBR 2 image (or a real GPR image) of an object look different from the actual profile of the object?



Buried Objects

	Sketch of Shape	Guess of Object
Location 1		
Location 2		
Location 3		
Location 4		