Beach Erosion

As a team, you are a urban planning company that has been given the task of designing ways to keep the beach from Galchi's from eroding. You and your team to decide and design how prevent beach erosion, reclaim some of the beach from the sea and explain to the town what would happen if they do not follow your plan. You will create a 3 - 5 minute presentation of planned design including how the beach will look with your changes and without your changes. Everyone will need a speaking part.

Things to include:

- How weathering, erosion and deposition change the land.
 - How they work
 - Picture examples
- How the beach looks now
- How the beach will look with no help to stop the erosion
 - How erosion and weathering affect beaches
 - Like 50 years in the future
- What changes should be made to the beach
- WHY they should be made
 - Why does that change help the beach?
- Pictures drawn to scale
- Pictures of each idea and how it could help Galchi's beach

Rubric

Group:

Standard	4	3	2	1
ESS 2.8B: Explain how natural processes affect Earth's oceans and land in constructive and destructive ways.		During presentation: -Full explanation of how erosion, weathering and deposition work on rocks AND on beaches. -How to prevent beach erosion using at least <u>3 different</u> techniques.	No major errors regarding the simpler details and processes but major errors and omissions regarding the more complex ideas and processes.	A partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.
ESS 2.9: Illustrate the creation and changing of landforms that have occurred through geologic processes		With drawings/pictures: -Draw how the beach is changed by erosion -Draw how the beach is changed by humans preventing erosion. -Pictures of how weathering/erosion and deposition change the land.	No major errors regarding the simpler details and processes but major errors and omissions regarding the more complex ideas and processes.	A partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.