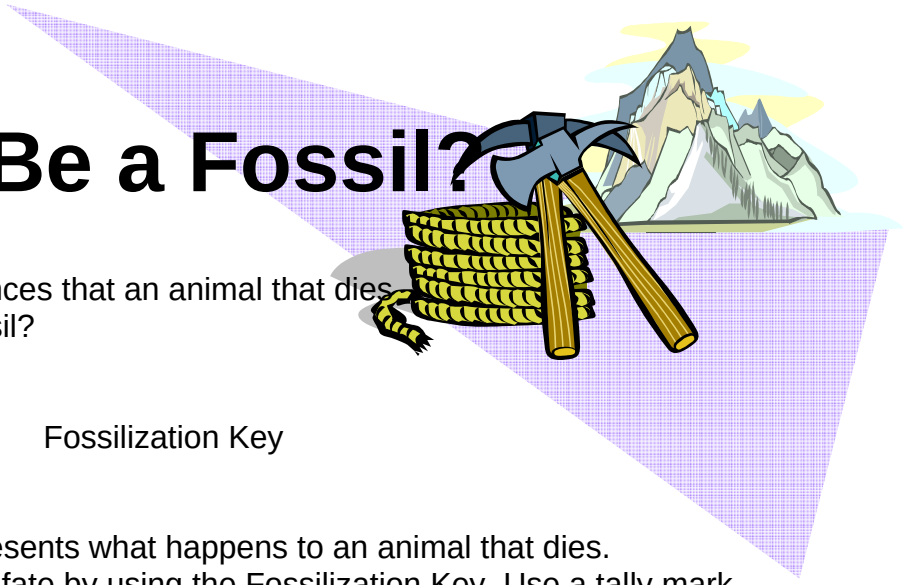
ES – Activity #28

Wanna Be a Fossil?



QUESTION: What are the chances that an animal that dies will become a fossil?

MATERIALS:

dice

Fossilization Key

PROCEDURE:

1. Roll the dice. This represents what happens to an animal that dies. Determine the animal's fate by using the Fossilization Key. Use a tally mark to record the fate of the animal on the Data table.
2. Repeat this process by rolling the dice a total of 100 times (100 animals), recording the fate of each animal.
3. Determine the percentage of animals with each fate outcome by counting the tallies for each, and record in the data table.
   Example: 24 tally marks = 24%
   3 tally marks = 3%

DATA:

POSSIBLE OUTCOME	SCORE	PERCENT
Dry up		
Rot away		
Eaten by an animal		
Washed away by waves		
Washed away by current		
Buried by mud and fossilized		

QUESTIONS:

1. According to your data, what is the most common fate of an animal that dies?
2. What percentage of animals were fossilized?
3. What conditions are necessary for fossilization to occur?

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WANNA BE A FOSSIL?

FOSSILIZATION KEY: Use this key to determine what happens to an animal when it dies.

NUMBER	COMBINATION	OUTCOME
2	**1-1**	Buried in soft mud – becomes a **FOSSIL**
3	**1-2**	Eaten by an animal
4	**1-3**	Eaten by an animal
4	**2-2**	Eaten by an animal
5	**1-4**	Washed away by the current
5	**2-3**	Washed away by the current
6	**1-5**	Eaten by an animal
6	**2-4**	Eaten by an animal
6	**3-3**	Eaten by an animal
7	**1-6**	Rot away
7	**2-5**	Rot away
7	**3-4**	Rot away
8	**2-6**	Rot away
8	**3-5**	Rot away
8	**4-4**	Rot away
9	**3-6**	Dried up
9	**4-5**	Dried up
10	**4-6**	Washed away by waves
10	**5-5**	Washed away by waves
11	**5-6**	Eaten by an animal
12	**6-6**	Buried quickly by sediments, no oxygen present for decomposition, presence of rock forming minerals—**BECOMES A FOSSIL**

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