

# Density and Archimedes' Principle

Name \_\_\_\_\_

Lab Partner(s) \_\_\_\_\_

## I. DENSITY

1. Each member of your lab group selects a different metal.

(Circle yours) copper, lead, aluminum, tin, zinc

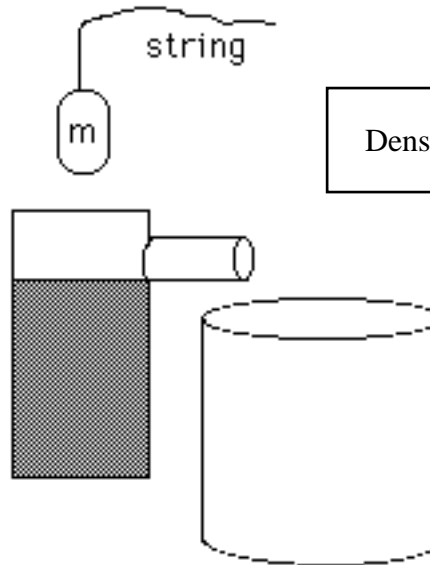
2. Your task is to determine the density of your metal object.

First, determine the mass of your object.  $m_{\text{object}} = \text{_____ g} = \text{_____ kg}$ .

Second, determine the volume of your object.  $V_{\text{object}} = \text{_____ m}^3$ .

3. Use the overflow container to determine the volume of the displaced water which should equal the volume of the submerged object.

$$\rho_{\text{object}} = \frac{m_{\text{object}}}{V_{\text{object}}}$$



Density of \_\_\_\_\_ is \_\_\_\_\_ kg/m<sup>3</sup>

“Weigh” your water.  $m_{\text{beaker+displaced water}} - m_{\text{beaker alone}} = m_{\text{displaced water}} = \text{_____ g} = \text{_____ kg}$ .

Now use the density of water to determine the volume of the displaced water.  $\rho_{\text{water}} = \frac{m_{\text{water}}}{V_{\text{water}}} = 1000 \text{ kg/m}^3$

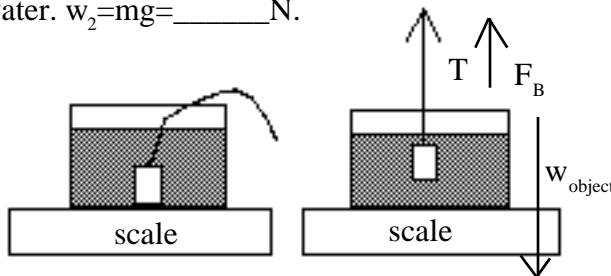
Volume<sub>displaced water</sub> = \_\_\_\_\_ m<sup>3</sup> = Volume<sub>object</sub>

## II. ARCHIMEDES' PRINCIPLE

1. Determine the buoyancy force ( $F_B$ ) on your object when it is completely submerged.

First, record the scale reading of your object and the beaker and water it is sitting in. Tie a string of negligible mass to the hook on your object.  $w_1 = mg = \text{_____ N}$ .

Second, record the scale reading when the object is lifted off the beaker but still submerged in the water.  $w_2 = mg = \text{_____ N}$ .



(Tension)  $T = w_1 - w_2 = \text{_____ N}$ .  
 $T + F_B = w_{\text{object}} = mg = \text{_____ N}$ .

$F_B = \text{_____ N}$ .

2. Archimedes' Principle says this buoyancy force ( $F_B$ ) equals the weight of the displaced fluid.

$w_{\text{displaced water}} = mg = \text{_____ N}$ . (Don't forget to change grams to kilograms!)

3. Show your calculations of the percent error of this weight and  $F_B$ . (Use  $F_B$  as the denominator.)