Activity 3: Comparing the density of sea water, brackish water and fresh water

Fresh water has very low concentrations of dissolved solids/minerals (salts), usually less than 0.05%. Rivers, streams, lakes, ponds, groundwater and aquifers contain fresh water. Brackish water is saltier than fresh water and contains up to 3% of dissolved salts. (Brackish water is found where fresh water meets the sea, for example in estuaries, coastal lagoons and sea lochs) Sea water (saline water or brine) contains a high concentration of salt/minerals. The water in the seas and oceans varies in salinity but the content of dissolved salts is generally more than 3.5%. This activity demonstrates the physical properties of sea water, brackish water and fresh water.

Equipment:

Narrow, clear tank (e.g. fish tank)

Funnel

Tap water (to fill the tank by about a quarter)

2 Large beakers/jugs (Each containing about half the amount of water in the tank)

Table salt

Food colouring (2 colours)

Long handled spoon

Camera/camcorder (optional)

Preparation:

Make up a 10% and a 25% saline solution in the beakers/jugs as follows (quantities will depend on the size of the tank being used) as follows:

- 10% solution: use 1 part salt to 9 parts tap water, then colour with one of the food dyes
- 25% solution: use 1 part salt to 3 parts tap water, then colour with the other food dye

Method:

Optional – set up a camera or camcorder to film the results of this activity.

- 1. Fix the funnel so that its tip will be below the level of the water in the tank.
- 2. Use the funnel and add the 10% salt solution to the tank. Observe and record what happens and/or photograph the result.
- 3. Watch the surface of the dye. (It should show internal waves, but the surface of the water in the tank does not move)
- 4. Add the 25% salt solution in the same way. Observe and record what happens and/or photograph the result.
- 5. Simulate the effects of storms by carefully mixing the top layers with the long handled spoon. Observe what happens to the dense (25%) salty layer. Record what happens and/or photograph the result

