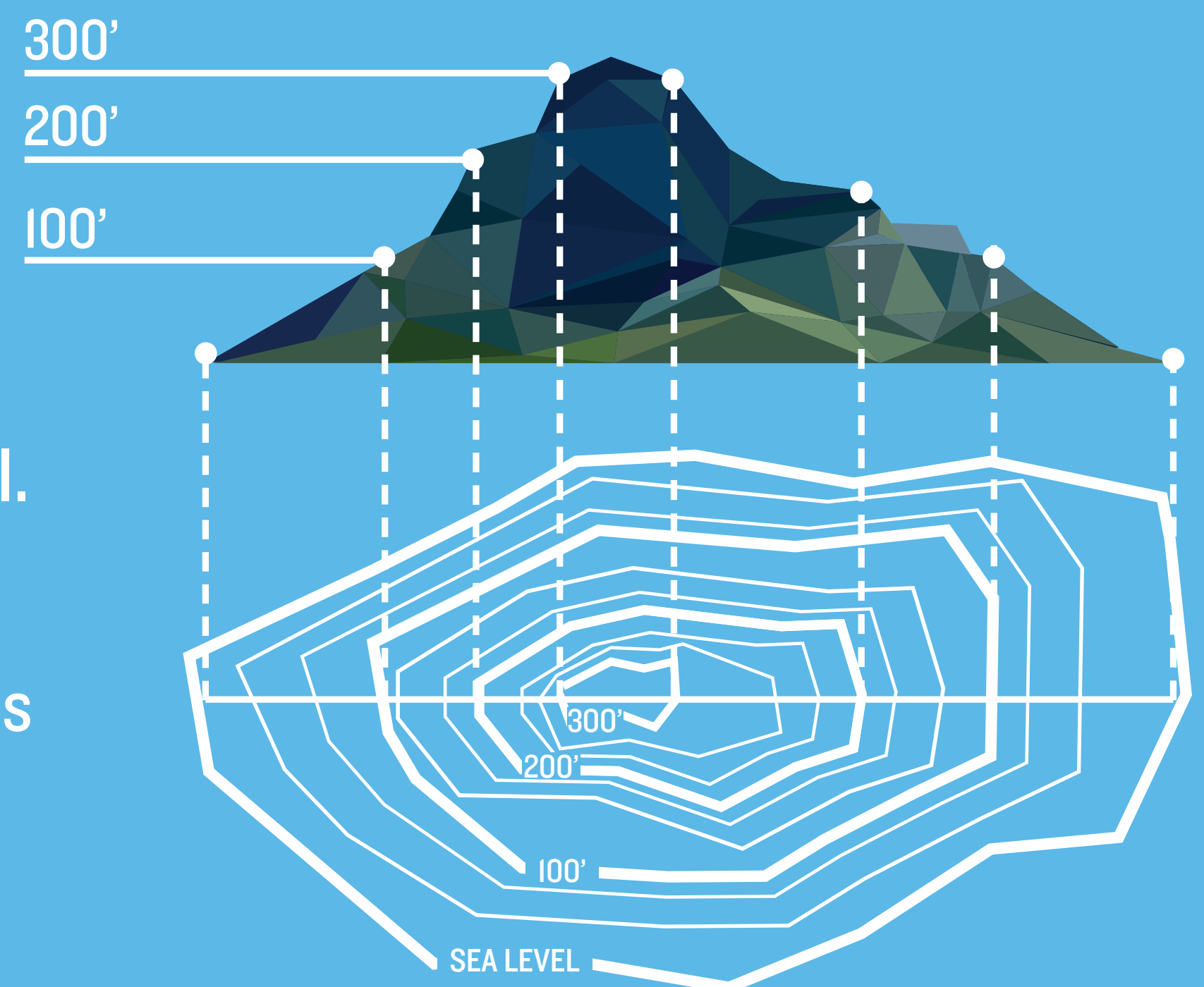


SHAPING WATERSHEDS

TOPOGRAPHIC MAP OF A CONNECTED LANDSCAPE

In this model, different colors represent different elevations like a topographic map. Contour lines join together points with the same elevation. The distance between the lines (contour interval) shows the steepness of a landscape. The closer the lines are together, the steeper the slope of the hill.

Contour lines are used to show what a landscape looks like on a flat map. Different spacings and shapes of lines indicate three-dimensional features on the surface of the earth.



WHERE DOES THE WATER FLOW?

The mountains and lakes you made represent parts of a watershed or basin - an area of land that is connected by the water that flows over it.

The “virtual” rain that falls on your landscape flows downhill. The steeper the mountain, the faster the water travels downward until it empties into a marsh, pond, or lake.

WATER

DRAIN

LAVA

- » Build a mountain, lake, river, dam or wetland.
- » Make it rain by holding your hand over the watershed.
- » Drain the basin by holding down the yellow button.
- » Switch the simulation between water (blue button) and Lava (red button).
- » Choose a black contour line and trace it with your finger.

