© Pearson Education, Inc., publishing as Pearson Prentice Hall. All rights reserved.

Chapter 3 States of Matter

Summary

3.1 Solids, Liquids, and Gases

- **○** Materials can be classified as solids, liquids, or gases based on whether their shapes and volumes are definite or variable.
 - A **solid** is a material that has a definite shape and a definite volume.
 - A **liquid** is a material that has a definite volume but not a definite shape.
 - A **gas** is a material that has neither a definite shape nor a definite volume.
- The kinetic theory of matter says that all particles of matter are in constant motion.
 - **Kinetic energy** is the energy an object has due to its motion.
- There are forces of attraction among the particles in all matter.
- The constant motion of particles in a gas allows a gas to fill a container of any shape or size.
- **○** A liquid takes the shape of its container because particles in a liquid can flow to new locations. The volume of a liquid is constant because forces of attraction keep the particles close together.
- Solids have a definite volume and shape because particles in a solid vibrate around fixed locations.

3.2 The Gas Laws

- Collisions between particles of a gas and the walls of the container cause the pressure in a closed container of gas.
 - **Pressure** is the result of a force distributed over an area. Pressure is measured in pascals.
- ► Factors that affect the pressure of an enclosed gas are its temperature, its volume, and the number of its particles.
- **○** Raising the temperature of a gas will increase its pressure if the volume of the gas and the number of particles are constant.
- **○** Reducing the volume of a gas increases its pressure if the temperature of the gas and the number of particles are constant.
 - Charles's law states that the volume of a gas is directly proportional to its temperature in kelvins (K) if the pressure and number of particles of the gas are constant.
 - A temperature of 0 K is called **absolute zero**.

Jame	Class	Date
------	-------	------

- **Boyle's law** states that the volume of a gas is inversely proportional to its pressure if the temperature and the number of particles are constant.
- **○** Increasing the number of particles will increase the pressure of a gas if the temperature and the volume are constant.

3.3 Phase Changes

- **○** Melting, freezing, vaporization, condensation, sublimation, and deposition are six common phase changes.
 - A **phase change** is the reversible physical change that occurs when a substance changes from one state of matter to another.
- The temperature of a substance does not change during a phase change.
- Energy is either absorbed or released during a phase change.
 - During an **endothermic** change, the system absorbs energy from its surroundings.
 - The amount of energy absorbed during melting is the **heat of fusion**.
 - During an **exothermic** change, the system releases energy to its surroundings.
 - **Vaporization** is the phase change in which a substance changes from a liquid into a gas. Vaporization is an endothermic process.
 - The amount of energy water absorbs to vaporize is called the **heat of vaporization**.
 - **Condensation** is the phase change in which a substance changes from a gas or vapor to a liquid. Condensation is an exothermic process.
 - **Sublimation** is the phase change in which a substance changes from a solid to a gas or vapor without changing to a liquid first. Sublimation is an endothermic change.
 - **Deposition** is the phase change in which a substance changes from a gas or vapor directly into a solid. Deposition is an exothermic change.
- The arrangement of molecules in water becomes less orderly as water melts and more orderly as water freezes.
- Evaporation takes place at the surface of a liquid and occurs at temperatures below the boiling point.
 - **Evaporation** is the process that changes a substance from a liquid to a gas at temperatures below the substance's boiling point.
 - The pressure caused by the collisions of vapor and the walls of a closed container is called **vapor pressure**.