## Weathering and Erosion



## Resources

- Beaker with 150 mL water
- Foil container with holes
- Paper towels (for cleanup)

- Plastic container
- 600 g sand and gravel

## Description

You are modeling what happens to the surface of a landscape feature as it is weathered and eroded over time. The sand and gravel represent the rocky surface of the feature. The water represents rain.

Follow the instructions to create the landscape feature and model its erosion.

## Instructions

- Add the sand and gravel to the plastic container.
- 2. Create a slope that covers approximately half of the container's base.
- 3. Hold the foil container at the top of the slope, 5–10 cm above the sand.
- 4. Slowly pour the water into the container, so that the water runs through the holes and onto the sand.
- 5. Observe how the water affects the sand and gravel.
- 6. Clean up.

