## I have....

Who has...

- 1. Discuss who has what as a group.
- You may help (politely) each other during the game.
- 3. Move, quick!



## E N e r g and Nini-S Wave

## **Waves and Energy**

It's a beautiful autumn day. You are sitting by a pond in a park. Music from a school marching band is carried to your ears by waves. A fish jumps, making waves that spread past a leaf that fell from a tree, causing the leaf to move. In the following lab, you'll observe how waves carry energy that can cause objects to move.

- Add water to a large, clear, plastic plate to a depth of about 1 cm.
- Use a dropper to release a single drop of water onto the water's surface. Repeat.
- 3. Float a cork or straw on the water.
- 4. When the water is still, repeat step 2 from a height of 10 cm, then again from 20 cm.
- 5. Think Critically In your Science Journal, record your observations. How did the motion of the cork depend on the height of the dropper?

6. Draw a picture of what happened when you added a drop of water.

7. Draw a picture of what happened when you added a drop with The cork or straw.