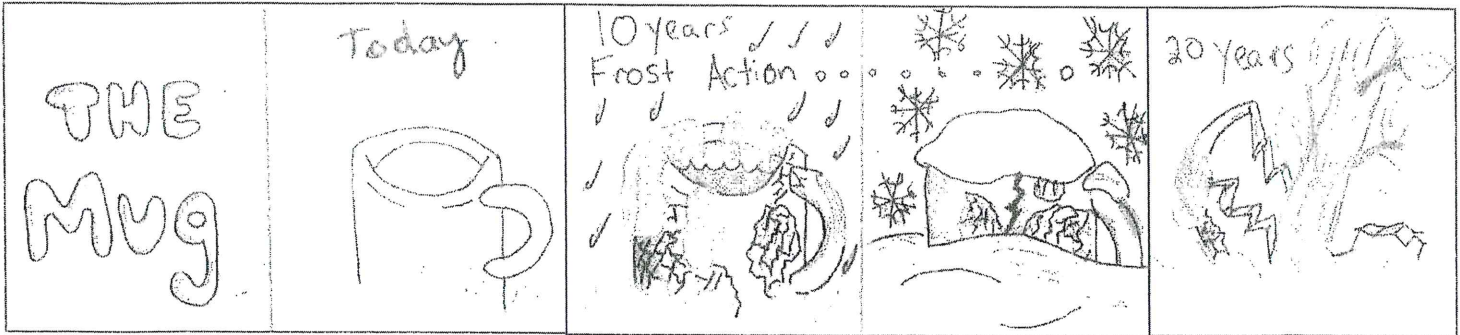


Name _____

WEATHERING, EROSION AND DEPOSITION PROJECT

CREATE A TIMELINE TO SHOW A NONLIVING OBJECT UNDERGO THE PROCESS OF WEATHERING, EROSION AND DEPOSITION.



DIRECTIONS/ CHECKLIST	CHECK WHEN FINISHED
1. CHOOSE A NON-LIVING OBJECT. (CHOOSE ONE YOU'LL BE ABLE TO DRAW 10 TIMES!)	<input type="checkbox"/>
2. IN BOX 1: TITLE YOUR TIMELINE AS THE NAME OF YOUR OBJECT.	<input type="checkbox"/>
3. IN BOX 15: WRITE YOUR NAME, CLASS PERIOD AND DATE.	<input type="checkbox"/>
4. IN BOX 2: DRAW YOUR OBJECT AS IT IS TODAY AND LABEL IT 'TODAY'.	<input type="checkbox"/>
5. IN BOXES 3-8, SHOW YOUR OBJECT AS IT GOES THROUGH 3 KINDS OF WEATHERING.	<input type="checkbox"/>
6. IN BOXES 9-12, SHOW YOUR OBJECT GOING THOROUGH 2 KINDS OF EROSION.	<input type="checkbox"/>
7. IN BOXES 13 AND 14, SHOW YOUR OBJECT AS IT IS DEPOSITED IN A NATURAL BASIN.	<input type="checkbox"/>
8. LABEL EACH BOX WITH THE TYPE OF WEATHERING, EROSION AND DEPOSITION THAT YOUR OBJECT IS UNDERGOING..	<input type="checkbox"/>
9. INCLUDE A TIME FRAME THAT MAKES SENSE FOR YOUR OBJECT (GIVING A REALISTIC AMOUNT OF TIME FOR THE WEATHERING EROSION AND DEPOSITION TO OCCUR.) THINK- how long would frost take, how long would it take for a pebble to make its way down a stream?	<input type="checkbox"/>
10. COLOR YOUR PICTURES-NEATNESS COUNTS! MAKE SURE THIS IS YOUR BEST EFFORT .	<input type="checkbox"/>

USE THE BOXES ON THE BACK OF THIS PAGE AS A ROUGH DRAFT TO BRAINSTORM AND SKETCH YOUR OBJECT, KINDS OF WEATHERING, EROSION AND DEPOSITION. SHOW ME THE ROUGH DRAFT BEFORE YOU BEGIN THE FINAL.

CHECK THE RUBRIC AS YOU GO ALONG TO MAKE SURE YOU ARE ON THE RIGHT TRACK!

RUBRIC:

CATEGORY	2	1	0	YOUR SCORE
TYPE OF WEATHERING 1	TYPE OF WEATHERING CORRECTLY DRAWN AND LABELED	TYPE OF WEATHERING SOMEWHAT CORRECTLY DRAWN AND LABELED	TYPE OF WEATHERING NOT DRAWN AND LABELED	
TYPE OF WEATHERING 2	TYPE OF WEATHERING CORRECTLY DRAWN AND LABELED	TYPE OF WEATHERING SOMEWHAT CORRECTLY DRAWN AND LABELED	TYPE OF WEATHERING NOT DRAWN AND LABELED	
TYPE OF WEATHERING 3	TYPE OF WEATHERING CORRECTLY DRAWN AND LABELED	TYPE OF WEATHERING SOMEWHAT CORRECTLY DRAWN AND LABELED	TYPE OF WEATHERING NOT DRAWN AND LABELED	
TYPE OF EROSION 1	TYPE OF EROSION CORRECTLY DRAWN AND LABELED	TYPE OF EROSION SOMEWHAT CORRECTLY DRAWN AND LABELED	TYPE OF EROSION NOT DRAWN AND LABELED	
TYPE OF EROSION 2	TYPE OF EROSION CORRECTLY DRAWN AND LABELED	TYPE OF EROSION SOMEWHAT CORRECTLY DRAWN AND LABELED	TYPE OF EROSION NOT DRAWN AND LABELED	
TYPE OF DEPOSITION	TYPE OF DEPOSITION CORRECTLY DRAWN AND LABELED	TYPE OF DEPOSITION SOMEWHAT CORRECTLY DRAWN AND LABELED	TYPE OF DEPOSITION NOT DRAWN AND LABELED	
TIMEFRAME APPROPRIATE	REALISTIC TIMEFRAME IDENTIFIED	SOMEWHAT REALISTIC TIMEFRAME IDENTIFIED	TIMEFRAME IDENTIFIED IS NOT REALISTIC	X 2 =
CONVENTIONS	NO SPELLING AND GRAMMAR ERRORS	SOME SPELLING AND GRAMMAR ERRORS	MANY SPELLING AND GRAMMAR ERRORS	
QUALITY	PROJECT IS COLORED, NEAT AND SHOWS YOUR BEST EFFORT	PROJECT IS SOMEWHAT COLORED, NEAT AND SHOWS GOOD EFFORT	PROJECT IS NOT COLORED, NEAT AND DOES NOT SHOW YOUR BEST EFFORT	X 2 =
TOTAL				/22

ROUGH DRAFT
