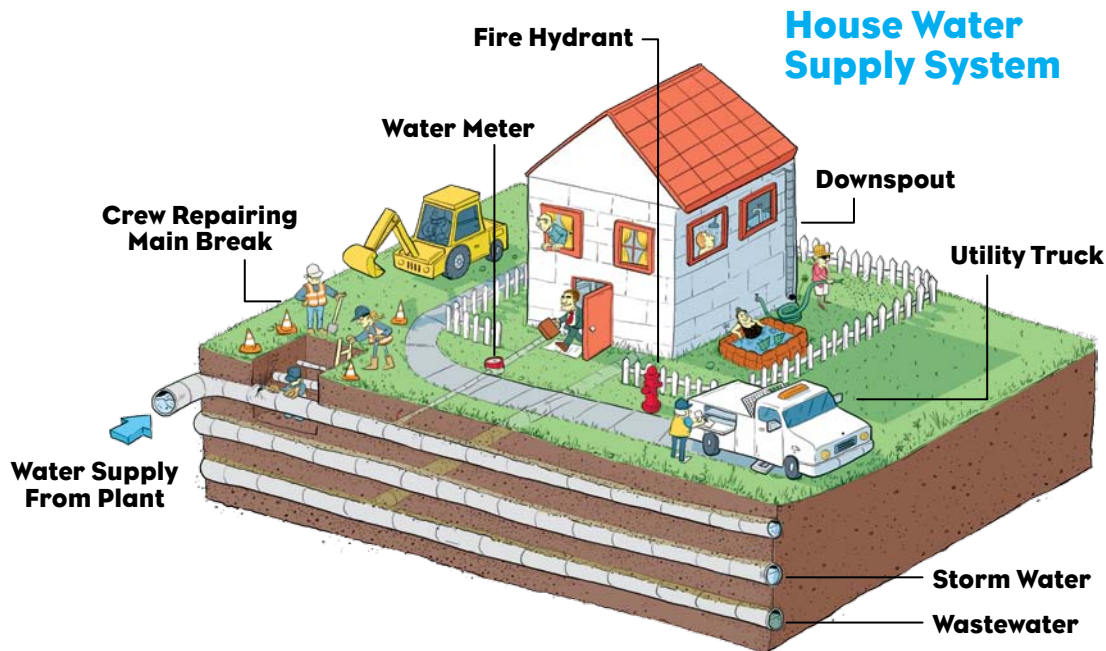


Build a Model Water System

Guide your class through building a working model of a water system. Use the classroom poster for inspiration!



Objective: Use what students have learned to build a model water system.

Materials: flat sheet of cardboard; cardboard boxes and tubes; four plastic basins; scissors; straws; tap water; books; paper; duct tape; Archimedes screw pump (see Lesson 2) or soap dispenser pump

Time required: 90 minutes

What to do:

- Place a sheet of cardboard on two stacks of books, creating “aboveground” and “belowground” workspaces. Use cardboard boxes, tubes, a plastic basin, and paper to build a simple model of a town including:
 - Aboveground:** a reservoir, at least two buildings, a water treatment plant with two basins to hold “raw” and “clean” water, and a tall water tank.

b. Belowground: aquifer (use a dishpan or large bowl). Underground and aboveground pipes will be added later.

- Use scissors, straws, and electrical or duct tape to create a system of pipes that connect:
 - The reservoir to the “raw” water area at the water treatment plant.
 - The houses to the water tank. The straws coming from the water tank should come down to the underground pipes at a steep angle.
- Poke small holes into the straws under each house to simulate a “tap.”
- Fill the “clean” water basin with tap water. *(Advanced classes:*

Instead, build a simple water filter using gravel, sand, and a cotton ball. Filter the “raw” water as it flows down into the “clean” basin.)

- Use your Archimedes screw pump to take water from the clean water basin up to the water tank. If your class didn’t make a screw pump, use a soap dispenser pump. *(Advanced classes: Invite students to build a pump that is powered by running water, wind, or a motor. Also, challenge them to create a second Archimedes screw pump that pulls water out of the aquifer or reservoir and into the water treatment plant.)*
- Observe how gravity presses down on the water in the water tank, pushing water through your model pipe system!