



Upthrust and Archimedes Principle Worksheet

Experiment: Buoyant Balloon

Objective: To demonstrate Archimedes' Principle and understand how objects float in water.

Materials Needed:

- A bowl or basin filled with water
- A small balloon
- A sink or container for water disposal
- Objects of different sizes and materials (e.g., small toy, rubber ball, paperclip, plastic bottle cap)
- Marker or pen
- Paper towels (for cleaning up)

Procedure:

1. Gather Materials: Collect all the materials you need for the experiment.
2. Predict and Test: Choose one of the objects (e.g., a small toy) and predict whether it will sink or float in the water. Record your prediction in a notebook.
3. Test Object 1: Gently place the object in the water and observe whether it sinks or floats. Record your observation.
4. Repeat: Repeat steps 2 and 3 for each of the other objects, making sure to predict and observe their behavior in the water.
5. Inflate the Balloon: Inflate the small balloon with air. Make sure not to overinflate it.
6. Predict and Test with Balloon: Predict whether the balloon will sink or float in the water. Record your prediction.
7. Test with Balloon: Gently place the inflated balloon in the water and observe its behavior. Does it behave differently than the solid objects you tested earlier? Record your observation.
8. Explore Different Scenarios: Try the following variations and record your observations:
 - Gently press the balloon down into the water. What happens?



- Release the balloon underwater. What happens?

9. Analysis and Conclusion:

- Compare your predictions with the actual outcomes. Did your predictions match the results?
- Think about why the balloon behaves the way it does in water. How does this relate to Archimedes' Principle?
- Write a conclusion explaining how the experiment demonstrates Archimedes' Principle and why objects float or sink in water.

Safety Precautions:

- Make sure to clean up any spilled water to prevent slipping.
- Use caution when handling the balloon to avoid overinflating it.