Name

What is in Soil?

Activity 1: Soil Inventory

	all pieces of rocks	sample of garden soil. and minerals (the chunks you can't easily s (legs, antennas, etc.), living insects and worms
Make a list under each heading	; of what you foun	d:
Living and Once Living	g Organisms	Nonliving (rocks and minerals)
Activity 2: Water in the soil.		
A. Place your soil sample on a Return your soil to its conta		d the towel in half and gently press. e towel.
Describe the condition of t	the paper towel	
What ingredient did you re	emove from the so	pil?
B. Place a cup of wet soil in a few days.	container. Weigh	it. Place it in a sunny window. Weigh it after a
Date:	Weight of	wet soil sample:
Date:	Weight of	dried out sample:
	Difference	e in weight:
How much water was in you	our soil sample? _	

Activity 3: Air in the Soil

Procedure:

Put 100 ml of sandy soil into a container. Measure 100 ml of water. Slowly pour the water into the soil until it is saturated - cannot hold anymore water. As soon as water starts collecting on top, stop pouring.

Did you notice air bubbles rising up from the soil? Explain why that would happen.

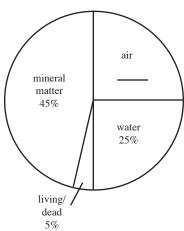
How much water is left in the measuring cup or beaker?
How much water did you add to the soil?
How much air was in the soil before you added the water?
Where did the air go when you added the water?
We often see lots of worms on the top of the soil after a big rainstorm. Explain why

Conclusion: Components of Soil

The pie graph at the right shows everything that is in the average soil.

The number should equal 100% (percent).

What percentage of the soil is air?



Soil Pie

Convert the information from the pie graph to the bar graph below.

Minerals					
Water					
Air					
Organic Matter					
	0%	25%	50%	75%	100%
What percentage	e of soil is air an	d water?			
Which compone	ent of soil is the s	smallest percenta	nge?		
Which compone	ent of soil is the l	argest percentag	e?		
Where does min	neral matter in so	il come from? _			
Where does org	anic matter in so	il come from? _			