From Nature to Faucet

Read the text and place these headings:

Delivery - Source - Treatment

Fill in the blanks with one of these words:

bathe - groundwater - pipes - reservoirs - safe - salt - security - tanks

City water systems can help protect water _____. To understand a city's water system, you need to start at the source. A water system is equitable when it supplies all communities with enough access to _____ water.

Some cities get fresh water from lakes, rivers, or _____ . Some cities do not have bodies of water nearby. They can only get fresh water from faraway sources. This can be challenging and expensive. In some of these places, people get their fresh water from underground. Almost half of the water people drink around the world comes from _____ !

Water usually travels through _____ from the source to centers where engineers make it safe for people to use. The engineers remove harmful materials so that water will not irritate a person's skin or have an unusual color. They remove even more materials to make water safe for people to drink. This process can take days! To remove harmful materials from groundwater, people may boil it or have smaller water treatment systems in their homes.

A special way to treat water for everyday use is desalination. 97% of Earth's water is _____ water. In some places, such as islands, only salt water is easy to access. Desalination removes salt from water so that people can use it to drink, cook, and _____ . Desalination is expensive and uses a lot of energy. At the same time, it can help people access water in places that are far from freshwater sources.

After treatment, water travels through a different set of pipes into homes, businesses, and schools. It is important that the pipes are made of materials that are safe for water to travel through. Sometimes, trucks carry water to places the pipes do not go. People in these places may store water in large _____ that they refill when the water is gone. Some cities have tall water towers to store water for the future.

LIVEWORKSHEETS