

Monday, April 19th

From last week: Permeability and Filtering

| Team | Sand # of scoops | Loam # of scoops | Permeability Rate (in/hr) Measurements | Blue perm. Dye (in/hr.) Output |
|-------------|------------------------|------------------------|--|--|
| Molly, etc. | 3 | 0 | 4 in ; 2 min. | 133 in/hr |
| Juan, etc. | 3 | 0 | 3 in ; 1' 40" | 107 in/hr |
| Caiti, etc. | 2 | 1 | 3 in ; 3' 33" | 50 in/hr |
| | | | | |
| | | | | |
| All Clay! | -- | -- | 0.03 inches/hour | No Output! |

Question 1: How did your results for permeability compare to what you predicted would happen based on what you know about soil texture and/or structure?

Question 2: Based on the color of the water leaching out of the different textured soils, what conclusions can you make about the soils' abilities to filter groundwater?

$$\text{permeability} = \frac{\text{depth (in.)}}{\text{time (hr.)}} = \frac{3 \text{ in}}{0.06 \text{ hr}} = 50 \text{ in/hr}$$

$$\boxed{3 \text{ min}} \quad 33 \text{ sec} = ? \text{ hours}$$

$$\downarrow$$

$$\times 60$$

$$180 \text{ sec} + 33 \text{ sec} = 213 \text{ sec}$$

$$213 \text{ sec} \cdot \frac{1 \text{ min}}{60 \text{ sec}} \cdot \frac{1 \text{ hr}}{60 \text{ min.}}$$

$$213 \text{ sec} \div 60 \div 60 = \underline{0.06} \text{ hours}$$

$$\text{perm} = \frac{\text{depth (in)}}{\text{time (hr)}} = \frac{4 \text{ in}}{0.03 \text{ hr}} = 133 \text{ in/hr}$$

2 min

× 60

$$120 \text{ s} \div 60 \div 60 = 0.03 \text{ hr}$$

$$\text{perm.} = \frac{\text{dist (in)}}{\text{time (hr)}} = \frac{3 \text{ in}}{0.028 \text{ hr}} = 107 \text{ in/hr}$$

$$1 \text{ m } 40 \text{ s}$$

$$\times 60$$

$$60 \text{ s} + 40 \text{ s} = 100 \text{ s}$$

$$100 \text{ s} \div 60 \div 60 = 0.028 \text{ hr}$$

Murph vs. Bregar

race in different places
at different times

| | time | dist | speed |
|-------------------------|--------|--------------------------------------|----------------|
| murphy 1978 trans am | 8 mins | 200 meters 7800 inches | 975 in/ min |
| bregar bulldozer | 3 mins | 1700 inches | 567 in/ min |

Speed = dist / time