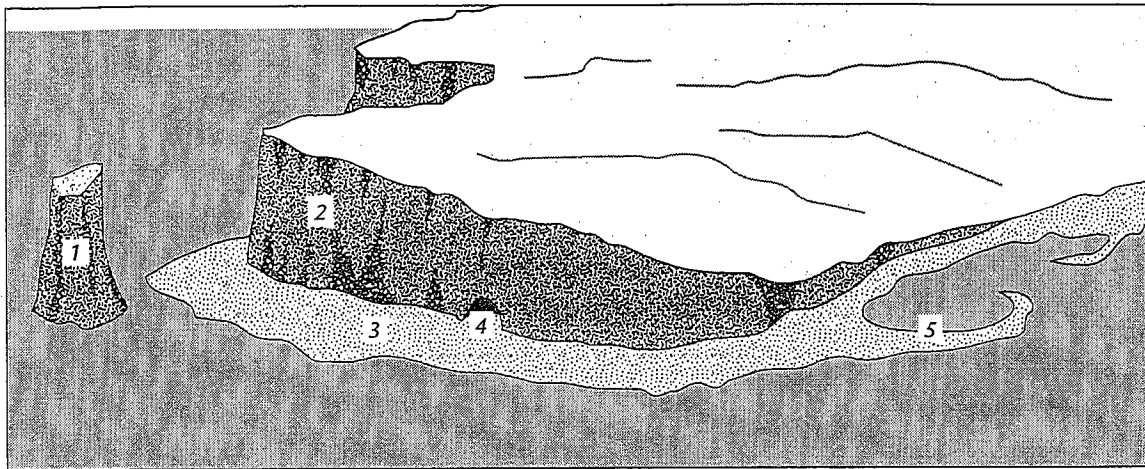


Erosion and Deposition ▪ Review and Reinforce

# Waves

## Understanding Main Ideas

The numbers on the figure below point to landforms created by either wave erosion or deposition. On a separate sheet of paper, identify each landform and describe how it formed.



Answer the following questions on a separate sheet of paper.

6. How do ocean waves form, and how do they change to cause water to erode land along a shoreline?
7. What are two ways in which waves erode the land?
8. Explain how waves eventually even out a shoreline.

## Building Vocabulary

Fill in the blank to complete each statement.

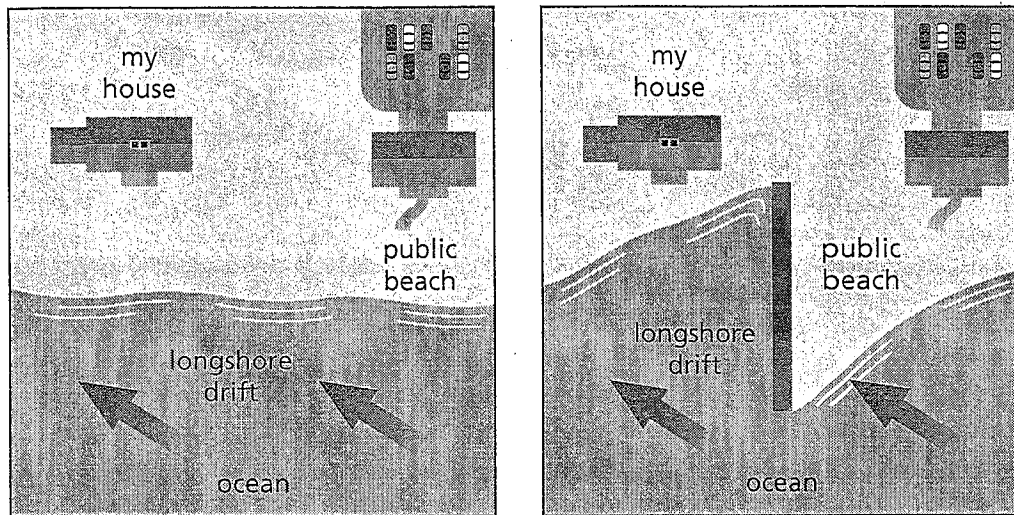
9. The process in which beach sediment moves down a beach with the current is called \_\_\_\_\_.
10. An area of wave-washed sediment along a coast is a(n) \_\_\_\_\_.

Erosion and Deposition ▪ Enrich

## My Beach Is Shrinking!

Last summer, Juan Sanchez sent a letter to his local city council. He was outraged. In just a year, the beach in his front yard had begun to shrink. Mr. Sanchez said he was worried that soon he would have no beach and no home. He blamed the council for giving the go-ahead for construction of a groin at the boundary of the public beach and the beach in front of his house.

A groin is a low wall extending into the ocean, built perpendicular to the shore. A groin interrupts the movement of sand carried by longshore drift. Mr. Sanchez included the sketches below to prove his point. The first sketch shows the beach as it looked two summers ago. The second shows what it looked like last summer.



Answer the following questions on a separate sheet of paper.

1. How has the groin changed the public beach?
2. How has the groin changed the beach in front of Mr. Sanchez's house?
3. Why did those changes occur?
4. Why do you think the town council had the groin built?
5. Does Mr. Sanchez have good reason to fear loss of his beach and home?
6. What would happen if the groin were removed?
7. In your opinion, should the groin be removed? Give reasons for your answer.