

Metric System

SI Base Units of Measurement

- Meter (m) - length
- Liter - volume
- Kilogram - mass
- Seconds/minutes/hours - time
- Ampere (A) - electric current
- Kelvin - temperature
- Candela (cd) - luminous intensity
- Mole (mol) - amount of substance at a molecular level

Starts with a **base unit** and increases or decreases in units of 10

Prefix + base unit: indicates amount

For example: deci + meter = decimeter, which is 1/10th of a meter

Nano + meter = nanometer, which is 1 billionth of a meter

7:32.67 = 7 minutes, 32 seconds and 67 one-hundredths of a second

Prefixes

Metric prefixes in everyday use		
Text	Symbol	Factor
tera	T	1 000 000 000 000
giga	G	1 000 000 000
mega	M	1 000 000
kilo	k	1 000
hecto	h	100
deca	da	10
(none)	(none)	1
deci	d	0.1
centi	c	0.01
milli	m	0.001
micro	μ	0.000 001
nano	n	0.000 000 001
pico	p	0.000 000 000 001
V • T • E		

Rules:

- Prefix symbols greater than 10^3 are capitalized
- Abbreviations don't need periods

Lab Glassware

Lab Glassware

Measures volume

Erlenmeyer flasks + beakers	- For mixing, transporting, reacting - Can measure liquids, but not for accurate measurements
Graduated cylinders	• Intermediate amount of precision ◦ More precise than beakers/Erlenmeyer flasks, not as precise as volumetric flasks / pipettes • Made of polypropylene (shatter-resistant and resistant to chemicals - can't be heated) ◦ Or polymethylpentene (known for clarity - lighter to ship, less fragile than glass) • To read ◦ Flat surface, eye level, surface forms a lens-shaped curve - take bottom of curve
Pipette	- Accurately measures small amounts of liquid - Measurement read exactly at meniscus - Pipette - Hand-operated pump that dispenses solutions
Burette/buret	• Accurately dispenses liquid ◦ include s stopcock and tip

Beakers/Erlenmeyer < Graduated cylinder < Volumetric flask/Pipette < Burette (in order of dispensing precision).

Balances

Balances

Measure mass and force

Most to least accurate:

1. Electronic balance
2. Triple-beam balance
3. Spring balance

Triple-beam balance

- Has a plate - where item to be weighed is placed
- **x 3 beams** - textbook makes no sense
 - Front beam - measures weights from 0 to 10 grams
 - Middle beam - measures weights in 100-gram increments
 - Far beam - weights in 10-gram increments
- **Sum of the beams = total weight of object**
- **Set screw**
 - Calibrates equipment
- Mark indicating the object and counterweights are in balance

Analytical balances are accurate to within 0.0001 g

Scientific Explanations

Scientific Explanations

Data Collection FROM EXPERIMENTS

- Valid experiment must be measurable
- Data should be repeatable, reproducible, and accurate
 - Procedure for data collection should be reliable and consistent
- Practice tests should be done to **calibrate** all equipment

Scientific process skills

- **Observation**
 - Scientists need to take data from experiments/nature without bias
- **Hypothesizing**
 - Combining theory knowledge and other experimental results to determine what should occur in their own tests
- **Data-analysis process**
 - Ordering/categorizing
 - Gathered data must be arranged to be readable with key results
 - Comparing
 - Should be able to compare one's own results with other published results
 - Infer
 - Drawing logical conclusions from your results
 - Apply
 - Knowledge of theory and results to create logical experimental designs and determine cases of special behavior
 - Communicate
 - One's results and conclusions
 - *Greatest scientific progress is made when scientists review and test one another's work and offer advice/suggestions*

Scientific Statements

- **Hypotheses**
 - Educated guesses about what is likely to occur
 - Starting point for designing an experiment
 - Can be based on results of previous experiments of theory or follow logically from both
- **Assumptions**
 - Statements take to be fact without proof for purpose of performing an experiment
 - Can be true or true only for given set of conditions under which experiment is conducted
 - *Necessary* to simplify experiments
 - Huh
- **Scientific models**
 - Mathematical statements that describe physical behavior
 - Only as good as our knowledge of the actual system

- Never perfectly represent an actual system
 - Good for simplifying it for better understand of its behavior
- Scientific laws
 - Statements about natural behavior that produce accurate/repeatable results in all testing
- Theory
 - Statement of behavior that consolidates all current observations
 - More susceptible to being proven wrong
 - Can become laws if they resist scrutiny/testing

Scientific Method

1. First step: formulating the problem that is to be addressed
 - a. Define the limits of what's to be observed
2. Hypothesis
 - a. Educated guess should be a possible solution
3. Experimentation
 - a. Test the hypothesis
 - b. Can be quantitative - when a numeric measurement is taken
 - c. Qualitative - something is evaluated based on feeling or preference
4. Drawing conclusions or making generalizations intended to predict future results
 - a. If they support hypothesis, experiment is complete
 - b. Results will be published to allow others to test it by repeating experiment
 - c. If don't
 - i. Results used to develop new hypothesis
 - ii. New experiment

Experimental Design

- should be **controlled** so that all conditions except ones being manipulated (independent variables) are **constant**
 - Prevents results from being skewed by unintended consequences of shifting conditions
 - Ex. a placebo group
 - A control group
 - Positive controls
 - Negative control groups

My notes made no sense so i just highlighted the key vocabulary above

- Data collection must be kept in mind
 - Ex. checking data collected periodically for obvious errors
- Analyzing collected data

Variables

- Independent variable - the one purposely changed and tested

- **Dependent variable** - is observed and recorded
- All other variables = **constants**

Events

- **Cause** = act or event that makes something happen, **effect** if what happens
 - Single cause can have multiple effects
 - Single effect can have multiple causes
 - An effect can be the cause of another effect
 - **Cause-and-effect chain**

Extra: IF YOU WANT TO MEASURE THE VOLUME OF AN IRREGULARLY SHAPED OBJECT LIKE A ROCK

MEASURE HOW MUCH WATER IT DISPLACES WHEN DROPPED INTO A CONTAINER FILLED TO THE BRIM WITH WATER

- **ACCORDING TO TEAS PRACTICE TEST VER. A**