



**WATER**

- Rivers and streams carry sediment, causing mechanical weathering.
- Water erosion by rivers creates waterfalls, flood plains, and valleys.
- Waves transport sand and create sea stacks, caves, arches, and wave-cut cliffs.
- Runoff - water from precipitation creates rills and gullies.

**WIND**

Wind erosion creates dust storms, hoodoos, and arches.

**ICE**

- As a glacier flows over land, it picks up rocks in a process called plucking.
- Ice erosion creates:
  - U-shaped valleys
  - glacial lakes
  - moraines
  - drumlins
  - kettle lakes

**GRAVITY**

- Causes sediments to move downhill.
- Creates landslides, mudflows, and creeps.