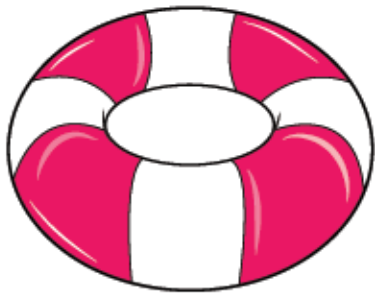


ARCHIMEDES' PRINCIPLE

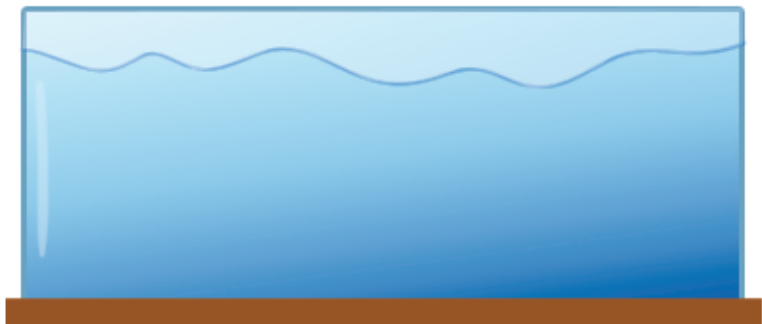
Archimedes' Principle states that an object plunged in water becomes lighter by an amount equal in weight to the amount of water it displaces.

FOR EXAMPLE:

If we place the floating device that is 150 cm^3 , in the tank, then 150 cm^3 of water would be displaced.



150 cm^3



If the displaced water weighs **MORE** than the object, then the object will float. If the displaced water weighs **LESS** than the object, it will sink.

YOU TRY!

How much water would be displaced if we submerged the following items in the tank?

25 cm^3



100 cm^3



12 cm^3