

# Computer Simulations

At this station, you will get to see what happens when liquids of different densities come in contact with one another

## Download the simulations

Log onto: <http://mare.lawrencehallofscience.org/curriculum/ocean-science-sequence/oss68-overview/oss68-simulation-activities#heatenergy>

You will be working with two different simulations:

- 1) Heat Energy and Moving Molecules – First Simulation: Rising Temperatures



- 2) Density of Liquids and Ocean Currents – Second Animation: Model Ocean Animations



*For each simulation, click on the Mac or PC link to download to your computer. If your computer security settings limit your ability to download from unrecognized sources, go to your computer's security settings and allow the application to be opened.*

## For Each Simulation

Follow the prompts on the web page and track your predictions and explanation in your notebook.

