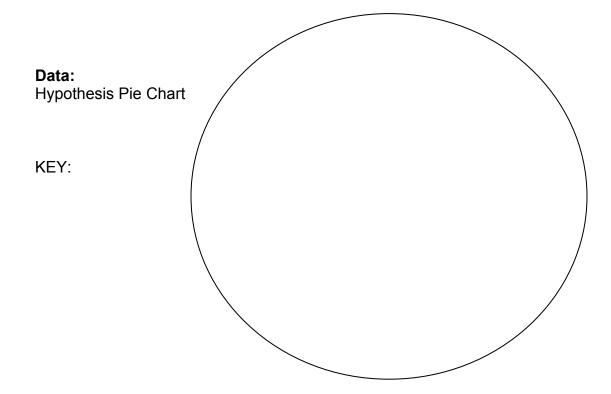
Student Sheet	
Name	Period

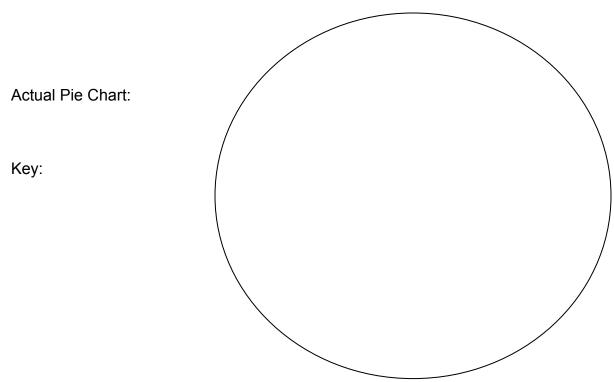
Title: Reservoirs of the Water Cycle

Introduction: What do you think of when you hear the word reservoir? Living in Utah,
most of us will think of a man made lake that stores needed water. Many of us have
been swimming, fishing, or boating at these reservoirs. Many places in the country and
around the world do not have these reservoirs though. There is a broader definition that
we will use as we discuss all of our cycles this year. A reservoir is a place where
substances are stored as part of a cycle. The water cycle has many places where water
is stored. Name as many natural (not man-made) reservoirs of the water cycle as you
can think of below:

Procedures:

- 1. Using the reservoirs you wrote above, create a pie chart of the amount of water you think is in each reservoir. Your pie chart needs one section for each reservoir you listed above. Each section should have a different color or pattern to it. Be sure to create a key. Also write what percentage of the water cycle each reservoir makes up. Remember that this is just a hypothesis, so be brave and take an educated guess.
- 2. After the demonstration, create the actual pie chart of the reservoirs of the water cycle using the percentages on the overhead. Some of them are very small so use a ruler to draw your lines. You still need to have a key and write the percentages on the outside of your chart.
- 3. Answer your analysis questions and write your conclusion.





Analysis

- 1. What percentage of the world's water is salt water?
- 2. What percentage of the world's water is in ice caps or glaciers?
- 3. What percent does that leave for fresh water?
- 4. With so much water in the world, why do we worry about water shortages?
- 5. Why would salt water have limited use to humans?
- 6. What surprised you about the demonstration?
- 7. Compare the two pie charts that you created. What about your hypothesis chart was correct?

Conclusion:

Write 1 thing you learned today in a complete sentence: