

Soil



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graph TD; Soil[Soil] --> Minerals["Minerals  
(ground up rocks)"]; Soil --> Organic["Organic Material  
(dead plants & animals)"]; Minerals --> Sand["•Sand (sandstone)"]; Minerals --> Silt["•Silt (multiple parent Material)"]; Minerals --> Clay["•Clay (limestone)"];
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Minerals

(ground up rocks)

- Sand (sandstone)
- Silt (multiple parent Material)
- Clay (limestone)

Organic Material
(dead plants &
animals)

MINERALS

FEELS:

Sand

Coarse/Lots of edges

Gritty

Silt

Fine/Wind Blown

Silky

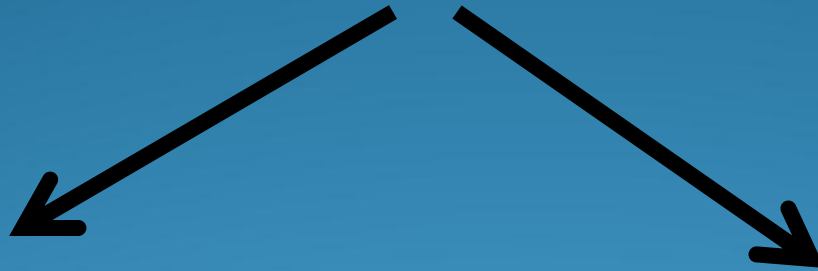
Clay

VERY Fine/Flat

Slimy

ORGANIC MATERIAL

Decomposed plant & animal parts



- FOUND IN ALL SOILS
- DARK

- ALL OF ORGANIC SOILS
- DARK

Organic Soils

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graph TD; A[Organic Soils] --> B[Peat]; A --> C[Muck];
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Peat

- Very Oxygen Poor
- Can see plant fibers
- Not totally black
- Very Light

Muck

- Oxygen Poor
- Can't see plant fibers
- Totally black
- Very Light