

## Student Handout

### Above Water Feature Cards

#### **Island**

Use your clay to make a mountain (something that is somewhat conical in shape or half sphere shaped) that is about 5 or 6 cm high and not wide enough at the base to touch the sides of the container. Place it in your container, flat side down.

Alternatively, you can divide the clay into 3 parts. Make one into a flat base of about 1 cm high. Make the other two pieces into two smaller mountains and place them side by side on top of your base in the container to make an island with two mountains.

#### **Cliff/Bluffs**

Take about one quarter or one third of your clay and make it into a flattened rectangle base that is less than 1 cm thick. Place this on the bottom against one side of the container. Make a large rectangular brick out of the larger portion of your clay. This brick should be taller than it is wide and should not cover the entire base. Place this against one edge of the container on top of your base. The edge that touches the container wall represents the edge that is connected to a larger mass of land. On the 'coastal' side of the brick press your fingers into the side to make an irregular coastline.

#### **River Valley that Meets the Ocean**

Divide your clay into three parts that are about equal. Shape one part into a large wedge that will serve as a base for your other two pieces. This wedge should be placed with the tallest part of the wedge next to one of the container walls. The edge that touches the container wall represents the edge that is connected to a larger mass of land. This should look like a hillside or slope. Shape the other two pieces into mountains (they can be conical shaped or half spherical in shape). Place both of these shapes on your wedge/slope, side by side, so that both are equally slanted to the ocean (i.e. one mountain should not be uphill of the other).

#### **Island with a Reef**

To make a reef around part of your island, keep a small amount of clay to roll into a 'snake' shape. Leave about a half centimeter of space between your island and the snake, but shape the snake so that it follows the 'coastline' of your island.