

Proposal

Team Number:

School Name: Academy for Technology and Classics

Area of Science: Environmental Science

Project Title: Containing Oil Spills

Oil spills are a form of pollution that occur when crude oil is released into the environment. When oil spills occur in the ocean, it creates a toxic film that covers the surface of the water which prevents the survival of marine life. There are some natural causes such as tectonic occurrences that can cause spills, but the main cause is from man-made machines. Oil spills impact very large areas of the environment because they are very hard to contain due to the oceanic currents and the fact that oil floats on salt water. Bioremediation is a possible solution that involves using naturally existing microbes to break down contaminants.

We are going to simulate the spread of oil after an oceanic spill. This is important because oil contains toxic chemical constituents that can harm or lead to the death of marine animals. If we can find a way to decrease the spread of the oil, it would help to contain the amount of harm. We plan to use Scratch to create the simulation. We plan to create two simulations: one where the oil can spread freely, and the other with the use of bioremediation to try to contain and remove the oil. We will compare the simulation data to assess the effectiveness of our containment strategy.

Team Members

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Sponsoring Teacher(s)

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