MiSP Weathering and Erosion Worksheet #2 L1

Name	Date	Date	
L 1, 2, 3			
	WEATHERING BY A STREAM		

Introduction: Running water wears down Earth' surface. Running water may break up sediments by both physical and chemical means. Rock fragments have their edges physically rounded as they are rolled and bounced along the stream channel. Running water may also dissolve soluble minerals in the rocks.

The model represented by this lab will demonstrate some factors that control the weathering of particles in running water.

Problems: What affects the rate that rocks are weathered in running water?

Materials:

Rock samples

Shaker container

Balance

Paper towels

Shale, bluestone, halite pieces (or other samples selected by your teacher)

Procedure:

Part A:

- 1. Weigh out 100 grams of presoaked shale which has been drained. The amount does not have to be exactly 100 grams but measure the amount to the nearest 0.1 gram and record on Data Chart A.
- 2. Place the chips in the plastic container. Add 200 ml of water.
- 3. Tightly cap the container. Shake for 3 minutes at a steady tempo.
- 4. Placing a screen over the opening, pour out the water. Remove the chips and dry with a paper towel.
- 5. Weigh ALL of the rock chips. Record this new mass at Time=3 minutes on Data Chart A.
- 6. Return the chips to the container and repeat the process 3 more times (shaking for 3 minutes, drying, reweighing and recording data). Stop after the chips have been shaken for a total of 12 minutes.
- 7. Use the equation: %Remaining = (New Mass/Mass at Time 0) X 100, calculate the percent of mass remaining after each 3 minute interval. WORK SPACE:

After 3 minutes

After 6 minutes
After 9 minutes
After 12 minutes
Add the Percent Mass Remaining after each time interval to Data Chart A

Part B:

- 1. On Data Chart B, fill in the percent mass which remained for shale at the end of the $\underline{\text{first 3 minutes}}$.
- 2. Weigh approximately 100 grams of halite. Determine, using the same methods as Part A, the percent mass remaining at the end of 3 minutes. Enter this on Chart B.
- 3. Weigh approximately 100 grams of bluestone. Determine, using the same methods as Part A, the percent mass remaining at the end of 3 minutes. Enter this on Chart B.

Part C:

- 1. Observe the weathered particles and samples of particles not weathered of each rock.
- 2. Compare the size and shape of the particles of each rock type used in this lab. Record your observations below:

Rock Type	Observations and Comparisons of Weathered Particles and Particles Not Weathered (Draw pictures):	
	Not weathered	<u>Weathered</u>
	Not weathered	Weathered
	Not weathered	Weathered

Data Chart A:

Weathering	Mass
Time	Remaining
(minutes)	(grams)
0	
3	
6	
9	
12	

Data Chart B:

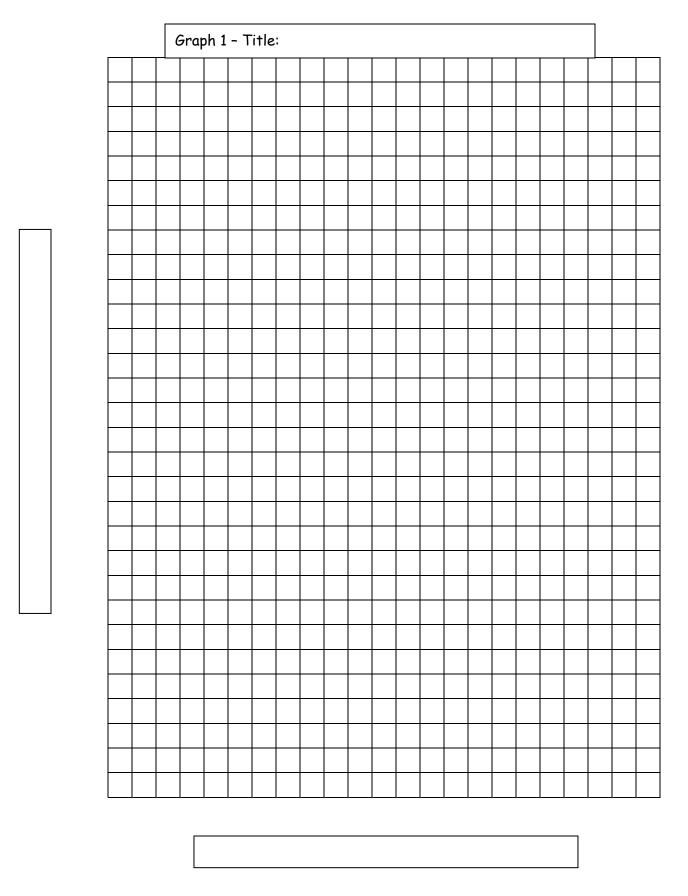
Type of Rock	Percent Remaining After 3 Minutes

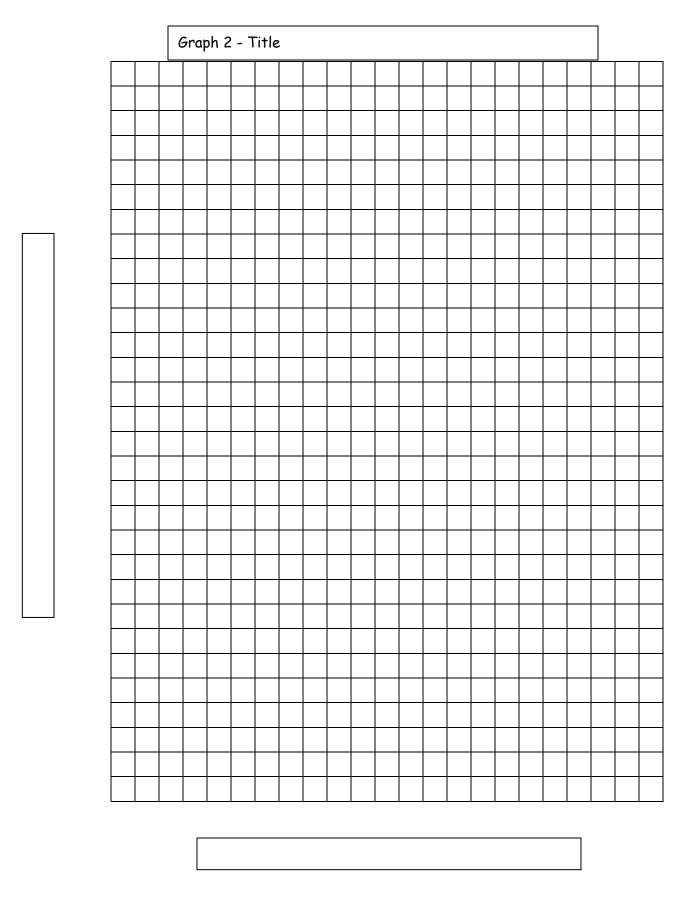
Graph the data from Chart A as a line graph on the next page on Graph 1 to show the relationship between time (minutes) and the mass of the shale

- Label the X axis with time (minutes)
- Label the Y axis with mass (g)
- Connect the data points.

Graph the data from Chart B as a BAR GRAPH on Graph 2

- Label the X axis with the rock type
- Label the Y axis with percent remaining after 3 minutes





Discussion L1-3 1a. Look at graph 1 (the line graph). Describe the steepness of the lines connecting the data points.
1b. Where on the graph (what time interval(s)) does it show that the shale was
Weathered the most?
Weathered the least?
1c. Explain the reason for the change in the speed that the mass of the shale was lost (weathered away)?
2. What effect does increased time of weathering have on the size of rock fragments?
3. What effect does increased time of abrasion have on the shape of rock fragments?
4a. How do the percentages of halite and bluestone remaining after three minutes compare with shale remaining after three minutes?

4b. Why did halite lose more mass than shale and bluestone after three minutes?			
5. Use the graph to estimate the amount of shale that would remain after			
4.5 minutes of shaking			
15 minutes of shakina			