
















## Eureka! Or Buoyancy and Archimedes' Principle

TeachEngineering

Simulation

Learn how material properties in hands-on and visually evident ways via the Archimedes' principle.

Suggested Learning				
Time	4 : 00	Cost	0.00	
PreRequisites				
Requirements				
Skills	Focus	Level	Standard	Points
 Architecture				7
 Mathematics				7
 Problem Solving				7
 Reflection				4
 Teamwork				4
<b>Total Skill Points</b>				<b>29</b>
Knowledge Gain				
Measure masses and volumes of known and unknown substances.				
Resource Link				
<a href="https://www.teachengineering.org/activities/view/ws_u_eureka_activity">https://www.teachengineering.org/activities/view/ws_u_eureka_activity</a>				

Skills Label™

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