## Making and Using a Hypsometer

A hypsometer can be constructed using a piece of cardboard (such as an index card), a drinking straw, some string, a small washer, and tape.


1. On the $5 \times 8$ index card make marks $1 / 4$ inch apart; be consistent in your measurements.
2. Tape a piece of string at corner A.
3. Tie a washer on the loose end of the string.
4. Tape a drinking straw along one side of the index card from points A to D.

The Hypsometer can be used to gather information by following the directions below:


1. Segment RG represents the object you are going to measure. Point D is the location of your eye when you position the hypsometer. Point H is the location of your feet.
2. Hold the hypsometer, viewing through point D and looking-up with point A directed towards the top of the object (point R). Point D on both drawings are the same point!
3. Hold the string down tight to the index card so that you can note the distance from points B to Z. Mark this distance in the appropriate column on the Data Table.
4. When marking the distance, in the Data Table, from points A to B should be the same for all your objects measured.
5. Using the tape measure, measure the distance from points G to H. Enter that distance in the appropriate column of the Data Table.
6. Measure the distance from points D to H . Enter that distance in the appropriate column of the Data Table.

| Data Table |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  |  |  |  |  |
| Name of Object | Length of <br> AB | Length of <br> BZ | Length of <br> GH | Length of <br> DH | (Length of <br> QR | Height of object <br> RG = DH + QR |
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* These columns will be calculated in the classroom.

Completing the calculations:

1. Upon returning to the classroom you will need your Data Table, scratch paper, a pencil, and a calculator.
2. Use the following formula to calculate the value of QR :

$$
\begin{array}{cr}
\mathrm{BZ} & \mathrm{AB} \\
------ \\
\mathrm{QR} & \mathrm{GH}
\end{array}
$$

3. Calculate the height of the object (RG) by adding DH and QR.
