

## ‘O’ Level Chemistry

### Chapter 3 – Solids, Liquids and Gases

#### The Three States of Matter

- Matter is anything that has mass and takes up space.
- The Three States of Matter: **Solids, Liquids and Gases**.

#### Kinetic Particle Theory of Matter

- This theory states that:

- Particles are too small to be seen directly
- There are spaces between particles of matter
- Particles of matter are in **constant motion**. They move at different speeds in different states.

- Diffusion** shows the evidence of Kinetic Particle Theory
  - The **spreading and mixing** of particles in fluids (liquids and gases)
  - For instance, particles move into the empty spaces between the particles in liquids and gases
  - Its rate is affected by:
    - **Temperature** - ↑ temp, ↑ rate of diffusion
    - **Mass of particles** - ↑ mass, ↓ rate of diffusion

#### Particulate Models of Matter

	Solid	Liquid	Gas
<b>Arrangement of particles</b>	<ul style="list-style-type: none"> <li>Closely packed in orderly manner</li> <li>Very strong forces of attraction</li> <li>Little empty space between them</li> </ul>	<ul style="list-style-type: none"> <li>Closely packed but <b>not</b> in orderly manner</li> <li>Strong forces of attraction</li> <li>Little empty space between them (<i>but more space than in solid.</i>)</li> </ul>	<ul style="list-style-type: none"> <li>Far apart</li> <li>Very weak forces of attraction</li> <li>In random arrangement</li> </ul>
<i>Resulting physical properties</i>	<ul style="list-style-type: none"> <li><i>Fixed volume</i></li> <li><i>Not compressible</i></li> <li><i>High density</i></li> </ul>	<ul style="list-style-type: none"> <li><i>Fixed volume</i></li> <li><i>Not compressible</i></li> <li><i>High density</i></li> </ul>	<ul style="list-style-type: none"> <li><i>No fixed volume</i></li> <li><i>Compressible</i></li> <li><i>Low density</i></li> </ul>
<b>Motion of particles</b>	<ul style="list-style-type: none"> <li>Vibrate about fixed position</li> <li>But cannot move about freely</li> <li>Low kinetic energy</li> </ul>	<ul style="list-style-type: none"> <li>Not held in fixed position</li> <li>Slide past each other</li> <li>Free to move throughout liquid</li> <li>Low kinetic energy</li> </ul>	<ul style="list-style-type: none"> <li>Free to move anywhere in the container</li> <li>High kinetic energy</li> </ul>
<i>Resulting physical properties</i>	<ul style="list-style-type: none"> <li><i>Fixed shape</i></li> </ul>	<ul style="list-style-type: none"> <li><i>No fixed shape</i></li> </ul>	<ul style="list-style-type: none"> <li><i>No fixed shape</i></li> </ul>

## Changes of State

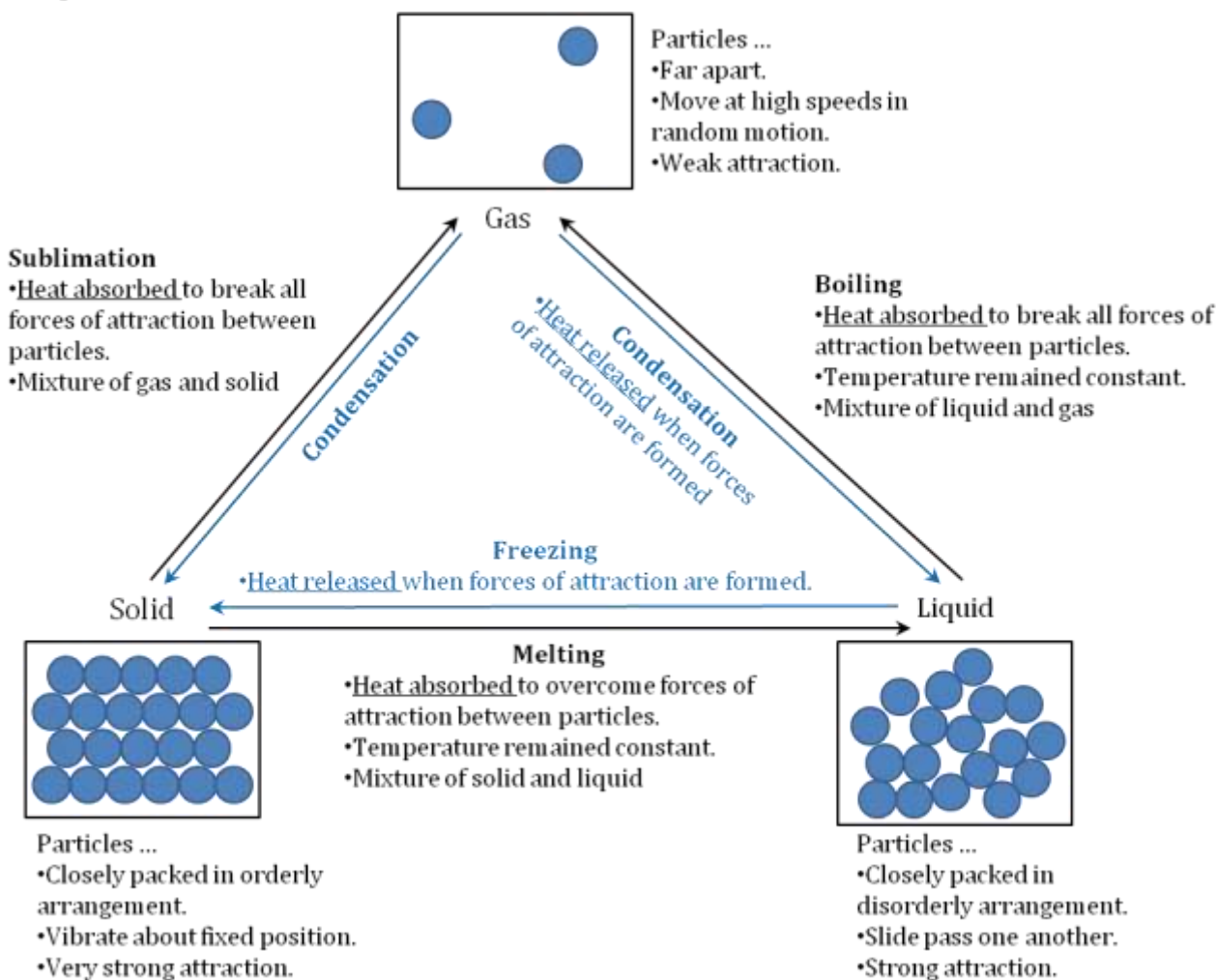


Fig. 1: Changes of states in matter

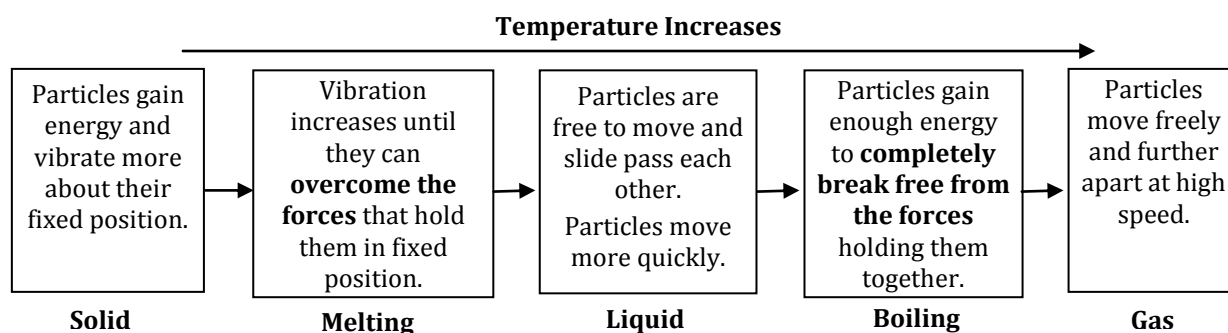


Fig. 2: Changes in particle motion and arrangement as temperature increase

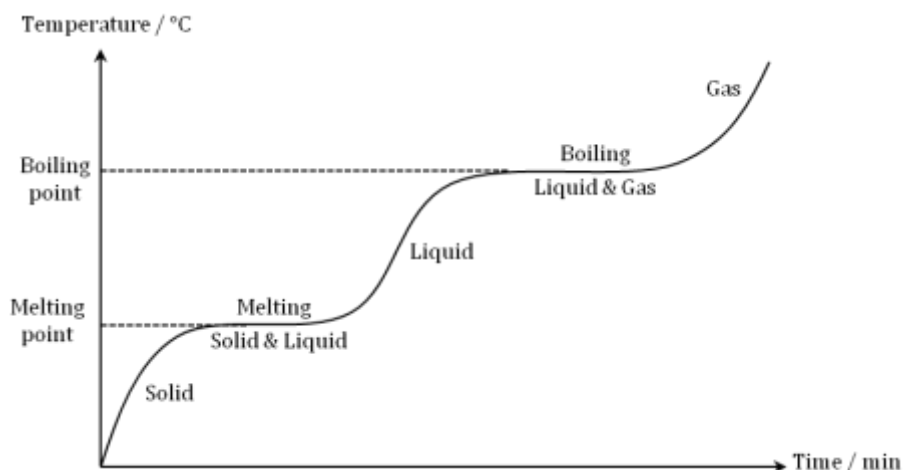


Fig. 3: The heating curve and changes in state

### Evaporation and Boiling

Evaporation	Boiling
<ul style="list-style-type: none"> <li>Changes from liquid to gas <b>without boiling</b></li> <li>Occurs slowly</li> <li>Occurs at any temperature <b>below boiling point</b></li> <li>Occurs only on the <b>surface of liquid</b></li> <li>Particles on the surface <b>absorb energy</b> from the remaining liquid particles and escapes                             <ul style="list-style-type: none"> <li>Remaining liquid decreases in temperature.</li> <li>Cooling effect</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Changes from liquid to gas</li> <li>Occurs rapidly</li> <li>Occurs at <b>boiling point</b></li> <li>Occurs <b>throughout the liquid</b>.</li> <li>Bubbles are formed when gas particles escape from the liquid.</li> </ul>

### Properties of matter and properties of particles:

- A matter can feel hot or cold but not particles.
  - The temperature of a matter is due to the **speed of movement of the particles** within it.
- Matter expands when heated but particles do not expand.
  - When a matter expands, the **distance between the particles increases**.
  - The size of particles remained unchanged when temperature changes.
- Matter may be coloured but particles of matter are not coloured.

**Summar**

