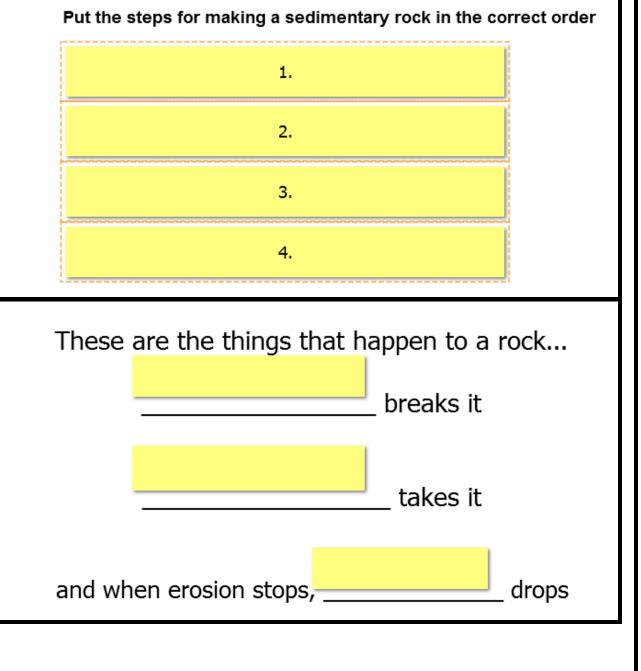
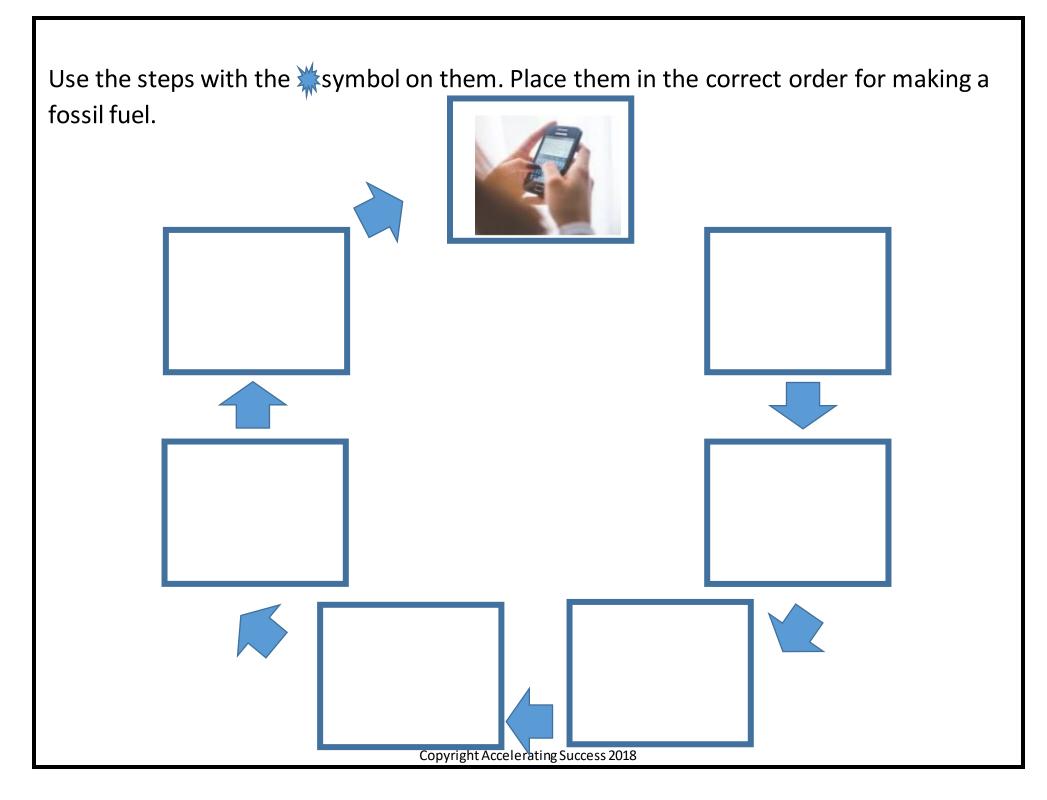
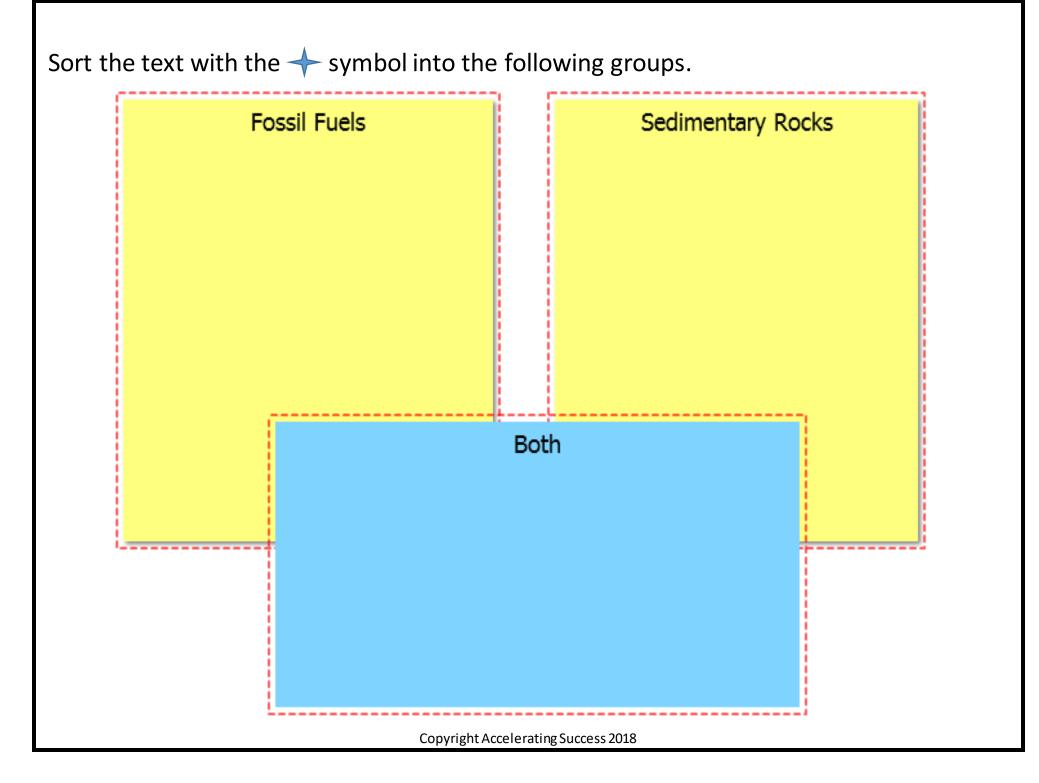
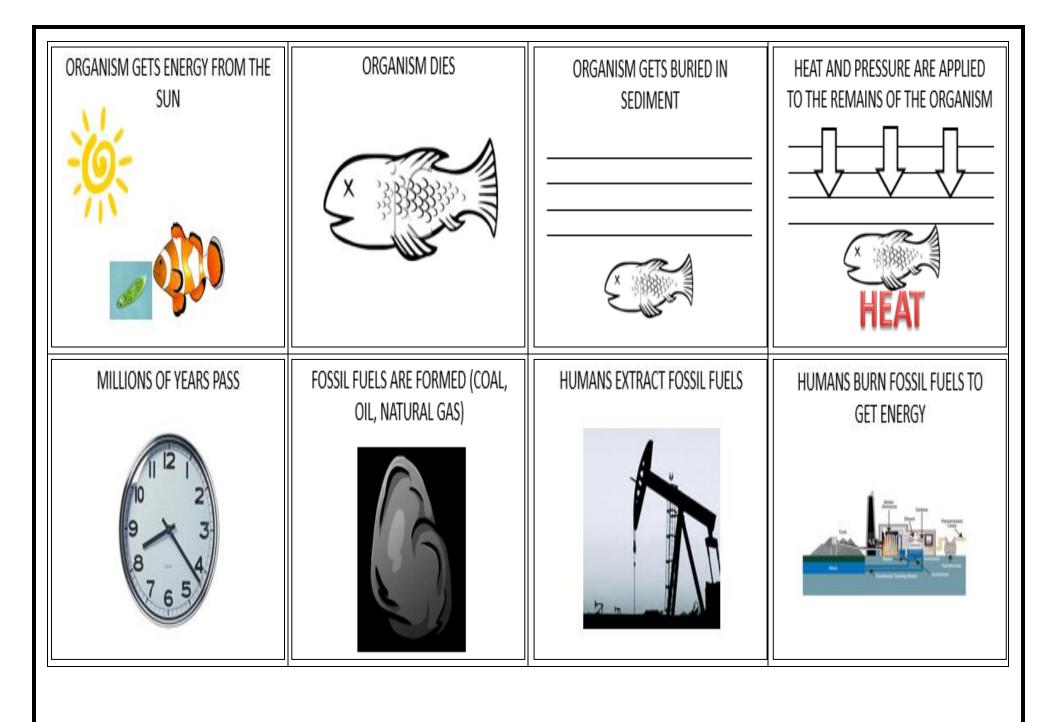
Use the vocabulary words to complete the following activities. Be prepared to explain your thinking to your group.

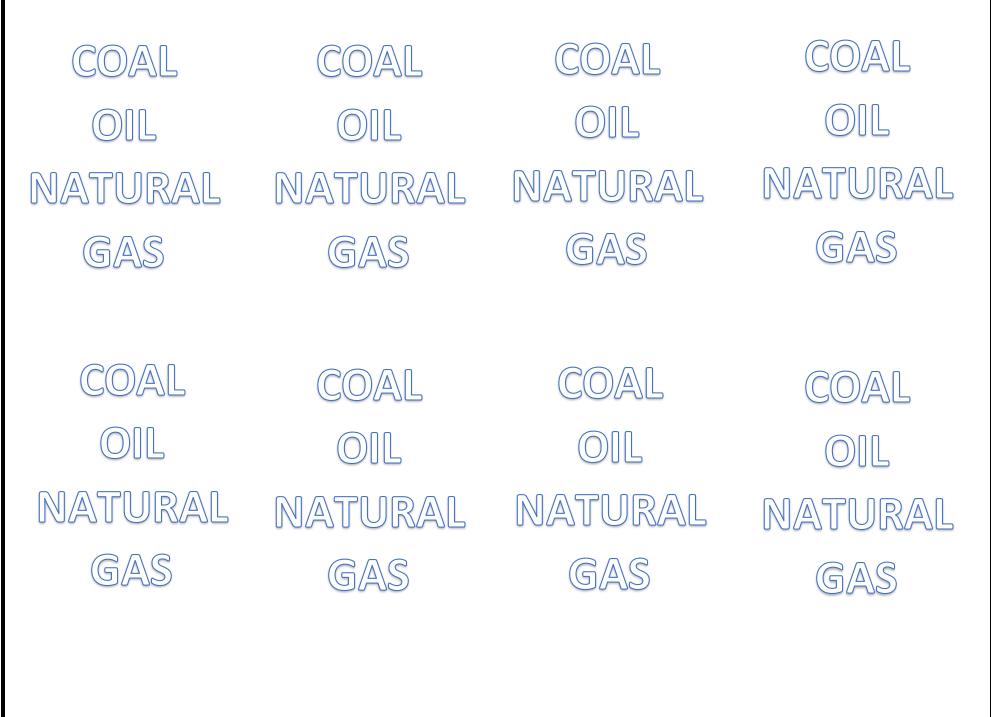


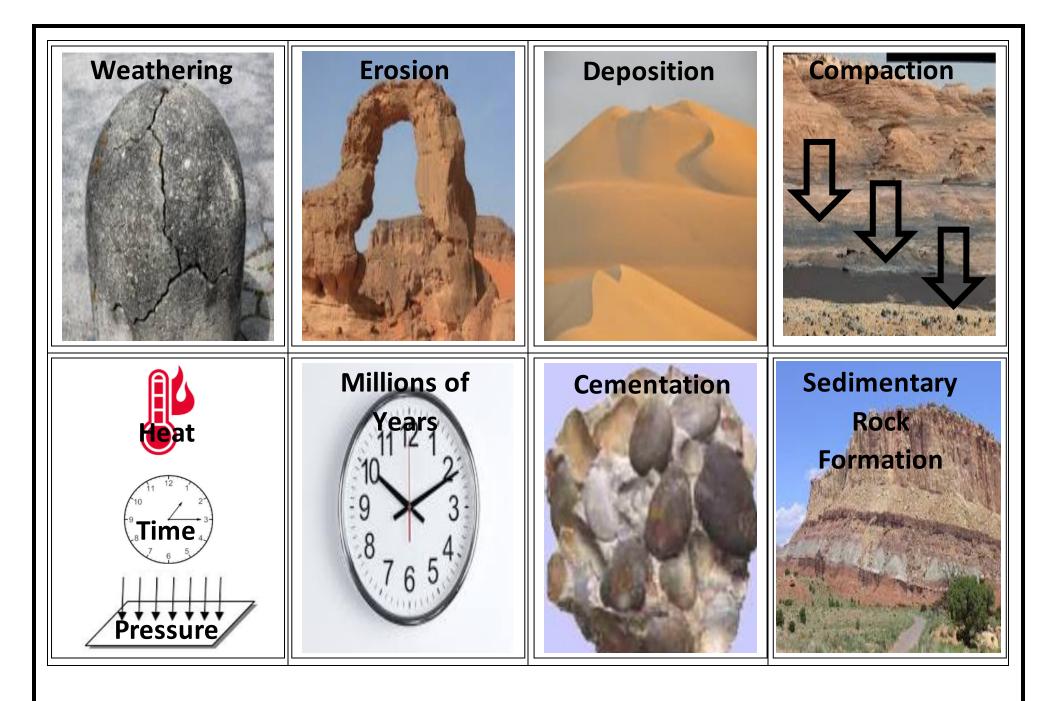
| | | A | Deposition |
|---|---|--|--|
| Compaction/Cementation | Erosion | Remains are changed into either coal, oil, or natural gas | Heat and pressure are applied to the remains |
| Organism dies | Organism gets buried | Millions of years pass | Takes millions of years to create |
| SWA | | | + |
| Weathering, Erosion, and Deposition are | Includes the process of adding pressure | Started as a living organism | Is used to create electricity. |
| | Organism dies | Organism diesOrganism gets buriedWeathering, Erosion, and Deposition areIncludes the process of adding pressure | Compaction/CementationErosionchanged into either coal, oil, or natural gasOrganism diesOrganism gets buriedMillions of years passWeathering, Erosion, and Deposition areIncludes the process of adding pressureStarted as a living organism |











Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle

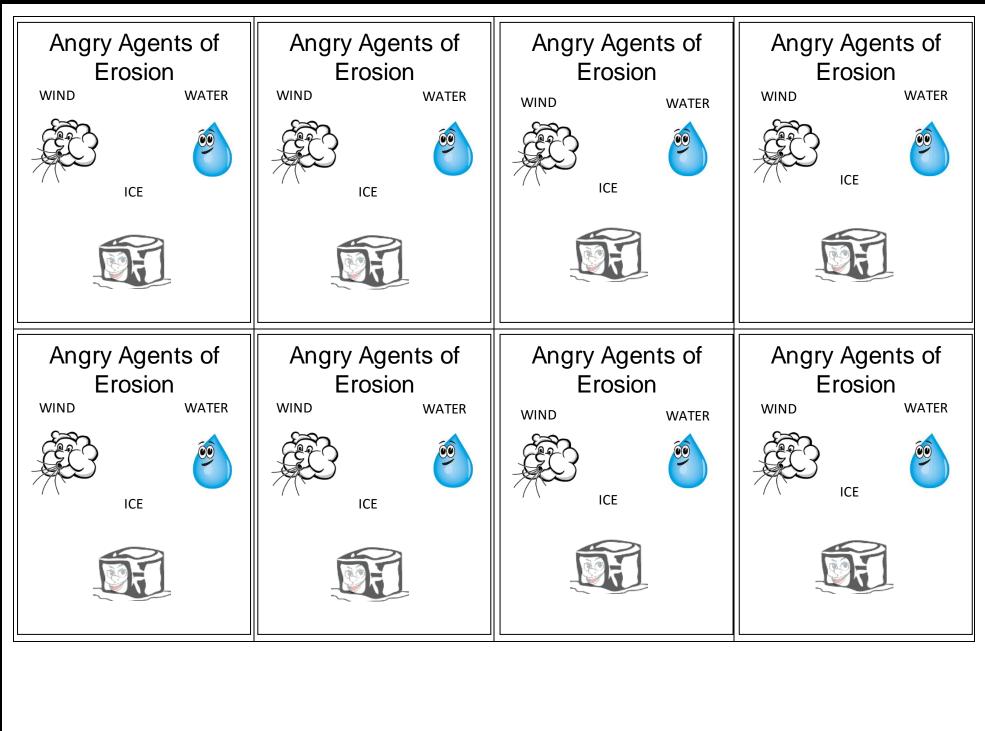


Sedimentary Rock Cycle



Sedimentary Rock Cycle









Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle



Sedimentary Rock Cycle



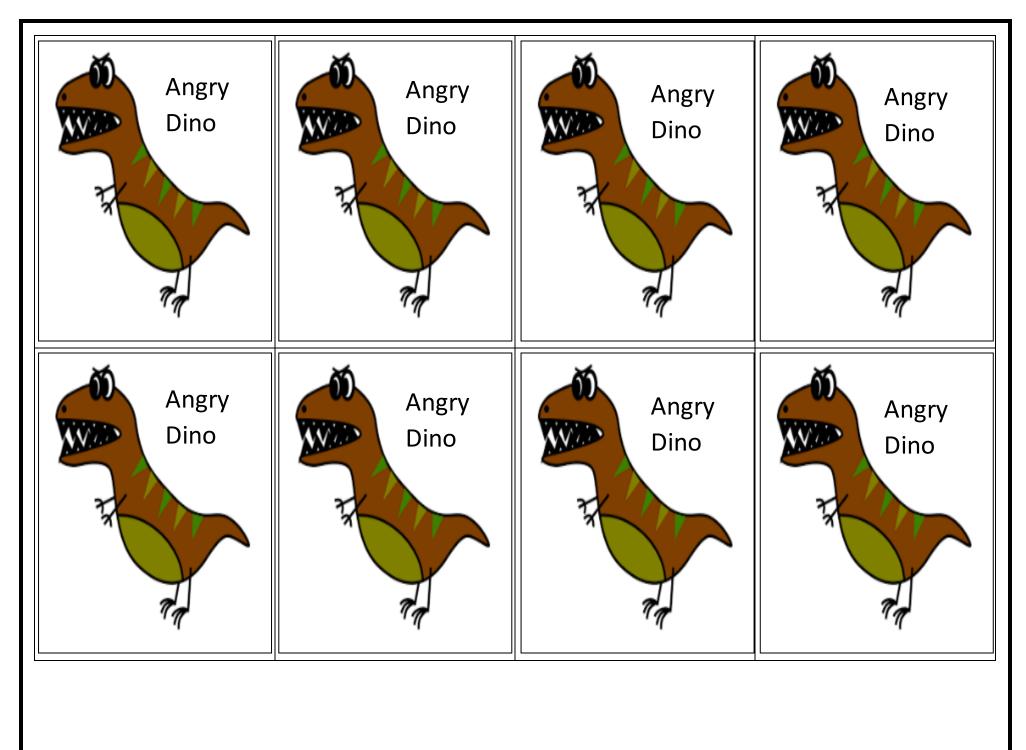
Sedimentary Rock Cycle

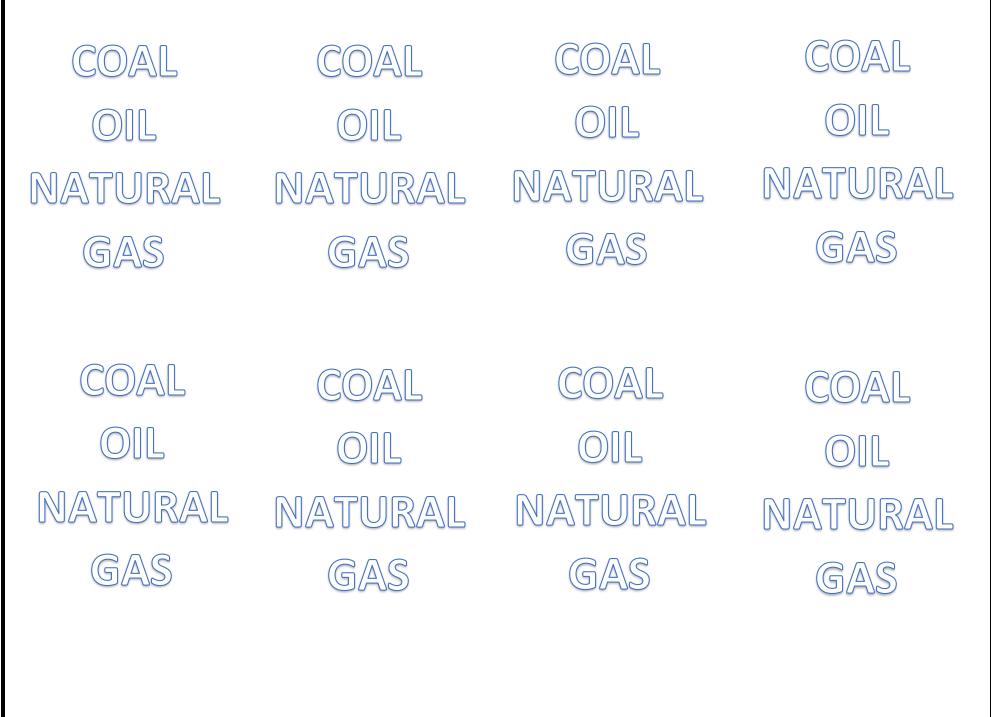


Sedimentary Rock Cycle



Possible Games Each deck should contain 56 cards





| Game 1 Sequence Master | Game 2 Memory Mixer |
|--|--|
| Pass out all the cards. Decide who will go first based on the first letter of your last name. Z's go first and A's go last. Player 1 will attempt to lay the first card in the cycle. If player 1 cannot lay a card then Player 2 will attempt to lay a card. Continue to lay the cards in the correct order for the cycle. You can have up to five players. The first person to get rid of all of their cards wins. | Mix up the cards in the deck. Turn the cards over face down. Flip over one card, and then flip over another card. If the cards match, pick them up. Your objective is not just to get matches. Your objective is to build as many complete cycles as you can. The person who gets the most complete sets wins. A complete set is a full cycle. |
| Remember to use the Student Helper Cards if you need them. | Remember to use the Student Helper Cards if you need them. |
| Game 3 Go Fossil | Game 4 Angry Dino / Angry Agents of Erosion |
| Choose a dealer The dealer shuffles the cards and deals five cards to each person. Place the rest of the cards face down in the center of the playing area. Turn the top card face up and place it next to the deck. This is the card pile. The player on the dealer's left starts the game. Look at your cards and place down any matches. It takes four of the same card to make a match. You can ask any player for one card. If they have it, they must give them all to you. If not they tell you to "Go Fossil". Then you will draw a card from the card pile. Play continues until someone runs out of cards. The person with the most 4 card sets wins. | There are two special cards. Angry Dino goes with the Fossil Fuels and Angry Agents goes with the sedimentary rock. Add one of the cards to the game depending on what deck you have. The dealer shuffles the cards and deals all the cards out. The player on the dealer's left starts the game. Look at your cards and place down any matches. After putting down any matches, the player can pull one card from any person in the game. If they pull a match put the match down. The next person does the same thing. You do not want to get the Angry Dino or Angry Agent of Erosion. The person who gets rid of all their cards first wins. The person left with the Angry card loses. |

