

# The Hebrew University of Jerusalem

Syllabus

karst terrains and environment - 70165

Last update 20-09-2022

HU Credits: 2

<u>Degree/Cycle:</u> 1st degree (Bachelor)

Responsible Department: Geology

Academic year: 0

Semester: 1st Semester

<u>Teaching Languages:</u> Hebrew

Campus: E. Safra

Course/Module Coordinator: Prof Amos Frumkin

Coordinator Email: amos.frumkin@mail.huji.ac.il

Coordinator Office Hours: APPOINTMENT BY3

Teaching Staff:

### Prof Amos Frumkin

# Course/Module description:

Karst processes, terrains and environmental problems. Theoretic and field understanding.

### Course/Module aims:

Understand and function in karst terrain and its problems

<u>Learning outcomes - On successful completion of this module, students should be able to:</u>

define, describe and analyze a tarst terrain and its hydrogeologic problems. Evaluate environmental karst problems and suggest solutions

# <u>Attendance requirements(%):</u>

80

Teaching arrangement and method of instruction: Lectures, field trips and field lectures. Hard field conditions

#### Course/Module Content:

Karst processes and terrains in variousmorpho-climatic environments. Drainage in karst, landforms evolution, denudation rates, environmental issues, includung pollution, construction and dams in karst.

### Required Reading:

selected chapters from:

Shroder J.F. (ed. in chief), Frumkin, A., (vol. ed.), 2013, Karst Geomorphology, Volume 6, in: Treatise on Geomorphology, San Diego, Academic Press,

http://hufind.huji.ac.il

<u>Additional Reading Material:</u> www.karstportal.org www.speleogenesis.info Course/Module evaluation:

End of year written/oral examination 100 %

Presentation 0 %

Participation in Tutorials 0 %

Project work 0 %

Assignments 0 %

Reports 0 %

Research project 0 %

Quizzes 0 %

Other 0 %

Assignments car raise final grade

## **Additional information:**

Participant should be in good physical condition. Field equipment: torch, walking shoes, clothes for water & mud, food, water, maps of field trip area