



**CALIFORNIA STATE SCIENCE FAIR  
2005 PROJECT SUMMARY**

<b>Name(s)</b> <b>Joshua R. Escobedo</b>	<b>Project Number</b> <b>J0610</b>
<b>Project Title</b> <b>Tornado in a Box</b>	
<b>Abstract</b> <b>Objectives/Goals</b> I am comparing a simulated Tornado with a heat source from the bottom, to a natural Tornado where the heat source comes from the top. <b>Methods/Materials</b> I tested different cake pans with the chamber simulator, to find that a regular cake plate helped make the best simulated tornado, I will try to make it bigger if possible. <b>Results</b> I was able to simulate a contained man-made tornado in a simulator chamber. It rises almost 4ft. above the chamber opening. <b>Conclusions/Discussion</b> In conclusion I found that I could simulate a tornado that has a heat source from bottom.  How does the simulator actually compare to a tornado? The proportions in the model need to be correct in order to create a vortex. This is probably true of tornadic vortices also. Too little updraft, too much updraft, too little inflow (too narrow a slit), too much inflow at too low a speed (too wide a slit), and no vortex will form. You will get circulation, but no concentrated vortex at the center. This particular model is more of a model dust devil than a tornado. This is because the heat source is at the bottom. Real life tornadoes have their energy sources overhead, so you will need to introduce a small fan at the top to better model a tornado. If you use a fan, you begin to get beyond the scope of this design. But if you introduce a small, weak fan, make the box wider and taller.	
<b>Summary Statement</b> Comparing heat sources from a natural tornado and a simulation	
<b>Help Received</b> my mother help type my report, and my father helped with the assembly of the simulator	