

# AQA GCSE COMBINED SCIENCE

# NOTEBOOK

ALL THE KEY  
CONTENT IN 64  
PAGES!





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## EUKARYOTIC AND PROKARYOTIC CELLS

### EUKARYOTIC CELLS (ANIMAL & PLANT)

- DNA enclosed in a nucleus.
- Larger (10–100  $\mu\text{m}$ ).
- Found in animals, plants, fungi, protists.

#### Animal Cells (Eukaryotic)

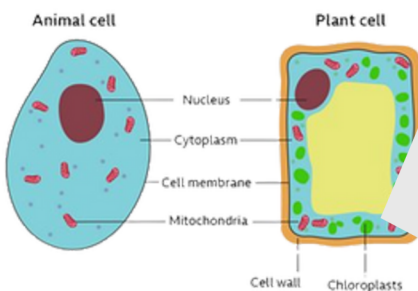
- Nucleus – contains genetic material, controls cell activities.
- Cytoplasm – site of chemical reactions.
- Cell membrane – controls substance movement.
- Mitochondria – site of aerobic respiration.
- Ribosomes – site of protein synthesis.

#### Plant Cells (Eukaryotic) (Same as animal cells, plus:)

- Cell wall (cellulose) – provides strength.
- Chloroplasts – photosynthesis, contain chlorophyll.
- Permanent vacuole – stores cell sap, maintains structure.

#### PROKARYOTIC CELLS (BACTERIA)

- Smaller ( $\sim 1 \mu\text{m}$ ).
- No nucleus – DNA is a single circular strand in cytoplasm.
- May have plasmids (small rings of DNA).
- No mitochondria or chloroplasts.
- Cell wall (peptidoglycan) for support.



## SCALE & SIZE OF CELLS

- Cells are very small and need a microscope to be seen.
- Measured in micrometer.
- $1 \mu\text{m} = 0.001 \text{ mm} = 1 \times 10^{-6} \text{ m}$
- Be able to convert between units.
- $1 \text{ mm} = 1000 \mu\text{m}$  ( $\times 1000$  for  $\mu\text{m} \rightarrow \text{mm}$ ).
- $1 \mu\text{m} = 1000 \text{ nm}$  ( $\times 1000$  to convert  $\text{nm} \rightarrow \mu\text{m}$ ).

### ORDER OF SIZE (FROM SMALLEST TO LARGEST)

- HIV Virus  $\rightarrow 1 \mu\text{m}$
- Mitochondrion  $\rightarrow 1.5 \mu\text{m}$
- Cholera Bacteria  $\rightarrow 1 \mu\text{m}$
- Cheek Cell (Animal)  $\rightarrow 60 \mu\text{m}$
- Palisade Mesophyll Cell  $\rightarrow 100 \mu\text{m}$
- Many subcellular structures in animal cells are the same size as or larger than prokaryotic cells.

### ORDER OF MAGNITUDE

- Use to compare sizes in powers of 10:
- $1 \text{ mm} = 10^3 \mu\text{m}$
- Metric prefixes:
  - Centi- (cm)  $\rightarrow \times 10^{-2}$
  - Milli- (mm)  $\rightarrow \times 10^{-3}$
  - Micro- ( $\mu\text{m}$ )  $\rightarrow \times 10^{-6}$
  - Nano- (nm)  $\rightarrow \times 10^{-9}$
- Use to convert very small numbers to avoid confusion.
  - Example:  $0.0015 \rightarrow 1.5 \times 10^{-3}$
  - $73.5 \rightarrow 7.35 \times 10^4$

## CELL DIFFERENTIATION

Process where cells become specialised by switching on certain genes on chromosomes.

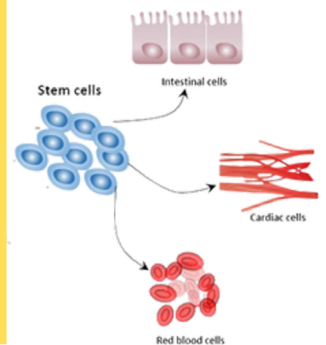
- Specialised cells develop structures suited to their function.

### CELL DIFFERENTIATION IN ANIMALS

- Occurs early in development, then stops.
- In adults, only stem cells (e.g., bone marrow) can differentiate for repair & replacement.
- Red blood cells lose their nucleus, so cannot divide.

### CELL DIFFERENTIATION IN PLANTS

- Occurs throughout life.
- Cells differentiate when positioned but can re-differentiate if moved.



# CELL BIOLOGY

## CELL SPECIALISATION (ANIMALS)

**SPERM CELL** -Function: Carries male DNA to the egg for fertilisation.

- Streamlined head and tail for movement.
- Mitochondria in midpiece for energy.
- Acrosome (head)  $\rightarrow$  contains enzymes to break down egg membrane.
- Haploid nucleus  $\rightarrow$  restores normal number after fertilisation.

**NERVE CELL (NEURONE)** -Function: Transmits electrical signals across the body.

- Long axon  $\rightarrow$  carries impulses over long distances.
- Dendrites  $\rightarrow$  receive signals from other nerve cells, sensory receptors, and glands.
- Myelin sheath  $\rightarrow$  insulates axon to speed up pulse transmission.
- Mitochondria  $\rightarrow$  provide energy for neurotransmission.

**MUSCLE CELL** -Function: Contracts to enable movement.

- Contains protein filaments  $\rightarrow$  allow contraction.
- Lots of mitochondria  $\rightarrow$  release energy for contraction.
- Stores glycogen  $\rightarrow$  energy source for mitochondria.

## CELL SPECIALISATION (PLANTS)

**ROOT HAIR CELL** -Function: Absorbs water and minerals from soil.

- Large surface area (root hairs)  $\rightarrow$  increases water uptake.
- Thin cell wall  $\rightarrow$  reduces diffusion distance.
- Large vacuole  $\rightarrow$  maintains water movement.
- Mitochondria  $\rightarrow$  provide energy for active transport of minerals.

**XYLEM CELL** -Function: Transports water and dissolved minerals from roots to leaves.

- Hollow (no organelles/cytoplasm)  $\rightarrow$  free water movement.
- Walls thickened with lignin  $\rightarrow$  provides strength and prevents collapse.
- End walls broken down  $\rightarrow$  forms a continuous column of water.

**PHLOEM CELL** -Function: Transports sugars (from photosynthesis) around the plant.

- Joined end-to-end  $\rightarrow$  forms continuous tubes.
- Sieve plates (holes in end walls)  $\rightarrow$  allow easy flow of sugars.
- Few subcellular structures  $\rightarrow$  reduces resistance to flow.
- Companion cells with mitochondria  $\rightarrow$  provide energy for active transport.

## COMMUNICABLE (INFECTIOUS) DISEASES

- Caused by pathogens → transmissible (e.g. HIV, malaria, TB)

Pathogens include:

- Bacteria → reproduce quickly → release toxins → damage tissue
- Viruses → invade cells → replicate → burst cell → illness
- Fungi → can produce spores → spread to others
- Protists → often parasitic (live in host and cause damage)

### Transmission methods:

- Direct contact → touching skin/fluids/faeces/infected plant material
- By water → dirty/contaminated water
- By air → droplet infection (sneezing, coughing → inhaled)

### PREVENTING SPREAD OF DISEASE

- Hygiene → wash hands, clean surfaces, cover sneezes
- Food hygiene → keep food cold, cook thoroughly, use clean utensils
- Waste disposal → cover bins, remove waste → stop flies (vectors)
- Sanitation → safe water + sewage treatment
- Vaccination → triggers immune response → stops pathogen spreading
- Destroy vectors → pesticides/insecticides remove habitats

## VIRAL DISEASES

- Not living (no life processes) → no nucleus/cytoplasm/organelles
- Reproduce rapidly → inject DNA/RNA → host cell bursts → viruses spread

### MEASLES

- Symptoms → fever + red rash → may cause blindness/brain damage
- Spread → droplet infection (cough/sneeze) → very contagious
- Prevention → childhood vaccines

### HIV/AIDS

- Symptoms → HIV virus attacks immune system (becomes weak)
- Spread → sexual contact, blood (needles), birth/breastfeeding
- Prevention → condoms, blood screening, no sharing needles

### TOBACCO MOSAIC

- Affects → plants (tomatoes, etc.)
- Prevention → remove infected plants

## BACTERIAL DISEASES

- Bacterial pathogens → infect plants/animals → produce toxins → damage cells
- Many bacteria are harmful → compete with other organisms → ingest cell contents (e.g. Vit K)
- Reproduce by binary fission → need food + nutrients

### SALMONELLA

- Symptoms → Fever + cramps + vomiting + diarrhoea (toxins irritate gut)
- Prevention → Cooked/contaminated food (eggs, chicken) → Vaccination → UK chicken vaccinated → Cook food thoroughly → Prevent raw meat cross-contamination → Hand + surface washing

### GONORRHOEA

- Symptoms → Yellow/green discharge + pain urinating + possible infertility/blindness in babies
- Spread → Unprotected sex
- Prevention → Condoms → Antibiotics (some resistance) → Contact tracing & treatment

# INFECTION & RESPONSE

## FUNGAL DISEASES

### ROSE BLACK SPOT

- Symptoms → Purple/black spots on leaves → less photosynthesis → yellowing + early leaf drop
- Spread → Spores via wind
- Prevention → Use fungicides → Remove & burn infected leaves

## HUMAN DEFENCE SYSTEMS

### NON-SPECIFIC DEFENCE

- Skin → barrier → stops bacteria
- Nose → hairs + mucus → traps pathogens
- Trachea/Bronchi → cilia + mucus → traps pathogens

- Stomach → kills pathogens
- Gut/Acids → natural flora outcompete pathogens

### IMMUNE OVERVIEW

- White blood cells (WBCs) → defend against pathogens via:
- Phagocytosis → WBC engulfs + digests

- Antibodies → made by lymphocytes → bind to antigens on pathogen surface → cause agglutination (clumping) → phagocytes digest
- Antitoxins → neutralise toxins (from pathogens)

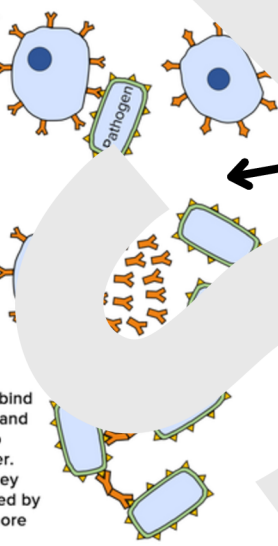
### ANTIBODIES & ANTITOXINS

- Antibodies → Y-shaped → specific to 1 antigen → clump pathogens
- Memory cells → quicker response if reinfected
- Antitoxins → neutralise bacterial toxins

1. Lymphocyte recognises pathogen by its antigens.

2. Lymphocyte produces antibodies with specific shapes.

3. Antibodies bind to pathogens and cause them to clump together. This means they can be ingested by phagocytes more easily.



## PHOTOSYNTHESIS

- Plants = autotrophs → make own food using light,  $\text{CO}_2 + \text{H}_2\text{O}$
- Producers in food chains
- Endothermic reaction → energy from environment → chloroplasts via light
- Takes place in mesophyll cells (contain chlorophyll)
- Glucose → used for respiration + to make plant substances
- Oxygen → by-product, used in respiration / diffuses out

### EQUATIONS

Word:

- $\text{CO}_2 + \text{H}_2\text{O} \rightarrow (\text{light} + \text{chlorophyll}) \rightarrow \text{Glucose} + \text{O}_2$

Balanced symbol:

- $6\text{CO}_2 + 6\text{H}_2\text{O} \rightarrow (\text{light} + \text{chlorophyll}) \rightarrow \text{C}_6\text{H}_{12}\text{O}_6 + 6\text{O}_2$

### REACTANTS: HOW THEY ENTER

- $\text{H}_2\text{O} \rightarrow$  absorbed by roots → xylem → leaves
- $\text{CO}_2 \rightarrow$  diffuses in through stomata

## FACTORS AFFECTING PHOTOSYNTHESIS

### LIGHT INTENSITY

- ↑ light → ↑ rate (more energy) → another factor limits
- Graph: linear ↑ → plateau

### $\text{CO}_2$ CONCENTRATION

- ↑  $\text{CO}_2 \rightarrow$  ↑ rate (more raw material) → then levels off
- Graph: same pattern as light

### TEMPERATURE

- ↑ temp → ↑ kinetic energy → ↑ rate
- Too high → enzymes denature
- Graph: curve with a peak

### CHLOROPHYLL

- More chlorophyll → faster
- ↓ chlorophyll → due to disease,  $\text{Mg}^{2+}$ , leaf loss)



## BIOENERGETICS

## REQUIRED PRACTICAL

**Aim** → Effect of light intensity on rate of photosynthesis (via oxygen production)

**Method:**

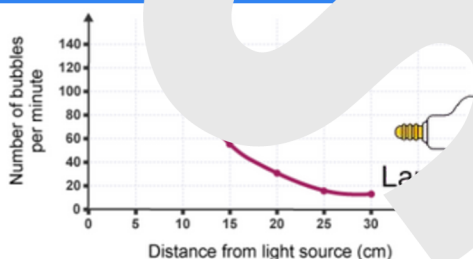
- Pondweed in water → lamp at distance → count bubbles in 3 min → repeat at diff. distances → calculate mean
- Variables
- IV = Distance from lamp
- DV = Bubbles/min
- CVs = Temp (thermometer) →  $\text{CO}_2$  ( $\text{NaHCO}_3$ ) → same plant, time, volume of water

**Improvements**

- Use gas syringe
- Repeat for accuracy
- Glass tank or LED to stop changes

**Results**

- Distance ↑ → light intensity ↓ → bubbles/min ↓
- Graph = inverse square law
- Support = inverse square law: Light intensity  $\propto 1/\text{distance}^2$



### INVERSE SQUARE LAW (HT ONLY)

- Light intensity → rate (more light → more photosynthesis)
- another factor becomes limiting

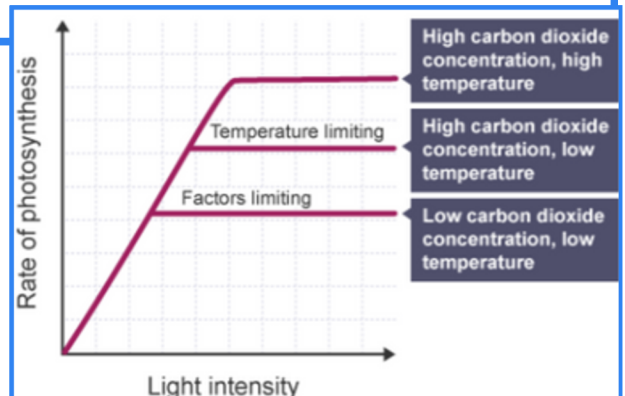
$$\text{Light Intensity} = 1 / \text{Distance}^2$$

Example: distance = 30cm → Light intensity =  $1/30^2 = 0.001 \text{ au}$

Example: distance from lamp → lower intensity

### GROWING A GREENHOUSE

- Control limiting factors to boost photosynthesis → increase yield →
- Artificial lighting, remove shades
- Plastic covers traps heat, paraffin heaters
- $\text{CO}_2 \rightarrow$  from heaters
- Water → irrigation system
- Pests/diseases → enclosed space, easier to manage
- Nutrients → fertilisers
- Only increase factors until another becomes limiting → avoid wasting money



## HOMEOSTASIS

= regulation of internal conditions  
→ keeps conditions optimal for enzyme action and cell functions

- Controls:
- Blood glucose → Body temperature → Water levels

### CONTROL OF HOMEOSTASIS

- Involuntary (automatic) control → controlled by brain stem + spinal cord
- May involve: nervous or chemical responses
- Control system =
- Receptors (detect stimuli) → Coordination centres (brain/spinal cord/pancreas) → Effectors (muscles/glands bring response)

## ENDOCRINE SYSTEM

- Glands that secrete hormones directly into the bloodstream → hormones travel in blood → affect target organs.
- Compared to nervous system:
- Slower → longer-lasting effects.

### MAIN ENDOCRINE GLANDS & HORMONES:

- Pituitary gland → master gland → FSH, LH, TSH (stimulates other glands)
- Pancreas → insulin (↓ blood glucose)
- Thyroid → thyroxine (controls metabolism & growth)
- Adrenal glands → adrenaline (prepares body for action)
- Ovaries (females) → oestrogen (female sex hormone)
- Testes (males) → testosterone (male sex hormone)

### PITUITARY GLAND

- Master gland → releases hormones into blood in response to conditions
- stimulates other glands (e.g. TSH → thyroid → thyroxine)
- Hormones only affect target cells → must have complementary receptors
- Non-target cells = no effect

### HORMONE ACTION

- Process: Gland (pituitary) → releases hormone → carried in blood → binds to receptors on target cells → causes a response

## HUMAN NERVOUS SYSTEM

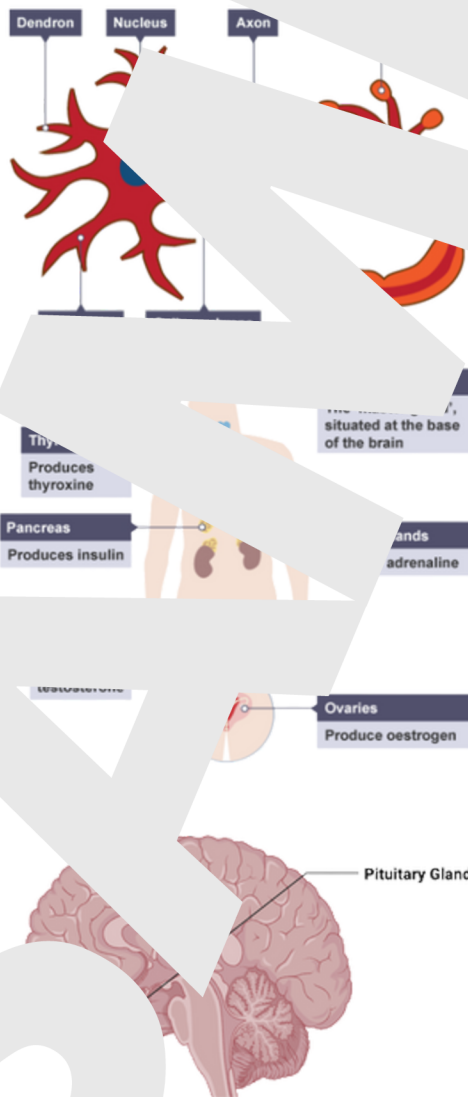
- CNS = brain + spinal cord
- PNS = all other nerves in body
- Info sent as electrical impulses → travel along neurones
- Bundle of neurones = nerve
- Enables responses to surroundings → coordination of behaviour

### ADAPTATIONS OF NEURONES

- Cell body → contains nucleus + organelles
- Axon + dendrites → extensions from cell body
- Long axons (up to 1m) → for long distance transfer, fewer synapses
- Myelin sheath → insulates axon → impulse jumps between gaps

### STRUCTURE OF THE NERVOUS SYSTEM

- Stimulus → receptor → coordinator → effector → response
- Receptor = detects change
- CNS (brain + spinal cord) = coordinator
- Effectors = muscles/glands → carry out response



## REFLEX ARC

Automatic → Rapid → No conscious involvement  
One-way: >>>>>

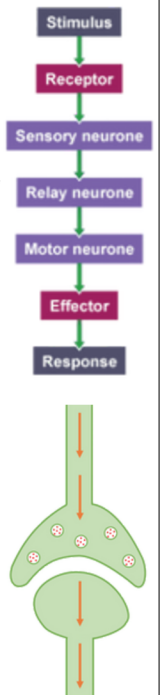
### NEURON

Sensory neurone → Cell body → Motor neurone  
Receptor → Coordinator → Effector → Response

- Motor neurone → Effector → Response

### SYNAPSES

- Gap between neurones → impulse can't cross → neurotransmitter release
- Neurotransmitter release → Diffuse → Bind to receptors → triggers impulse
- Neurotransmitters destroyed/recycled
- Only 1-way → avoids confusion
- Drugs affect synapses (e.g. heroin binds to receptors → overstimulation)



## REQUIRED PRACTICAL

- Investigate effect of a factor on human reaction time
- You will → Choose factor (e.g. caffeine, music) → Measure & compare reaction times

### METHOD (RULER DROP)

- Work with a partner
- Person A holds out their hand, thumb + finger apart
- Person B holds ruler at 0 cm level with A's thumb
- Without warning, drop ruler → Person A catches it
- Record level ruler caught at → repeat x10
- Swap roles and repeat
- Use conversion table to find reaction time (ms) from distance (cm)
- Repeat → Calculate mean → Change 1 condition (IV) → Repeat
- Keep same: hand used → height of drop → ruler orientation → environment

### VARIABLES

- IV → Caffeine / Music / Age / Stress
- DV → Distance caught (converted to time)
- CV → Same hand → Same height → Same ruler → No prior caffeine/sound

### INTERPRETING DATA

- Exclude anomalies (e.g. 573 ms)
- Correct mean = total of valid results ÷ number of results
- Lower time = faster reaction

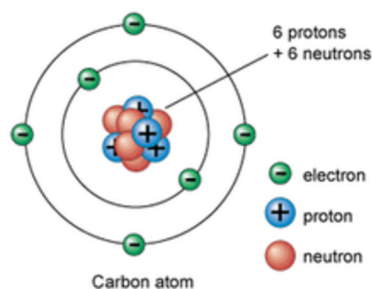
# HOMEOSTASIS & RESPONSE

## ATOMS & ELEMENTS

- All substances  $\rightarrow$  made of atoms (building blocks of matter)
- Atoms contain: protons (+1) / neutrons (0) / electrons (-1)
- Protons & neutrons in nucleus  $\rightarrow$  most of atom's mass
- Electrons orbit nucleus in shells  $\rightarrow$  tiny mass

### ATOMIC STRUCTURE

- Atomic number = no. of protons = no. of electrons (in neutral atom)
- Mass number = protons + neutrons
- To find neutrons  $\rightarrow$  mass number - atomic number
- Example:
  - Sodium (Na): atomic number = 11 / mass number = 23  $\rightarrow$  neutrons = 23 - 11 = 12



| Subatomic Particle | Relative Charge | Relative Mass       |
|--------------------|-----------------|---------------------|
| Proton             | 1               | 1                   |
| Neutron            | 0               | 1                   |
| Electron           | -1              | Negligible (1/2000) |

### ELEMENTS & SYMBOLS

- Element = substance with only 1 type of atom  $\rightarrow$  same no. of protons
- Atoms of same element  $\rightarrow$  same atomic number
- Symbols  $\rightarrow$  1 or 2 letters (first = capital, second = lowercase)
- E.g. Carbon = C / Oxygen = O / Sodium = Na / Iron = Fe
- Some elements exist as molecules  $\rightarrow$  H<sub>2</sub>, O<sub>2</sub>, N<sub>2</sub>, F<sub>2</sub>, Cl<sub>2</sub>, Br<sub>2</sub>, I<sub>2</sub>

### PERIODIC TABLE BASICS

- Organises elements by number
- Groups (columns)  $\rightarrow$  no. of electrons
- Periods (rows)  $\rightarrow$  no. of electron shells
- Know names/symbols of first 20 elements
- Learn trends:
  - Group 1  $\rightarrow$  alkali metals
  - Group 7  $\rightarrow$  halogens
  - Group 0  $\rightarrow$  noble gases

Metals Non-metals

## COMPOUNDS

- Atoms react  $\rightarrow$  fixed ratios  $\rightarrow$  full outer shells  $\rightarrow$  new substances = compounds
- A compound = 2+ elements chemically combined  $\rightarrow$  cannot be separated by physical means
- Properties of compounds  $\neq$  properties of elements they're made from
- Chemical formula shows ratio of atoms
- Example:
  - H<sub>2</sub>O  $\rightarrow$  2 hydrogen, 1 oxygen
  - NH<sub>3</sub>  $\rightarrow$  3 hydrogen, 1 nitrogen

### MOLECULE OF AMMONIA

- NH<sub>3</sub> = 1 nitrogen atom bonded to 3 hydrogen atoms

### COMMON MISTAKE

- Elements = pure substances
- Compounds = also pure (NOT impure)

### NAMING COMPOUNDS OF METALS + NON-METALS (Ionic)

- Metal named
- Non-metal ending in '-ide'
  - oxygen is peroxide ('-ate')
  - e.g. PbS = lead sulfide | MgO = magnesium oxide
- CuSO<sub>4</sub> = copper(II) sulfate
- sodium carbonate
- NaNO<sub>3</sub> = sodium nitrate
- NaNO<sub>2</sub> = sodium nitrite
- End in '-ate' = more oxygen
- End in '-ite' = fewer oxygen

### NON-METALS

- Use prefixes:
  - NO = nitrogen monoxide
  - NO<sub>2</sub> = nitrogen dioxide
  - NO<sub>3</sub> = nitrogen trioxide
  - NO<sub>4</sub> = nitrogen tetroxide
- Some use common names: you must learn:
  - H<sub>2</sub>SO<sub>4</sub> = sulfuric acid
  - NH<sub>3</sub> = ammonia

## HALF-IONIC EQUATIONS

- Half-ionic equations show the movement of electrons in a reaction
- Represent half the process:
  - oxidation: species loses electrons
  - reduction: species gains electrons
- Example:
  - Zn  $\rightarrow$  Zn<sup>2+</sup> + 2e<sup>-</sup> (oxidation)
  - Pb<sup>2+</sup> + 2e<sup>-</sup>  $\rightarrow$  Pb (reduction)

### IONIC EQUATIONS

- Full ionic equation shows all the ions that react in a reaction
- Spectator ions (ions that don't change during the reaction)
- Example:
  - NaOH + HCl  $\rightarrow$  NaCl + H<sub>2</sub>O
  - Na<sup>+</sup> + OH<sup>-</sup> + H<sup>+</sup> + Cl<sup>-</sup>  $\rightarrow$  Na<sup>+</sup> + Cl<sup>-</sup> + H<sub>2</sub>O
  - Na<sup>+</sup> and Cl<sup>-</sup> are spectator ions (present on both sides, unchanged)

## EQUATIONS

### WORD EQUATIONS

- E.g. Sodium hydroxide + hydrochloric acid  $\rightarrow$  sodium chloride + water
- K<sub>2</sub>O + H<sub>2</sub>O  $\rightarrow$  2KOH
- Reactants = left, Products = right
- ( $\rightarrow$ ) = "forms" / "produces"
- State symbols can be written

### EXAMPLES

- CO<sub>2</sub> + H<sub>2</sub>O  $\rightarrow$  H<sub>2</sub>CO<sub>3</sub>
- H<sub>2</sub>SO<sub>4</sub> + 2NaOH  $\rightarrow$  Na<sub>2</sub>SO<sub>4</sub> + 2H<sub>2</sub>O
- Ca(OH)<sub>2</sub> + 2HCl  $\rightarrow$  CaCl<sub>2</sub> + 2H<sub>2</sub>O
- hydrogen sulfate applies to both H<sub>2</sub>SO<sub>4</sub> and HSO<sub>4</sub><sup>-</sup>

### STATE SYMBOLS

- Use state symbols in full chemical formulae instead of full names

- NaOH (aq) + HCl (aq)  $\rightarrow$  NaCl (aq) + H<sub>2</sub>O (l)
- Include state symbols: (s), (l), (g), (aq)
- Write non-metal molecules as pairs: H<sub>2</sub>, O<sub>2</sub>, Cl<sub>2</sub>, etc.

### BALANCING EQUATIONS

- Atoms must be equal on both sides
- Balance by placing numbers in front of formulas (not changing subscripts!)
- Balance 1 element at a time  $\rightarrow$  check  $\rightarrow$  repeat

### Word Equation:

- aluminium + copper(II) oxide  $\rightarrow$  aluminium oxide + copper

### Unbalanced Symbol Equation:

- Al + CuO  $\rightarrow$  Al<sub>2</sub>O<sub>3</sub> + Cu

### Balanced Symbol Equation:

- 2Al + 3CuO  $\rightarrow$  Al<sub>2</sub>O<sub>3</sub> + 3Cu
- 1.Al: 2 on left, needed for Al<sub>2</sub>
- 2.O: 3 on right (in Al<sub>2</sub>O<sub>3</sub>)  $\rightarrow$  need 3 CuO
- 3.Cu: 3 on right to match CuO

### Word Equation:

- magnesium oxide + nitric acid  $\rightarrow$  magnesium nitrate + water

### Unbalanced Symbol Equation:

- MgO + HNO<sub>3</sub>  $\rightarrow$  Mg(NO<sub>3</sub>)<sub>2</sub> + H<sub>2</sub>O

### Balanced Symbol Equation:

- MgO + 2HNO<sub>3</sub>  $\rightarrow$  Mg(NO<sub>3</sub>)<sub>2</sub> + H<sub>2</sub>O

### Check:

- Reactants  $\rightarrow$  1Mg, 2H, 2NO<sub>3</sub>
- Products  $\rightarrow$  1Mg, 2H, 2NO<sub>3</sub>

### ✓ Balanced

### TIPS

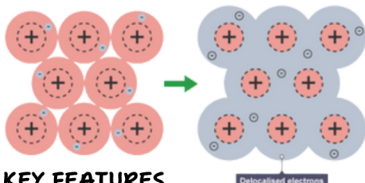
✗ Don't change small numbers in formulas (e.g. H<sub>2</sub>O  $\rightarrow$  H<sub>2</sub>O<sub>2</sub>)

✓ Only change big numbers in front of substances

# ATOMIC STRUCTURE & PERIODIC TABLE

## METALLIC BONDING

- Metals form giant structures with atoms in a regular lattice.
- Outer shell electrons are lost  $\rightarrow$  form positive metal ions.
- Delocalised electrons (free-moving) surround these ions.
- Metallic bonds = strong electrostatic forces between positive ions and delocalised electrons.
- Occurs in metals and alloys (mixtures of metals).
- This structure is often described as a "sea of electrons".



### KEY FEATURES

- Electrons are not attached to specific atoms  $\rightarrow$  move freely.
- Bonding is strong and acts in all directions.

Delocalised electrons allow:

- $\rightarrow$  Good electrical conductivity
- $\rightarrow$  Malleability (layers can slide)
- $\rightarrow$  High melting and boiling points (due to strong bonds)

## 3 STATES OF MATTER

Solids, liquids, gases

- Exist depending on temperature (and pressure)
- Change state at:
  - Melting point: solid  $\rightleftharpoons$  liquid
  - Boiling point: liquid  $\rightleftharpoons$  gas
- Melting & freezing  $\rightleftharpoons$  m.p. | Boiling & condensing  $\rightleftharpoons$  b.p.

### CHANGES OF STATE (PHYSICAL)

- Stronger forces  $\rightarrow$  more energy needed  $\rightarrow$  higher m.p. & b.p.
- Particles stay same – only arrangement/movement changes

### STATE CHANGES SUMMARY

- Melting  $\rightarrow$  solid  $\rightarrow$  liquid | absorbed  $\rightarrow$   $\uparrow$  KE  $\rightarrow$  particles move
- Boiling  $\rightarrow$  liquid  $\rightarrow$  gas | Bubbles form inside liquid  $\rightarrow$  gas escapes
- Freezing  $\rightarrow$  liquid  $\rightarrow$  solid | Temp drops  $\rightarrow$  particles stop flowing
- Evaporation  $\rightarrow$  liquid  $\rightarrow$  gas | Surface only | Faster if warm
- Condensation  $\rightarrow$  gas  $\rightarrow$  liquid | Cooling  $\rightarrow$  particles lose energy  $\rightarrow$  form liquid
- Sublimation  $\rightarrow$  solid  $\rightarrow$  gas (e.g. iodine) | Desublimation  $\rightarrow$  gas  $\rightarrow$  solid

| State                    | Solid                       | Liquid                 | Gas                            |
|--------------------------|-----------------------------|------------------------|--------------------------------|
| Closeness of particles   | Very close                  | Close                  | Far apart                      |
| Arrangement of particles | Regular pattern             | Randomly arranged      | Randomly arranged              |
| Movement of particles    | Vibrate at a fixed position | Move around each other | Move quickly in all directions |
| Energy                   | Lowest energy               | Greater                | Highest energy                 |



## STATES OF MATTER CONT.

### ASSUMPTIONS OF PARTICLE THEORY

- Assumes all particles are small, solid, inelastic spheres
- Doesn't account for differences between atoms / ions or molecules / mixtures
- Ignores intermolecular forces between particles in different substances

### PREDICTING PHYSICAL STATE

Know melting point (mp) + boiling point (bp)  $\rightarrow$  predict state at certain temp:

- Temp < mp  $\rightarrow$  solid
- mp < Temp < bp  $\rightarrow$  liquid
- Temp > bp  $\rightarrow$  gas

Example (25 °C):

O<sub>2</sub>: mp -219 °C, bp -183 °C  $\rightarrow$  gas  
Br<sub>2</sub>: mp -7 °C, bp 59 °C  $\rightarrow$  liquid  
N<sub>2</sub>: mp -210 °C, bp -196 °C  $\rightarrow$  gas

## STATE SYMBOLS

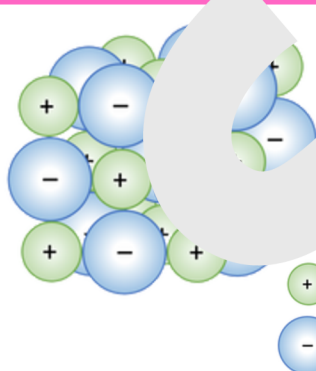
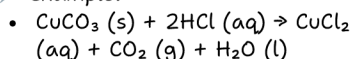
- Show the physical state of a substance in an equation  $\rightarrow$
- (s) = solid | (l) = liquid | (g) = gas | (aq) = aqueous (dissolved in water)

| state    | symbol | example             |
|----------|--------|---------------------|
| solid    | (s)    | NaCl(s)             |
| liquid   | (l)    | H <sub>2</sub> O(l) |
| gas      | (g)    | NH <sub>3</sub> (g) |
| aqueous* | (aq)   | NaCl(aq)            |

\*compounds dissolved in water

- Use in equations  $\rightarrow$  put after formulas (e.g. H<sub>2</sub> required in all chemical equations)

Example:



## IONIC COMPOUNDS

- Structure  $\rightarrow$  Giant ionic lattice of oppositely charged ions in a regular 3D arrangement

- High melting point  $\rightarrow$  Due to strong electrostatic forces between many ions
- Charge & melting point: Higher charge = stronger forces  $\rightarrow$  higher melting point
- e.g.  $\text{Mg}^{2+} + \text{O}^{2-}$  has stronger forces

Solid  $\rightarrow$  Ions fixed in lattice  $\rightarrow$  no movement  $\rightarrow$  no conduction  
Molten  $\rightarrow$  Ions free to move  $\rightarrow$  conduct

- Don't say "electrons move"  $\rightarrow$  say "ions move and conduct"

### FORMULA OF AN IONIC COMPOUND

- Identify ions from the diagram or from the cross / 3D lattice
- Write the charges  $\rightarrow$  Use the group number: Group 1  $\rightarrow$  1+, Group 6  $\rightarrow$  2-
- Balance the charges  $\rightarrow$  Total positive = Total negative  $\rightarrow$  overall charge = 0
- Example: K<sub>2</sub>O  
Group 1  $\rightarrow$  1+ | O = Group 6  $\rightarrow$  2-  
2 K<sup>+</sup> to balance 1 O<sup>2-</sup>  $\rightarrow$  Formula: K<sub>2</sub>O

## SMALL MOLECULES

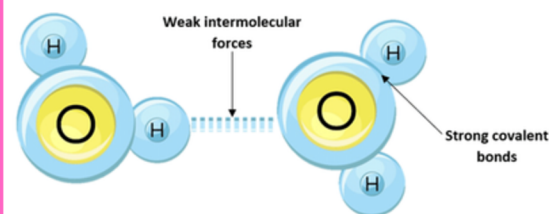
### MELTING & BOILING POINT OF SMALL MOLECULES

Small molecules = gases/liquids/solids with low m.p. & b.p.

- Strong covalent bonds (within molecules)  $\rightarrow$  weak intermolecular forces (between molecules)
- e.g. CO<sub>2</sub>, CH<sub>4</sub>
- $\Rightarrow$  Weak intermolecular forces  $\rightarrow$  low m.p./b.p.  $\rightarrow$  require little energy to overcome
- $\Rightarrow$  Larger molecules  $\rightarrow$  stronger intermolecular forces  $\rightarrow$  higher m.p./b.p.
- Small covalent molecules = poor conductors (even when molten)
- $\Rightarrow$  No free ions/electrons to carry charge
- $\Rightarrow$  Most are insulators (e.g. plastic, rubber, wood)

### INTERMOLECULAR FORCES VS COVALENT BONDS

- Covalent bonds  $\rightarrow$  between atoms (strong)
- Intermolecular forces  $\rightarrow$  between molecules (weak)
- $\Rightarrow$  When melting/boiling  $\rightarrow$  intermolecular forces break, not covalent bonds
- $\Rightarrow$  Weak intermolecular forces = low m.p./b.p.
- $\Rightarrow$  When covalent molecules melt/boil, they do NOT split into atoms or new elements.



## ENERGY TRANSFER IN REACTIONS

- Energy is conserved  $\rightarrow$  not created or destroyed, only transferred
- Measured with thermometer  $\rightarrow$  indicates heat flow
- If energy released  $\rightarrow$  products have less energy than reactants  $\rightarrow$  exothermic
- If energy absorbed  $\rightarrow$  products have more energy than reactants  $\rightarrow$  endothermic

### EXOTHERMIC vs ENDOTHERMIC

- Exothermic  $\rightarrow$  heat out  $\rightarrow$  temp  $\uparrow$   $\rightarrow$  e.g. combustion | neutralisation | respiration
- Endothermic  $\rightarrow$  heat in  $\rightarrow$  temp  $\downarrow$   $\rightarrow$  e.g. thermal decomposition | photosynthesis | citric acid +  $\text{NaHCO}_3$

### ENERGY FLOW SUMMARY

- Exothermic  $\rightarrow$  surroundings get hotter  $\rightarrow$  system energy  $\downarrow$
- Endothermic  $\rightarrow$  surroundings get cooler  $\rightarrow$  system energy  $\uparrow$

### EXAMPLES

- Exothermic  $\rightarrow$  self-heating cans | hand warmers
- Endothermic  $\rightarrow$  cold packs

### TIP

- Use temperature change of surroundings to identify reaction type
- $\uparrow$  temp = exothermic |  $\downarrow$  temp = endothermic

#### Exothermic reaction

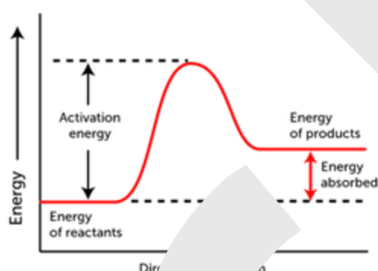


#### Endothermic reaction

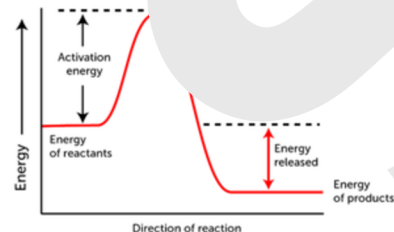


## REACTION PROFILES

### Endothermic Reaction



### Exothermic Reaction



## REQUIRED PRACTICAL: TEMP CHANGES

### OBJECTIVE

- $\rightarrow$  To investigate temperature change during neutralisation ( $\text{HCl} + \text{NaOH}$ )

### HYPOTHESIS

- $\rightarrow$  Temperature change depends on amount/concentration of reactants

### MATERIALS

- Dilute  $\text{HCl} \rightarrow$  acid
- Dilute  $\text{NaOH} \rightarrow$  alkali
- Styrofoam cup + lid  $\rightarrow$  insulation
- Thermometer + stirrer
- $25 \text{ cm}^3$  measuring cylinder

### APPARATUS SET-UP

- Thermometer + stirrer through lid  $\rightarrow$  in styrofoam cup
- cup holds reaction mixture
- cup prevents heat loss

### METHOD

- Measure  $25 \text{ cm}^3$  of dilute  $\text{NaOH}$  in a calorimeter
- Record initial temperature
- Add  $5 \text{ cm}^3$   $\text{HCl} \rightarrow$  stir  $\rightarrow$  record max temperature
- Repeat with different volumes of  $\text{HCl}$  (or  $\text{NaOH}$ )
- Plot temperature change against volume of  $\text{HCl}$  (or  $\text{NaOH}$ )

### RESULTS TABLE

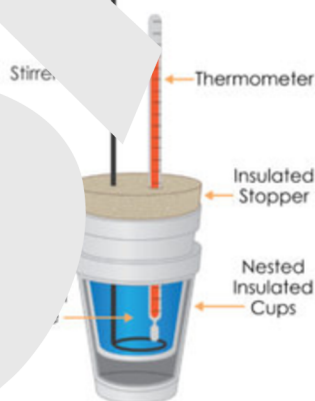
| Volume of acid ( $\text{cm}^3$ ) | Temperature ( $^{\circ}\text{C}$ ) |
|----------------------------------|------------------------------------|
| 5                                | 19.0                               |
| 10                               | 19.5                               |
| 15                               | 20.0                               |
| 20                               | 20.5                               |
| 25                               | 21.0                               |

### EVALUATION

- $\rightarrow$  Plot temp vs acid volume
- draw best fit line

### CONCLUSION

- $\rightarrow$  Bigger temperature change = more energy transferred
- $\rightarrow$  reaction is exothermic (temp  $\uparrow$ )



# ENERGY CHANGES

## REACTION PROFILES

### ACTIVATION ENERGY ( $E_a$ )

- Collision needed for reaction  $\rightarrow$  must have:
- Enough energy
- Correct orientation
- Successful collision  $\rightarrow$  products
- Activation energy = minimum energy needed for a reaction to start (more energy needed for endothermic reactions)
- $E_a$  shown as energy rise at the start of a reaction profile

### ENERGY PROFILES

- Y-axis = energy | X-axis = progress of reaction
- Arrow shows overall energy change:
- Exothermic  $\rightarrow$  energy released (products have lower energy)
- Endothermic  $\rightarrow$  energy absorbed (products have higher energy)
- Difference in height = overall energy change

## ENERGY CHANGE (BOND) (HT)

- Bond breaking  $\rightarrow$  endothermic (energy in)
- Bond making  $\rightarrow$  exothermic (energy out)
- Overall energy change = bond breaking - bond making

### ENDOTHERMIC REACTIONS

- More energy absorbed than released  $\rightarrow \Delta H$  is positive
- Products have more energy than reactants

### EXOTHERMIC REACTIONS

- More energy released than absorbed  $\rightarrow \Delta H$  is negative
- Products have less energy than reactants

### BOND ENERGY CALCULATIONS

- Equation:
- Energy change = Total energy in - Total energy out
- Steps:
- Add all bond energies in reactants (breaking)
- Add all bond energies in products (making)
- Subtract: in - out

### WORKED EXAMPLES

**Example 1** - Reaction:  $\text{H}_2 + \text{Cl}_2 \rightarrow 2\text{HCl}$

- Break:  $\text{H}-\text{H}$  (436) +  $\text{Cl}-\text{Cl}$  (242) = 678 kJ
- Make:  $2 \times \text{H}-\text{Cl}$  (431) = 862 kJ
- $\Delta E = 678 - 862 = -184 \text{ kJ} \rightarrow$  Exothermic

**Example 2** - Reaction:  $2\text{HBr} \rightarrow \text{H}_2 + \text{Br}_2$

- Bonds broken:  $2 \times \text{H}-\text{Br} = 732$
- Bonds formed:  $\text{H}-\text{H} = 436$ ,  $\text{Br}-\text{Br} = 193 \rightarrow$  Total out = 629
- $732 - 629 = +103 \text{ kJ} \rightarrow$  Endothermic

### TIP

- State whether overall energy change is + (endothermic) or - (exothermic)
- Use the word "energy is released/absorbed"

# RATE & EXTENT OF CHEMICAL CHANGE

## CALCULATING RATES OF REACTION

- Depends on: type of chemicals / physical state / temperature / concentration / catalysts.
- Measured by how fast  $\rightarrow$  reactant used up / product formed.

### CALCULATING RATE

Rate =

- $\rightarrow$  amount of reactant used  $\div$  time taken
- $\rightarrow$  amount of product made  $\div$  time taken

Units:

- $\rightarrow$  g/s (mass)
- $\rightarrow$  cm<sup>3</sup>/s or dm<sup>3</sup>/s (gas volume)

### METHODS TO MEASURE RATE

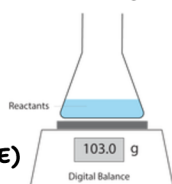
#### 1. MASS LOSS (GAS RELEASED)

- Mass recorded every few seconds using a balance.

E.g. CaCO3 + HCl -> CO2

✓ Pros: very accurate

✗ Cons: gas escapes to air

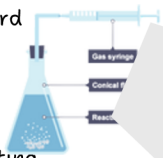


#### 2. GAS COLLECTION (VOLUME)

- Gas volume collected in:
  - $\rightarrow$  measuring cylinder (downward displacement)
  - $\rightarrow$  gas syringe
- E.g. Mg + HCl -> H2
- Volume recorded over time

✓ Pros: accurate, allows graph plotting

✗ Cons: syringe can pop off if vigorous



#### 3. PRECIPITATION (CLOUDY MIXTURE)

- Precipitate clouds solution  $\rightarrow$  marks (e.g. cross) disappear
- E.g. sodium thiosulfate + HCl  $\rightarrow$  sul
- Time how long cross disappears

✓ Pros: simple setup

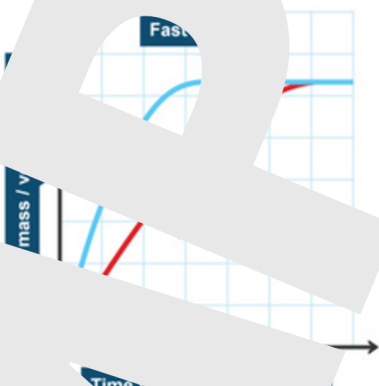
✗ Cons: subjective / only one data point, possible

## RATE GRAPHS

- Y-axis  $\rightarrow$  Product formed / Reactant used
- X-axis  $\rightarrow$  Time
- Steep line  $\rightarrow$  Fast rate / Fast reaction  $\rightarrow$  Reaction complete
- More product at end  $\rightarrow$  More reactants used

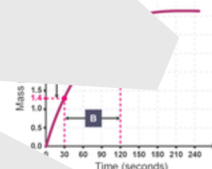
### GRAPH SHAPES

- Product  $\rightarrow$  Positive curve (steep / shallow)
- Reactant  $\rightarrow$  Negative curve (steep fall then levels off)
- Initial rate  $\rightarrow$  Straight line from origin
- Steepest part  $\rightarrow$  Fastest reaction



### MEASURING RATE FROM GRAPHS

Meas.  $\rightarrow$  change in y / change in x between two points



## REACTION RATES USING MOLES

- Often more useful in moles
- No direct way to measure moles  $\rightarrow$  must convert mass/volume to moles

### TO CONVERT TO MOL/S

- Mass per unit time  $\div$  Molar mass = Moles per unit time
- Volume per unit time  $\div$  24,000 cm<sup>3</sup>/mol = Moles per unit time

### EXAMPLE

- Q: 6.0 g of reactant in 2.5 min. What's the rate in mol/s?

1. Time to seconds: 2.5 min  $\times$  60 = 150 s

2. Mass to moles: 6.0 g  $\div$  44.0 = 0.137 mol

3. Rate = moles  $\div$  time: Rate = 0.137  $\div$  150 = 9.1  $\times$  10<sup>-4</sup> mol/s

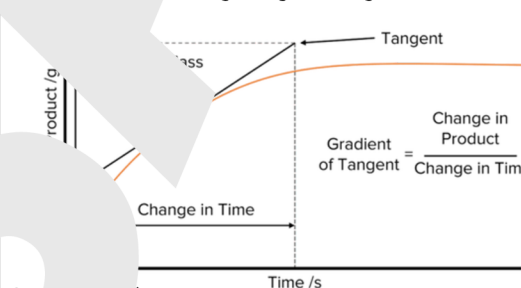
## CALCULATING INSTANTANEOUS RATES (HT)

MEAS. AT A PARTICULAR POINT (USING A TANGENT)

Instantaneous rate  $\rightarrow$  the touching curve only

- Choose two points on the tangent  $\rightarrow$  change in y (product/amount) and x (time)

Instantaneous rate = change in y / change in x



Approx. formula:  $\text{Instantaneous rate (gradient)} = \Delta \text{Product} \div \Delta \text{Time}$

Compare the difference between mean rate (overall change  $\div$  time) and instantaneous rate (tangent gradient at one point).

## FACTORS AFFECTING RATE OF REACTION

Concentration / Pressure

Higher concentration / pressure  $\rightarrow$  faster rate

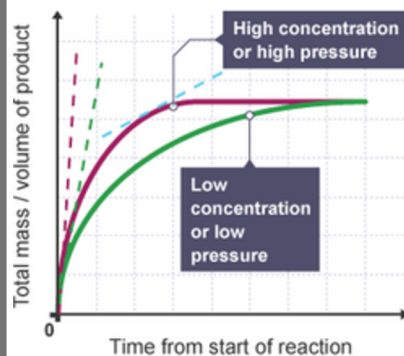
Higher rate  $\rightarrow$  faster product formation / faster reactant use

### GRAPH PATTERN FOR RATE GRAPHS

- Factors below:
  - Steeper gradient = faster rate
  - Horizontal sooner = reaction finishes quicker
  - Same final product amount

### CONCENTRATION / PRESSURE

- $\uparrow$  Concentration/Pressure = more particles per cm<sup>3</sup>  $\rightarrow$   $\uparrow$  Frequency of collisions  $\rightarrow$   $\uparrow$  Rate



### TEMPERATURE

- $\uparrow$  Temp  $\rightarrow$   $\uparrow$  Particle kinetic energy  $\rightarrow$   $\uparrow$  Frequency + Energy of collisions  $\rightarrow$   $\uparrow$  Rate

### SURFACE AREA

- $\uparrow$  Surface area (e.g. powder not lumps)  $\rightarrow$   $\uparrow$  Area exposed  $\rightarrow$   $\uparrow$  Collision frequency  $\rightarrow$   $\uparrow$  Rate
- Cube cut into smaller cubes = larger total surface area

### CATALYST

- Catalyst  $\rightarrow$  Provides alternative pathway with lower activation energy
- $\rightarrow$  More particles have enough energy to react
- $\rightarrow$  Reaction speeds up, catalyst remains unchanged
- Graph: Same final amount, steeper initial slope

### TIPS

- ✓ Always mention collision frequency/energy
- ✓ Use graph comparisons: gradient + final plateau
- ✓ State particles per unit volume for concentration/pressure questions
- ✓ Explain surface area as smaller particle size

## CRUDE OIL, HYDROCARBONS & ALKANES

- Organic Chemistry: Chemistry of carbon compounds.
- Hydrocarbons: Compounds made of carbon and hydrogen only.

### TYPES OF FORMULAE

- General Formula: Shows the composition of any member of a homologous series (e.g. Alkanes:  $C_nH_{2n+2}$ ).
- Displayed Formula: Shows all the atoms and bonds in a molecule.
- Molecular Formula: Shows the actual number of each atom in a molecule (e.g. Butane:  $C_4H_{10}$ ).
- Structural Formula: Shows the structure without displaying all bonds (e.g. Pentane:  $CH_3(CH_2)_3CH_3$ ).

### HOMOLOGOUS SERIES

Characteristics:

- Same functional group.
- Same general formula.
- Similar chemical properties.
- Each member differs by  $-CH_2-$ .
- Gradually changing physical properties (e.g. boiling point, density).

### CRUDE OIL

A complex mixture of hydrocarbons.

- Formation: From biomass (plants/animals) over millions of years under high pressure and temperature.
- Finite Resource: Formed much slower than it is used.

### ALKANES

Saturated Hydrocarbons:

- Single C-C bonds only.
- General Formula:  $C_nH_{2n+2}$ .
- Unreactive but undergo combustion

First Four Alkanes:

- Methane:  $CH_4$  (gas)
- Ethane:  $C_2H_6$  (gas)
- Propane:  $C_3H_8$  (gas)
- Butane:  $C_4H_{10}$  (gas)

| Alkane  | Molecular formula | Structural formula |
|---------|-------------------|--------------------|
| Methane | $CH_4$            |                    |
| Ethane  | $C_2H_6$          |                    |
| Propane | $C_3H_8$          |                    |
| Butane  | $C_4H_{10}$       |                    |

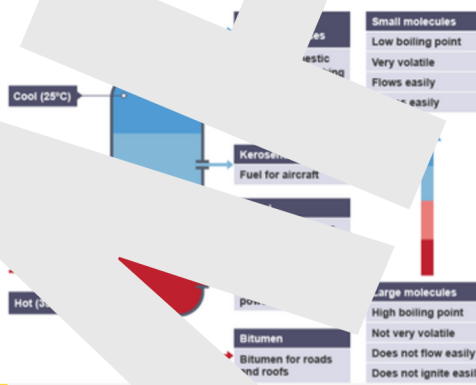
## FRACTIONAL DISTILLATION & PETROCHEMICALS

- Crude oil is a mixture of different hydrocarbons, separated by fractional distillation.
- Fractions have similar chemical properties and similar boiling points.
- Larger molecules have higher boiling points and condense at the bottom.
- Smaller molecules have lower boiling points and condense at the top.
- Most fractions are alkanes (single bonds).

### HOW FRACTIONAL DISTILLATION WORKS

- Crude oil is heated and vapourises → enters fractionating column.
- Column has trays with cooling coils. Vapours rise, cool and condense at different heights (hot at the bottom, cool at the top).
- Vapours rise, cool and condense at different heights (hot at the bottom, cool at the top).
- Larger molecules (higher b.p.) condense lower down.
- Smaller molecules (lower b.p.) condense higher up.

### CRUDE OIL FRACTION



## CHEMISTRY



## PROPERTIES OF HYDROCARBONS

### PROPERTIES IN PHYSICAL

#### PROPERTIES

- Depend on molecular size |
- Viscosity (resistance to flow) |
- Flammability (ease of burning) |
- Colour (blackness of burn) |
- Use as fuels

### INTERMOLECULAR FORCES

- Increase with molecule size |
- Stronger, intermolecular forces require more energy to overcome

### FLUIDITY

- Rate of flow | High viscosity = thick, flows less easily |
- Increases with chain length (more intermolecular forces) |
- Long-chain hydrocarbons used as lubricants to reduce friction

### FLAMMABILITY

- Smaller hydrocarbons | More flammable, ignite easily |
- Release more energy when burned

### COMBUSTION OF HYDROCARBONS

- Burn in air to form water and carbon dioxide | Oxidation: Hydrogen → water | Carbon → carbon dioxide

Examples:

- Methane:  $CH_4 + 2O_2 \rightarrow CO_2 + 2H_2O$
- Octane (Petrol):  $2C_8H_{18} + 25O_2 \rightarrow 16CO_2 + 18H_2O$

### TIP:

- Balance elements in order: Carbon | Hydrogen | Oxygen | If oxygen is a fraction, multiply all coefficients by 2

## CRACKING OF HYDROCARBONS & ALKENES

- Cracking → Converts long-chain hydrocarbons (low demand) to short-chain hydrocarbons (high demand).
- Supply = production from crude oil | Demand = customer requirements | Short chains (e.g. petrol, kerosene) have high demand | Long chains have low demand.

### METHODS OF CRACKING

- Catalytic Cracking: Heat to  $470 - 550^\circ C$  → Vapourise → Pass over hot catalyst (e.g. aluminium oxide) → Thermal decomposition.
- Thermal Cracking: Higher temperatures and pressures → Produces more alkenes → Involves steam and heat.

### PRODUCTS OF CRACKING

- Alkanes (saturated, single bonds) + Alkenes (unsaturated, double bonds).
- Example: Decane ( $C_{10}H_{22}$ ) → Octane ( $C_8H_{18}$ ) + Ethene ( $C_2H_4$ ).

### WRITING EQUATIONS FOR CRACKING

- Atoms on each side must balance (Law of Conservation of Mass).
- Example:  $C_{20}H_{42} \rightarrow C_{18}H_{38} + C_2H_4$  | Unknown product is an alkane ( $C_nH_{2n+2}$ ).

**ALKENES** -Homologous series with at least one  $C=C$  double bond.

- General formula:  $C_nH_{2n}$  | More reactive than alkanes | Used in polymers and as starting materials.

**TEST FOR ALKENES** - Bromine water test → Alkane: Stays orange (no reaction) | Alkene: Decolourises (reaction with double bond).

# ENERGY

## ENERGY STORES & SYSTEMS

A system is an object or group of objects.

- Energy within a system can change when the system changes.

Systems can be:

- Open → Energy and matter can enter or leave.
- Closed → Only energy can enter or leave.
- Isolated → Neither energy nor matter can enter or leave.

### ENERGY STORES

- Energy is stored in different ways depending on the object's state:
  - Kinetic → Moving objects
  - Gravitational Potential → Raised objects in a gravitational field
  - Elastic Potential → Stretched or compressed objects
  - Thermal → Hot objects
  - Chemical → Stored in fuels, food, batteries
  - Magnetic → Interacting magnets or magnetic materials
  - Electrostatic → Interacting electric charges
  - Nuclear → Energy within atomic nuclei

### ENERGY TRANSFER PATHWAYS

Energy is transferred between stores through:

- Mechanically → By a force doing work (e.g. pushing, pulling)
- Electrically → By a moving charge (e.g. in circuits)
- Heating (by particles) → From hotter objects (conduction)
- Heating (by radiation) → By electromagnetic waves (e.g. light, infrared)

### ENERGY TRANSFER EXAMPLES

#### OBJECT PROJECTED UPWARDS

Chemical store (muscles) → Kinetic store (moving ball) → Gravitational potential store (height increases)

#### MOVING OBJECT HITS OBSTACLE

Chemical store (fuel) → Kinetic (moving car) → Thermal store (w. surroundings, dissipated)

- Also: Friction → thermal (air, ground, Sound → air vibrations)

#### VEHICLE ACCELERATING

Chemical store → Kinetic store (speeding up)

#### VEHICLE STOPPING & DOWN

Kinetic store → Thermal store (brakes, ground) → air vibrations

#### BOILING WATER IN A KETTLE

Electrical store (mains) → Thermal (heating element) → Thermal store (water)

## KINETIC ENERGY ( $E_k$ )

- Energy an object has due to its mass and speed.

Energy Transfer:

- Speeds up → energy transferred to kinetic store
- Slows down → energy transferred away from kinetic store

### EQUATION:

- $E_k = \frac{1}{2} \times m \times v^2$
- $E_k$  = Kinetic energy (Joules, J)
- $m$  = Mass (kilograms, kg)
- $v$  = Speed (metres per second, m/s)

### EXAMPLE CALCULATION:

Car travelling (2500 kg) at 10 m/s:

$$E_k = \frac{1}{2} \times 2500 \times 10^2 = 125,000 \text{ J}$$

Apple falling (0.1 kg) at 6 m/s:

$$E_k = \frac{1}{2} \times 0.1 \times 6^2 = 1.8 \text{ J}$$

### TIP:

- Speed squared → Check units!
- Remember to convert mass to kg.
- Remember to convert speed to m/s.

## GRAVITATIONAL POTENTIAL ENERGY ( $E_p$ )

Energy an object has due to its height in a gravitational field.

Energy Transfer: Energy transferred to gravitational potential store

Energy transferred away from gravitational store

Energy transferred away from gravitational store

Energy transferred away from gravitational store

Energy transferred away from gravitational store

Energy transferred away from gravitational store

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## GRAVITATIONAL POTENTIAL ENERGY ( $E_p$ )

Energy an object has due to its height in a gravitational field.

Energy Transfer: Energy transferred to gravitational potential store

Energy transferred away from gravitational store

Energy transferred away from gravitational store

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## THERMAL ENERGY ( $\Delta E$ )

Energy in the thermal store of an object, related to its temperature.

### SPECIFIC HEAT CAPACITY ( $c$ )

The amount of energy needed to raise the temperature of 1 kg of a substance by 1°C.

- Low Specific Heat Capacity: Heats up and cools down quickly (e.g. copper, 390 J/kg°C).
- High Specific Heat Capacity: Heats up and cools down slowly (e.g. water, 4200 J/kg°C).

### EQUATION:

- $\Delta E = m \times c \times \Delta \theta$
- $\Delta E$  = Change in thermal energy (Joules, J)
- $m$  = Mass (kilograms, kg)
- $c$  = Specific heat capacity (J/kg°C)
- $\Delta \theta$  = Temperature change (degrees Celsius, °C)

### EXAMPLE CALCULATION:

Heat 2.00 kg of water from 10°C to 100°C ( $c = 4200 \text{ J/kg°C}$ ):

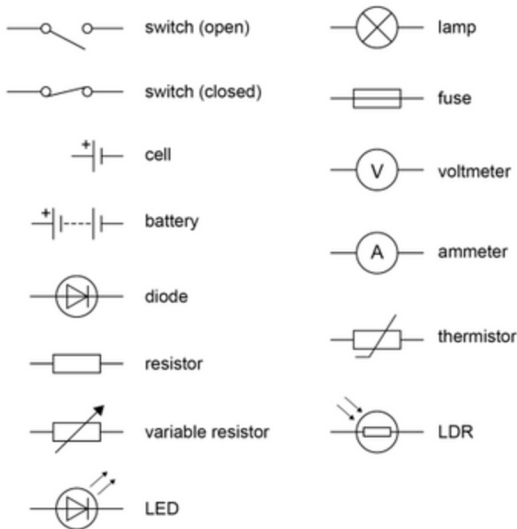
$$\Delta \theta = 100 - 10 = 90^\circ\text{C}$$

$$\Delta E = 2.00 \times 4200 \times 90 = 756,000 \text{ J}$$

**TIP:** Units Matter: Always check that mass is in kg and temp. change is in °C.

- You do not need to memorise specific heat capacity values, they will be given in exams.

## CIRCUIT DIAGRAMS



- Cell/Battery: Provides potential difference (battery = 2 or more cells)
- Switch: Turns circuit on (closed) or off (open)
- Fixed Resistor: Limits current, fixed resistance
- Variable Resistor: Adjusts resistance (e.g., volume controls, dimmer switches)
- Thermistor: Resistance changes with temperature ( $\downarrow$  temp =  $\uparrow$  resistance)
- LDR: Resistance changes with light intensity ( $\downarrow$  light =  $\uparrow$  resistance)
- Diode: Current flows in one direction only (used for AC to DC conversion)
- LED: Emits light when current passes through (e.g., indicators)
- Ammeter: Measures current (connected in series)
- Voltmeter: Measures potential difference (connected in parallel)

## REQUIRED PRACTICAL

### EQUIPMENT LIST

- Power Supply  $\rightarrow$  Source of potential difference
- Wires  $\rightarrow$  Connect all components in the circuit
- Crocodile Clips  $\rightarrow$  Connect different lengths of resistance wire
- Ammeter  $\rightarrow$  Measure current (A)
- Voltmeter  $\rightarrow$  Measure potential difference (V)
- Thin Resistance Wire  $\rightarrow$  Measure resistance at different lengths
- Metre Ruler  $\rightarrow$  Measure length

### EFFECT OF WIRE LENGTH ON RESISTANCE

#### VARIABLES

- Independent  $\rightarrow$  Length of wire
- Dependent  $\rightarrow$  Resistance (R)
- Control  $\rightarrow$  Potential difference of power supply, wire temperature

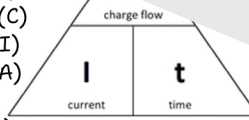
#### METHOD

- Set up the circuit with power supply, ammeter, voltmeter and resistance wire.
- Attach one crocodile clip at one end of the wire at a chosen length (e.g., 10 cm).
- Record the current (I) and potential difference (V).
- Move the second crocodile clip along the wire (e.g., 20 cm, 30 cm) and repeat measurements.
- Calculate resistance using  $R = V / I$  for each length.
- Plot a graph of resistance (y-axis) against wire length (x-axis).

## CHARGE & CURRENT

### CURRENT AND CHARGE

- Current = Flow of electric charge
- Measured in amperes (A) using an ammeter
- Formula:  $Q = I \times t$
- Charge (Q) in coulombs (C)
- Current (I) in amperes (A)
- Time (t) in seconds (s)



### WORKED EXAMPLE (CHARGE)

- A current of 0.2 A flows through a wire for 30 seconds. Calculate the charge that flows.

Step 1: Write down the known quantities

- Current (I) = 0.2 A
- Time (t) = 30 s

Step 2:

Step 3: Substitute the values into the formula

$$Q = I \times t = 0.2 \times 30 = 6$$

Therefore, the charge that flows is 6 C.

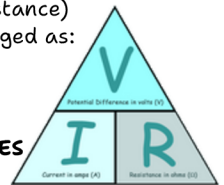
- The e.m.f. of a cell is 1.5 V. Calculate the potential difference across a resistor if the current through it is 0.5 A.
- Measured in volts (V)
- Connected in parallel with the component

- Power (P) in watts (W) is calculated using the formula:  $P = V \times I$
- Charge (Q) in coulombs (C) is calculated using the formula:  $Q = I \times t$

## CURRENT, RESISTANCE & POTENTIAL DIFFERENCE

- Resistance - Opposition to the flow of current
- Measured in Ohms ( $\Omega$ )
- Formula:  $R = V / I$
- High resistance = Low current (e.g., thin, long wires, insulators)
- Low resistance = High current (e.g., thick, short wires, good conductors)

- Potential difference (V) is the energy transferred per unit charge (Potential difference = Work done / Charge)
- Formula:  $V = I \times R$
- Formula rearranged as:  $R = V / I$



### WORKED EXAMPLES

Example 1:

- Problem: A resistor of  $10 \Omega$  has a current of 0.3 A flowing through it. What is the potential difference?

Calculation:

- $V = I \times R$
- $V = 0.3 \times 10 = 3 \text{ V}$

Example 2:

- Problem: A voltmeter reads 6.0 V and the resistor is  $4.0 \Omega$ . What is the current through the circuit?
- Calculation:
- $I = V / R$

**TIP** Voltage and potential difference are the same thing - both are measured in volts (V).

# ELECTRICITY

## PRACTICAL CONT.

### ANALYSIS OF RESULTS

- The graph should be a straight line through the origin  $\rightarrow$  resistance is directly proportional to wire length.
- Longer wires have higher resistance as electrons collide more frequently with metal ions.

### EVALUATING THE EXPERIMENT

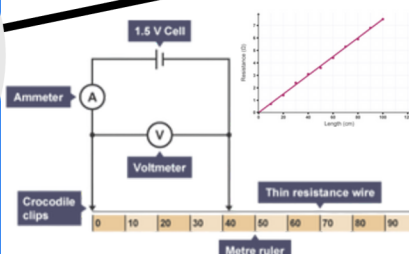
- Systematic Errors  $\rightarrow$  Ensure crocodile clip is at 0 cm to avoid zero error | Check meters start at 0
- Random Errors  $\rightarrow$  Use low currents to avoid heating the wire | Allow wire to cool between readings | Repeat for reliable results

### SAFETY CONSIDERATIONS

- Avoid touching live wires - risk of burns if wire overheats
- Turn off power if burning is detected
- Keep liquids away from the equipment

### CONVENTIONAL CURRENT AND ELECTRON FLOW

- Conventional current flows from positive to negative  $\rightarrow$
- Electron flow (actual flow) is from negative to positive  $\leftarrow$
- Current is the same at all points in a closed loop (e.g. a series circuit)



## DENSITY

- Density = mass per unit volume

Formula  $\rightarrow \rho = m / V$

- $\rho$  = density ( $\text{kg/m}^3$ ) |  $m$  = mass (kg) |  $V$  = volume ( $\text{m}^3$ )

Key Points

- Low density  $\rightarrow$  small mass in large volume | High density  $\rightarrow$  large mass in small volume

E.g. feathers vs lead (same volume) | air balloon vs metal bar (same volume)

- Gases < Liquids < Solids (in density)  $\rightarrow$  particles are more spread out in gases
- Ice is less dense than water (unusual!)

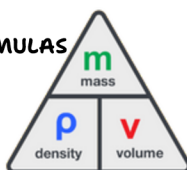
Unit Conversions

- $\text{g/cm}^3$  to  $\text{kg/m}^3 \rightarrow \times 1000$
- $\text{kg/m}^3$  to  $\text{g/cm}^3 \rightarrow \div 1000$
- $1 \text{ cm}^3 = 1 \times 10^{-6} \text{ m}^3$

## DENSITY FORMULAS

Rearranged:

- $m = \rho \times V$
- $V = m \div \rho$



To calculate volume (when not given):

- Cube =  $d^3$
- Cylinder =  $\pi r^2 l$
- Sphere =  $(4/3)\pi r^3$

## APPROX. DENSITIES ( $\text{kg/m}^3$ ):

Air  $\rightarrow 1.3$

Wood  $\rightarrow 300$  to  $800$  (varies)

Water  $\rightarrow 1000$

Granite (stone)  $\rightarrow 2700$

- If density >  $1000 \text{ kg/m}^3 \rightarrow$  sinks in water
- If density <  $1000 \text{ kg/m}^3 \rightarrow$  floats in water

## EXAMPLE

- A metal block has:
- $m = 73 \text{ kg}$  | dimensions =  $0.85 \times 0.5 \times 0.04 \text{ m}$
- $V = 0.017 \text{ m}^3$
- $\rho = 73 \div 0.017 = 4294 \rightarrow$  rounded =  $4300 \text{ kg/m}^3$

## TIPS

- Use formula triangle for rearranging  $\rightarrow$  cover the variable you want

Don't confuse:

- Mass = amount of matter (kg)
- Weight = force due to gravity (N)
- Density = mass per unit volume ( $\text{kg/m}^3$ )

Visualise:

- More particles in less space = high density
- Compressed gas expands
- Common mistake: mixing up  $\text{cm}^3$  &  $\text{m}^3 \rightarrow$  always convert properly
- In state change questions: mass stays the same, even if volume or pressure changes

## SOLIDS, LIQUIDS & GASES

### THE PARTICLE MODEL

All matter is made of tiny particles called atoms

- Explains:
  - $\rightarrow$  States of matter (solid, liquid, gas)
  - $\rightarrow$  Physical properties e.g. density

### SOLIDS

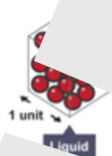
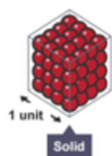
- Particles: closely packed | vibrate only | strong forces
- Properties: fixed shape & volume | highest density

### LIQUIDS

- Particles: still close but irregular | past each other | weaker forces
- Properties: flows, takes container's shape | fixed volume | medium density

### GASES

- Particles: far apart | move randomly | almost no forces
- Properties: no fixed shape or volume | easily compressible | low density



### PARTICLE ENERGY AND ARRANGEMENT

Solids  $\rightarrow$  high density, regular arrangement, low energy

Liquids  $\rightarrow$  medium density, irregular arrangement, medium energy

Gases  $\rightarrow$  low density, random arrangement, high energy

Particles in solids are fixed in place | Liquids move past each other | Gases move in all directions

## CHANGES OF STATE

- Physical change  $\rightarrow$  reversible

Changes of state involve a change in the arrangement of particles

Energy is absorbed or released during these changes

Heating gives particles more energy to break bonds

Cooling gives particles less energy to form bonds (cooling).

Changes of state are reversible

Examples: Melting - Solid  $\rightarrow$  Liquid

Boiling/Evaporation - Liquid  $\rightarrow$  Gas

Condensation - Gas  $\rightarrow$  Liquid

Freezing - Liquid  $\rightarrow$  Solid

Sublimation - Solid  $\rightarrow$  Gas

Deposition - Gas  $\rightarrow$  Solid

Energy is absorbed to break bonds (heating)

Energy is released to form bonds (cooling).

Changes of state are reversible

Examples: Melting - Solid  $\rightarrow$  Liquid

Boiling/Evaporation - Liquid  $\rightarrow$  Gas

Condensation - Gas  $\rightarrow$  Liquid

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Energy is absorbed to break bonds (heating)

Energy is released to form bonds (cooling).

Changes of state are reversible

Examples: Melting - Solid  $\rightarrow$  Liquid

Boiling/Evaporation - Liquid  $\rightarrow$  Gas

Condensation - Gas  $\rightarrow$  Liquid

# PARTICLE MODEL OF MATTER

## REQUIRED PRACTICAL

### PRACTICAL 1 - REGULARLY SHAPED OBJECTS

Steps:

- Measure mass  $\rightarrow$  digital balance
- Measure dimensions  $\rightarrow$  ruler / caliper
- Calculate volume using formula (e.g.  $V = l \times w \times h$ )

Convert to SI units (kg,  $\text{m}^3$ )

Use  $\rho = m \div V$

Variables:

- $IV = \text{Shape / volume} \rightarrow DV = \text{Mass}$

### PRACTICAL 2 - IRREGULARLY SHAPED OBJECTS

Steps:

- Measure mass
- Fill Eureka can to just below spout
- Place empty measuring cylinder under spout
- Lower object  $\rightarrow$  collect displaced water
- Volume of water = volume of object
- Use  $\rho = m \div V$

Variables:

- $IV = \text{Object shape/mass} \rightarrow DV = \text{Volume of displaced water}$

### PRACTICAL 3 - LIQUIDS

Steps:

- Place empty cylinder on balance  $\rightarrow$  record mass
- Add known volume of liquid  $\rightarrow$  record new mass
- Subtract to find mass of liquid
- Use  $\rho = m \div V$

Variables:

- $IV = \text{Volume of liquid} \rightarrow DV = \text{Mass of cylinder}$

### ERRORS

Systematic:

- Balance not zeroed  $\rightarrow$  Always zero before use

Random:

- Inaccurate length readings  $\rightarrow$  Take repeats & average
- Splashing from Eureka can  $\rightarrow$  Lower object carefully



## SCALARS & VECTORS

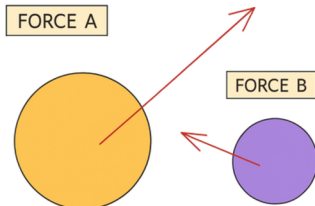
- Scalars → have magnitude only (e.g. speed, distance, mass)
- Vectors → have magnitude & direction (e.g. velocity, displacement, force)

Key comparisons

- Speed ↔ Velocity | Distance ↔ Displacement | Mass ↔ Weight
- Scalars = no direction | Vectors = include direction

### VECTOR REPRESENTATION

- Vector shown as an arrow →
- Length = magnitude | Direction = direction of quantity
- E.g. Force A > Force B in magnitude | A points up-right, B points up-left



### SCALAR VS VECTOR CONFUSION

- Displacement < Distance (displacement = straight line, distance = total path)
- Velocity ≠ Speed (same speed, different direction = different velocity)

### RESULTANT FORCE – SAME DIRECTION

- Forces add if in same direction →
- E.g. 2 N + 3 N → Resultant = 5 N (same direction)



# FORCES

## RESULTANT FORCES

- Resultant force = single overall force from combining all individual forces on a body
- Also known as → net force or unbalanced force

Balanced Forces:

- Equal and opposite
- e.g. weight down = normal force up
- resultant force = 0

Unbalanced Forces:

- Forces don't cancel → object moves in direction of larger force
- e.g. Person A pulls 80 N left, Person B pulls 100 N right → resultant = 20 N right

### CALCULATING RESULTANT FORCE:

- Same direction → add forces
- Opposite directions → subtract forces
- If equal and opposite → resultant = 0 (balanced)
- Always show direction (e.g. 5 N to the right)

### FREE BODY DIAGRAMS

- Show all forces on an object
- Each force = arrow (→) scaled to magnitude → labelled → shows direction



## CONTACT & NON-CONTACT FORCES

- A force = a push or pull resulting from interaction with another object

### TYPES OF FORCES

- ◆ Contact = objects touching → e.g. friction, tension, air resistance, reaction force
- ◆ Non-contact = no contact needed → e.g. gravity, electrostatic, magnetic

### EFFECTS OF FORCES

- Forces can change speed | direction | shape

### EXAMPLES OF CHANGES

- Thrust → changes speed
- Gravitational attraction → changes direction
- Contact forces → change shape

### CONTACT FORCE SUMMARIES

- Friction → opposes motion (e.g. rub)
- Drag → friction in air
- Tension → pulling force (e.g. string)
- Reaction force → opposite direction (e.g. surface normal)

### FORCE SUMMARIES

- Static friction → opposes motion
- Repulsive forces → push away (e.g. magnets)
- Attractive forces → pull together (e.g. gravity)
- Magnetic forces → attractive/repulsive between magnets

### NEWTON'S

- When two objects interact → they exert equal and opposite forces on each other

- Gravitational forces (gravitational) | Contact forces (contact)

### AVOID COMMON MISTAKES

- "Pressure" → use "force" or "pressure"
- "Resistance" → correct = air resistance (drag)

### FORCES AS VECTORS

- Forces are vector quantities → have both magnitude (N) and direction

### FORCE PAIRS (INTERACTIONS)

- When two objects interact, they exert equal & opposite forces (Newton's 3rd Law).

Examples:

- Pushing rock → person pushes rock ←, rock pushes back →
- Standing on ground → foot pushes down ↓, ground pushes back up ↑
- All force pairs shown as arrows in diagrams.

## GRAVITY, WEIGHT & MASS

- Mass = amount of matter in an object | Scalar (no direction) | Measured in kg | Same everywhere (e.g. Earth, Moon)

- Weight = force of gravity acting on an object | Vector (direction downwards) | Measured in N

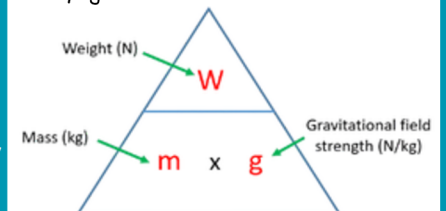
- Measured with a newtonmeter (spring balance) | Changes with location

### GRAVITATIONAL FIELD STRENGTH

- Force of gravity | Measured in N/kg
- Earth ≈ 9.8 N/kg | Moon ≈ 1.6 N/kg

### MASS-GRAVITY SHIP

- $W = m \times g$
- $W$  = weight in N |  $m$  = mass in kg |  $g$  = gravitational field strength in N/kg



### EXAMPLES

- Calculate weight
  - Mass = 70 kg |  $g = 9.8 \text{ N/kg}$  →  $W = 70 \times 9.8 = 686 \text{ N}$
- Calculate mass from weight
  - Weight = 98 N |  $g = 9.8$  →  $m = 98 \div 9.8 = 10 \text{ kg}$

### MEASURING MASS VS WEIGHT

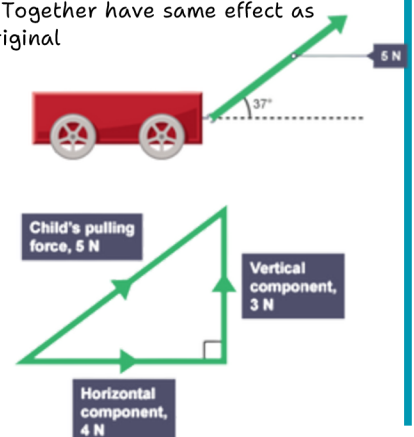
- Mass → measured with balance (compares mass to known mass)
- Weight → measured with spring balance/newtonmeter (measures force)

## RESOLVING FORCES

Breaking a single force into components at right angles (horizontal and vertical) → Makes it easier to analyse forces acting at angles

- e.g. 5 N force at  $37^\circ$
- Horizontal = 4 N
- Vertical = 3 N

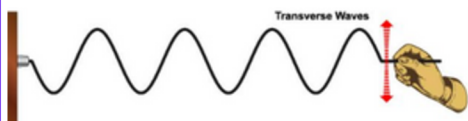
→ Together have same effect as original



## TRANSVERSE & LONGITUDINAL WAVES

Waves transfer energy, not matter → 2 types:

- ♦ Transverse → vibrations perpendicular to energy transfer
- ♦ Longitudinal → vibrations parallel to direction of energy transfer

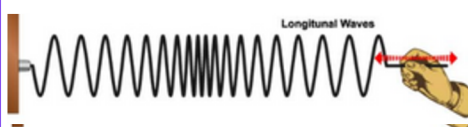


### TRANSVERSE WAVES

Definition: Vibrate at right angles ( $90^\circ$ ) to direction of energy transfer → e.g. EM waves, ripples, S-waves, guitar strings

- ♦ Crest = highest point | Trough = lowest
- ♦ Can move through solids, liquid surfaces, and vacuum (EM only)

Seen on a rope → move hand up/down → wave travels across



### LONGITUDINAL WAVES

Definition: Vibrate parallel to energy transfer → e.g. sound, P-waves, pressure waves

- ♦ Compression = close particles | Rarefaction = spread out
- ♦ Travel through solids, liquids, gases → not vacuum

Seen in a slinky → push/pull coil → wave travels forward

### REPRESENTING WAVES

- Transverse: drawn as continuous curves
- Longitudinal: drawn as lines → compressions close, rarefactions spread

### WAVEFRONTS

- ♦ Wavefront = top view of wave
- ♦ Transverse: 1 line = crest or trough | Longitudinal: 1 line = compression or rarefaction
- ♦ Close lines = short wavelength → Far apart = long wavelength

**TIP** Know the difference  
→ wavefront diagram (lines)  
→ wave shape diagram (sine wave)

## WAVE MOTION

- Waves transfer energy, not matter through a medium → particles but remain in the same place

### AMPLITUDE (A)

- Maximum displacement from position to peak/trough.
- Measured in metres (m) → bigger amplitude = more energy.

### WAVELENGTH ( $\lambda$ )

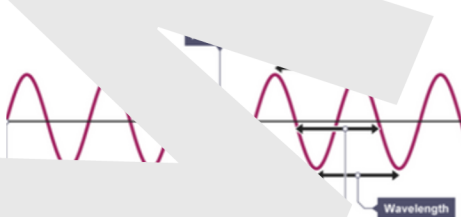
- Distance between same points on two adjacent waves (e.g. peak to peak or trough to trough)
- Measured in metres (m)
- Transverse: crest to crest or trough to trough
- Longitudinal: centre of rarefaction to next compression

### FREQUENCY (f)

- Number of waves passing a point each second
- Unit = Hertz (Hz) → 1 Hz = 1 wave per second
- Higher frequency → more energy

### TIME PERIOD (T)

- Time for one wave to pass a point or one full cycle.
- Measured in seconds (s)
- Relationship:  $T = 1/f$  or  $f = 1/T$



## WAVE EQUATION

- Wave Speed = Frequency × Wavelength
- Wave speed (m/s) → how fast energy is transferred
- Frequency (Hz) → number of waves passing a point each second
- Wavelength (m) → distance between two consecutive points on a wave

Apply to both types (transverse & longitudinal)

### REARRANGING THE EQUATION



### WORKED EXAMPLE

A wave has speed 0.12 m/s, and a time period of 4 s

- a) Find frequency
- b) Find wavelength

Part (a):

- $T = 4 \text{ s} \rightarrow f = 1 \div T = 1 \div 4 = 0.25 \text{ Hz}$

Part (b):

- $v = 0.12 \text{ m/s}$   $f = 0.25 \text{ Hz}$
- $\lambda = v \div f = 0.12 \div 0.25 = 0.48 \text{ m}$

### TIPS

- ✓ Use correct symbols: v, f,  $\lambda$  (not L or W)
- ✓ Watch for kHz → 1 kHz = 1000 Hz
- ✓ If units are in cm, convert speed to cm/s

## MEASURING CONT.

### MEASURING SPEED OF WATER WAVES

- In calm water → measure distance between 2 people with tape
- measure → one creates ripple → second times ripple travel using stopwatch
- Repeat 10x for average
- Wave speed = distance ÷ time

### TIP – ACCURACY

- Most accurate → oscilloscope (automatic timing)
- Least accurate → direct timing (short interval + human reaction error)



# WAVES

## MEASURING WAVE SPEED

### MEASURING BETWEEN TWO POINTS

- Two people 2 m apart → distance between them
- distance → one bangs → blocks above head → other uses stopwatch to time delay

Wave speed = distance ÷ time

### METHOD 2: USING AN OSCILLOSCOPE

- 2 microphones ~5 m apart (measured with tape measure) → connect to oscilloscope → loud sound (e.g. clap) → oscilloscope shows time delay between microphones
- Wave speed = distance between microphones ÷ time between peaks

### ALTERNATIVE OSCILLOSCOPE METHOD – USING SIGNAL GENERATOR

- Attach signal generator to speaker → connect to 2 microphones + oscilloscope → move one mic until waves align (1 wavelength apart) → Measure distance ( $\lambda$ ), use known frequency (f)
- Speed =  $f \times \lambda$

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**Z**

**MR. ZEE'S RESOURCES**