It's Not My Fault: A Look at Transform Boundaries!

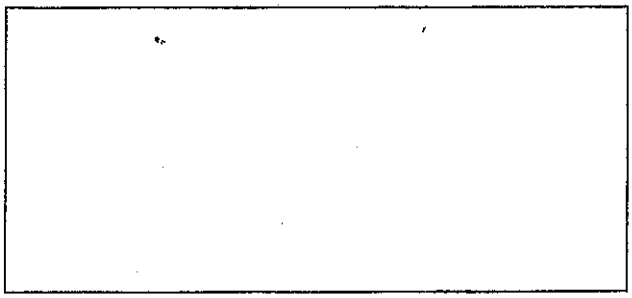
To make your fault model:

1. Color the model according to the color key provided.
2. Cut out the model and fold each side down to form a box with the drawn features on top.
3. Tape or glue the corners together. This box is a 3-D model of the top layers of Earth's crust.
4. The dashed lines on your model represent a fault. Carefully cut along the dashed lines. You will end up with two pieces.

Complete the following based on your fault model:

1. Locate points A and B on your model. Move point B so that it is next to point A. Observe your model from the side (its cross-section).
2. Draw this in the box below.

NORMAL FAULT



3. Which way did point B move relative to point A?

4. What happened to rock layers X, Y, and Z?

5. Are the rock layers still continuous?

6. What likely happened to the river? The road? The railroad tracks?

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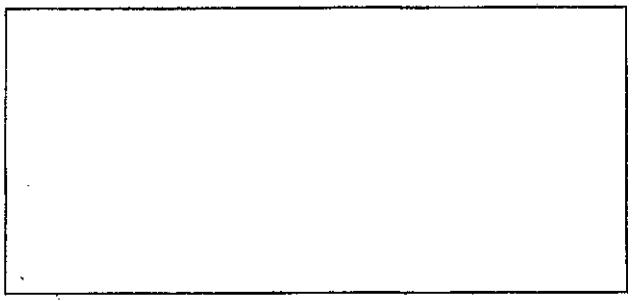
1. Locate points C and D on your model. Move point C next to point D. Observe the cross-section of your model.
2. Draw this in the box below.

REVERSE FAULT



3. Which way did point D move relative to point C?

4. What happened to rock layers X, Y, and Z?

5. Are the rock layers still continuous?

6. What likely happened to the river? The road? The railroad tracks?

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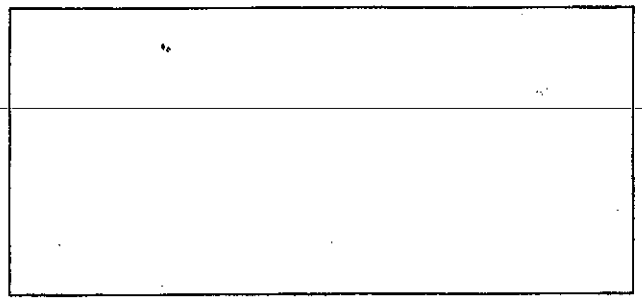
1. Locate points F and G on your model. Move the pieces of the model so that point F is next to point G. Observe your model from the top (over-head view)
2. Draw this in the box below.

STRIKE-SLIP FAULT



3. If you were standing at point F and looking across the fault, which way did the block on the opposite move?

4. What happened to rock layers X, Y, and Z?

5. Are the rock layers still continuous?

6. What likely happened to the river? The road? The railroad tracks?