

# MDK 122 - NAVIGATION I LAB

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## Course Description

This lab is taken concurrently with MDK 121 and concentrates on applying the principles of piloting to plotting on the chart. Chart projection and use will be introduced. Dead reckoning, terrestrial fixes, set and drift, lines of position, and the use of navigational instruments will be covered. STCW.

## Credit Hours

1

## Contact Hours

1

## Lab Hours

2

## Required Prerequisites

All prerequisites for all GLMA courses are satisfied by following the approved Course Sequence Guide and any deviation from this guide needs to be approved by the cadet's adviser.

## Corequisites

MDK 121

## Course Learning Outcomes

### Knowledge:

- Recognize the limitations of the various chart projections used for navigation.
- Solve time, speed and distance problems.
- Solve dead reckoning problems.

### Application:

- Describe a fix in terms of latitude and longitude.
- Plot a course from a fix to a destination.

### Integration:

- Apply set and drift in an effort to evaluate course made good.

### Human Dimension:

- Function as a watchstander.
- Function as an officer in charge of a navigational watch.

### Caring - Civic Learning:

- Explain the importance of attention to detail as it pertains to being an officer in the merchant marine.

### Learning How to Learn:

- Demonstrate the STCW Code Knowledge, Understanding and Proficiencies (KUPs) for Officer in Charge of a Navigation Watch: 1.2.B, 1.2.C, 1.3.A, 1.7.A, 1.7.B, 1.7.C, 1.7.D, 1.7.E.