## **Prediction:**

(Pick just one for now.)

I predict that the rocks will appear \_\_\_\_\_\_ the more they are shaken.

I predict that the water will appear \_\_\_\_\_ the more that the rocks are shaken.

## **Procedure:**

- 1. Get your materials.
- 2. Add about an inch of pea gravel to the container.
- 3. Add enough water to cover the rocks plus about 1 inch more to the container.
- 4. Place the lid on tight and SWIRL (don't shake) the pea gravel and water.
- 5. Place catch container on the table. Please the funnel on top of it and then put the strainer over the funnel.
- 6. Open the small container and dump the water and pea gravel into it. Catch all the water. DO NOT EMPY INTO THE SINK YOU WILL KEEP USING THIS WATER UNTIL YOU HAVE SHAKEN THE ROCKS 500 TIMES!!!!
- 7. a. Use the pipette to take sample of the water and put it in the small glass dish. Examine it under the microscope.

- b. Record your observations in the data table. (Description and picture.)
- 8. a. Examine a few rocks under the microscope.
  - b. Record your observations in the data table. (Description and picture.)
- 9. Pour ALL of the water and ALL of the rocks back in the container. MAKE SURE THE LID IS ON SECURE.
- 10. Hold the lid down with one hand. Hold the bottom of the small container with your other hand. Shake the rocks 100 times.
- 11. Repeat steps 5 to 10 until you have the data table completely filled out.
- 12. "Used" rocks go in the big strainer (in the sink) to dry off.

\*NOTE: Please clean up any spills IMMEDIATELY!! Absolutely no horseplay since the floor may become wet.

## Data/Results:

Number Shakes ( variable)	Rock Appearance (variable)		Water Appearance	
			(variable)	
	Description/ Feel	Picture	Description/ Feel	Picture
(control				
variable –				
compare				
to results to see if				
there is a				
change)				
,				

Number Shakes	Rock Appearance		Water Appearance	
Jiidkes	(	variable)	(	variable)
variable)	Description/ Feel	Picture	Description/ Feel	Picture

Number Shakes ( variable)	Rock Appearance (variable)		Water Appearance (variable)	