O Level Physics Unit 10: Transfer of Thermal Energy

Transfer of Thermal Energy

- Transfer of thermal energy takes place when there is a temperature difference. Thermal 1) energy is transferred from a hotter region to a colder region.
- 2) When 2 bodies are at the same temperature, there is no net flow of thermal energy between then and they are said to be in thermal equilibrium.

Conduction

Conduction is the transfer of thermal energy without the material medium moving. 3)

Modes of Cond	Modes of Conduction in solids				
Non-metals	Metals				
1) Molecular vibrations	1) Molecular vibrations				
When heat is supplied, thermal energy is	When heat is supplied, thermal energy is				
converted into kinetic energy, causing the	converted into kinetic energy, causing the				
particles to vibrate more vigorously. This	particles to vibrate more vigorously. This				
results in collisions with the neighbouring	results in collisions with the neighbouring				
less energetic particles, forcing them to	less energetic particles, forcing them to				
vibrate more vigorously as well. This transfer	vibrate more vigorously as well. This transfer				
of kinetic energy causes conduction.	of kinetic energy causes conduction.				
	2) Free electron diffusion				
	When metals are heated, the free electrons				
	gain kinetic energy. As they diffuse into the				
	cooler regions of the metal, they collide with				
	atoms and transfer their kinetic energy to				
	them. Thus, metals conduct thermal energy				
	faster than insulators.				

Solids are better conductors of heat than liquids and gases. This is because collisions between 5) molecules are less frequent in liquids as they are spaced further apart. Thus, the transfer of kinetic energy from energetic molecules to neighbouring molecules is slower compared to solids.

Convection

- Convection is the transfer of thermal energy through currents in fluids. 6)
- 7) Convection current is the movement of fluids caused by density changes in various parts of the fluid.

8) Ways of setting up a	Ways of setting up a Convection Current				
Heating the bottom of a flask of fluid	Cooling the top of a flask of fluid				
When a flask of fluid is heated from the	When a flask of fluid is cooled from the top,				
bottom, water at the bottom expands. With	water at the top contracts. With this				
this increase in volume, it becomes less	decrease in volume, it becomes denser than				
dense than the surrounding water and rises.	the surrounding water and sinks to the				
Meanwhile, the cool water in the upper part	bottom. The denser water will occupy the				
of the flask, being denser, sinks to replace	space of the less dense water and pushes it				
the risen less dense water. This sets up	away. The less dense water rises and this				
convection current.	sets up convection current.				

Radiation

- 9) Radiation is the transmission of energy through infrared waves which does not require the aid of a medium.
- Infrared radiation is absorbed and emitted by all objects and surfaces. 10)
- Dull black surfaces are better absorbers and emitters of infrared radiation than shiny white 11) surfaces.

12)

Factors affecting rate of radiation			
Factor	Relationship		
1) Colour/texture of surface	Dull black surfaces are better absorbers and emitters of infrared radiation than shiny white surfaces.		
2) Surface temperature	The surface temp of an object relative to the surrounding temp is linearly related to the rate of radiation.		
3) Surface area	The surface area of an object is linearly related to the rate of radiation.		

Conduction, convection and radiation

13)	Applications of thermal energy transfer				
	Conduction		Convection	Radiation	
	Conductors	Insulators			
	Kettle, pans,	Insulated	Electric kettles, water	Vacuum flasks, teapots with	
	pots	handles of	heater systems, air-	shiny surfaces	
		utensils and	conditioners		
		appliances			

14)

Comparison between 3 methods of heat transfer in different states					
	Conduction	Convection	Radiation		
Solid	~	×	~		
Liquid	 ✓ (Inefficient) 	~	~		
Gas	 ✓ (Inefficient) 	~	~		
Vacuum	×	×	~		

Notes: