

TRACING THE PATH OF WATER THROUGH A WATERSHED

You will create a **model** of a watershed **system**. You will see how the surface of the land can affect where water flows. Think about the way rainfall flows down hillsides into streams, creeks, rivers, and eventually the ocean. All the land that drains water to a certain body of water is called a watershed. Sometimes there are watersheds within watersheds!



**LAB TASK #1**

**Materials**

- 1 spray bottle
- 1 pencil
- 4 colored markers (not permanent)
- map (on the next page)

**Setting up the model**

1. The map on the next page **represents** an area of land. Cut it out and crumple up the piece of paper. Then smooth it back out so it is somewhat flat but still a bit crumpled, showing small ridges (high points) and valleys (low points).
2. Mark the higher ridge lines with pencil (see example on next page). Doing this will outline each watershed.
3. Next, create a color code for each of type of structure. For example, red = houses, etc. Show your color code **system** on the next page.
4. Color the farms, factories, houses, and the garbage dump to match your color code.

**Thinking ahead**

Before you **simulate** rainfall, write down what might happen to your **model** when you start misting it with the spray bottle.

---

---

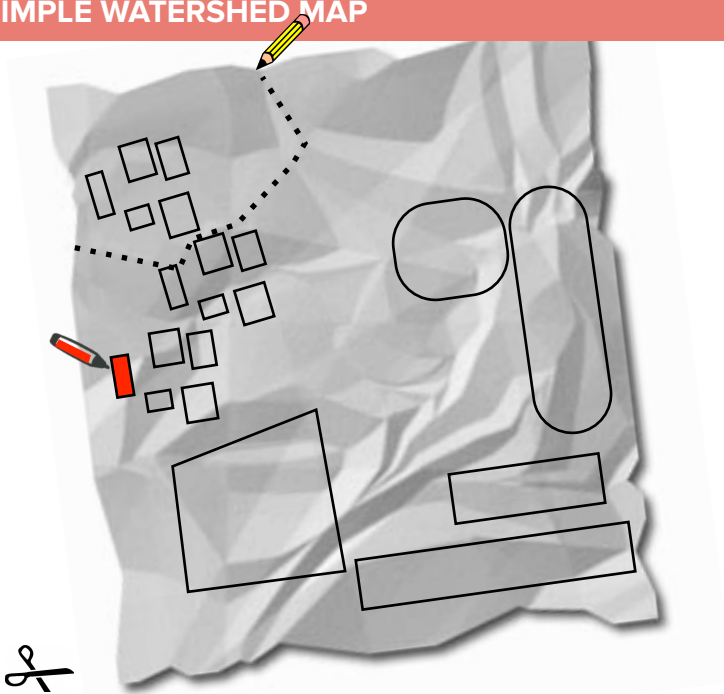
---

---





---

---

SIMPLE WATERSHED MAP



Color code

-  farms
-  factories
-  houses
-  garbage dump

