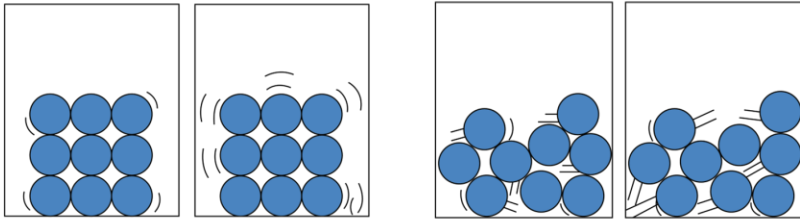


8.01: Heating and Cooling



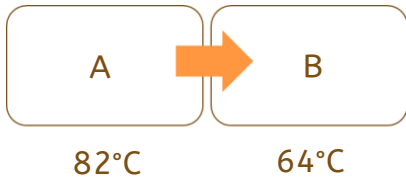
Temperature



- a physical quantity which is a measure of the **average energy** of particles due to their **motion**

Changing Temperature

- Heating and cooling affect an object's **thermal store** of energy.

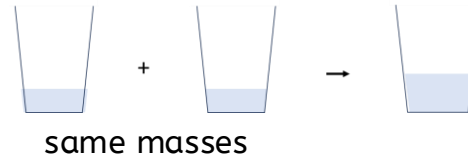


- Net flow of energy is **always** from hotter to colder objects' thermal store.

- A thermal store can be changed by **any energy pathway** depending on the mechanism causing it.



'Mixing' Objects



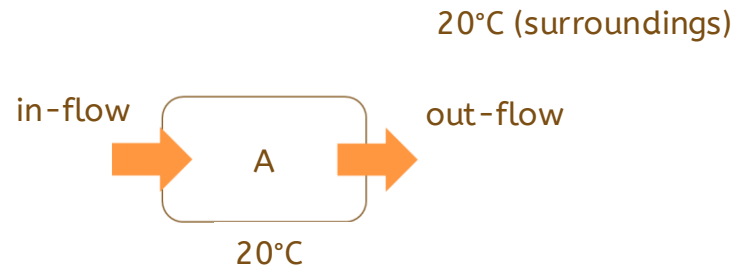
Resulting temperature: halfway between initial temperatures.



Resulting temperature: between initial temperatures and closer to that of larger mass.

Thermal Equilibrium

- when two objects reach the **same temperature**
- with no net flow of energy between thermal stores



- Often the result of energy **dissipating** to the cooler surroundings.

8.01: Heating and Cooling



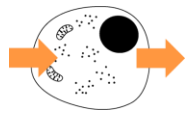
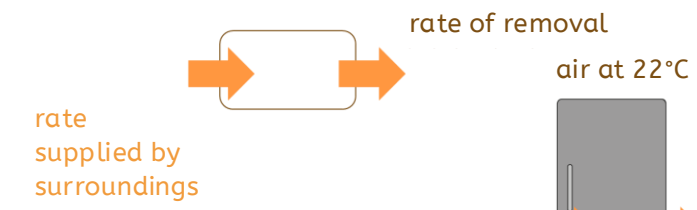
Unchanging Temperature

But not thermal equilibrium (i.e. two objects **not** the same temperature).

higher than surroundings



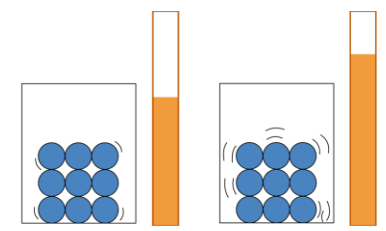
lower than surroundings



Energy in Thermal Stores

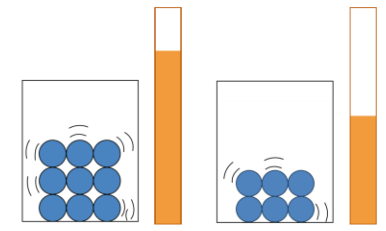
Hotter objects have more energy in their thermal store.

- Particles moving more.
- Each particle has more energy.
- Total energy of all particles: more.



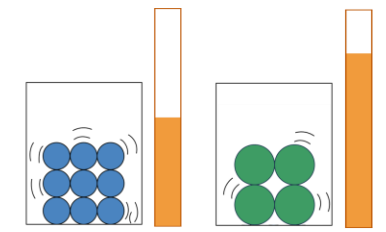
Larger masses have more energy in their thermal store.

- Greater mass: more particles.
- At same temperature, each particle has same energy.
- Total energy of all particles: more.



Some materials have more energy in their thermal store.

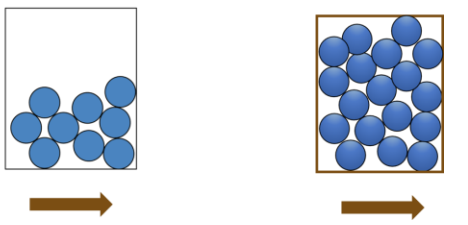
- Some materials have particles that require more energy to vibrate.
- At same temperature, each particle is vibrating the same, but they required more energy to do so.
- Total energy of all particles: more.



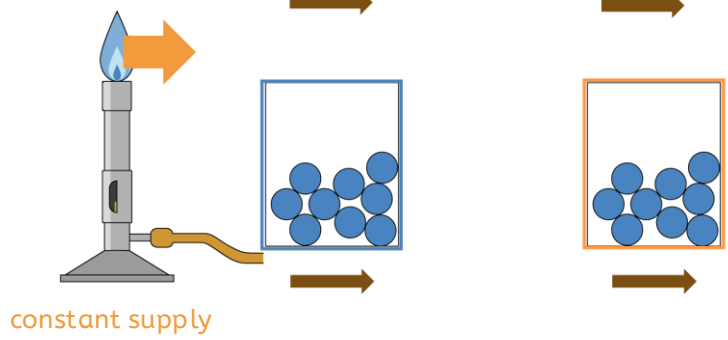
Changing Temperature

For the **same energy** supplied:

- Greater mass/volume, → smaller temperature change.



- Different starting temperature, → same temperature change.

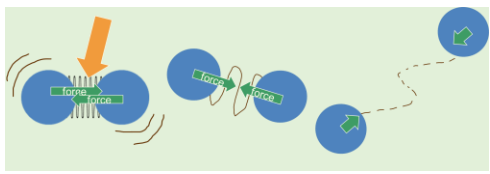
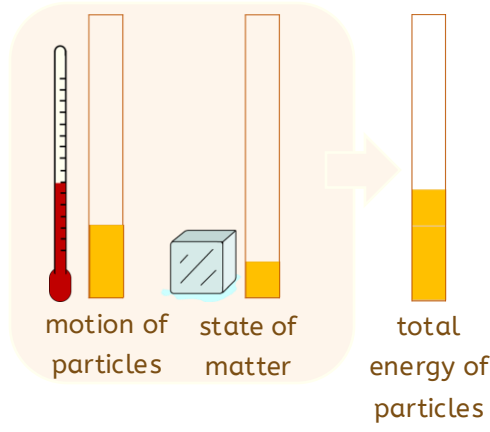


8.01: Heating and Cooling

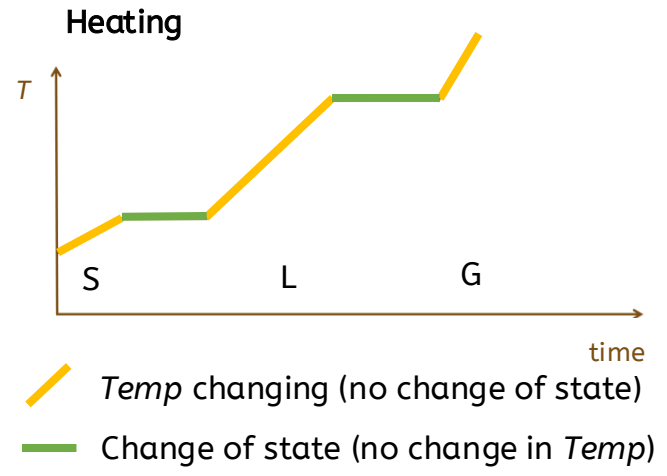


Internal Energy

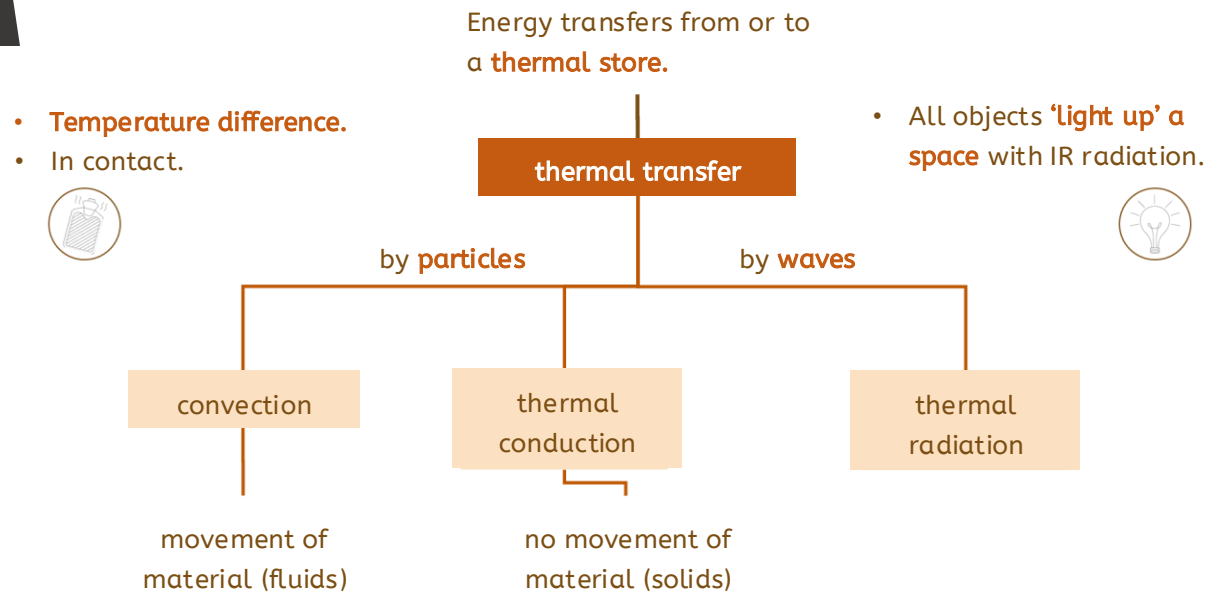
- total energy within an object due to the motion and position of its particles



- Force reaches limit for motion.
- More energy in, Force increases, ↑.
- Separation increases, ↑ (then stays same).
- Energy stored by material.



Thermal Transfer

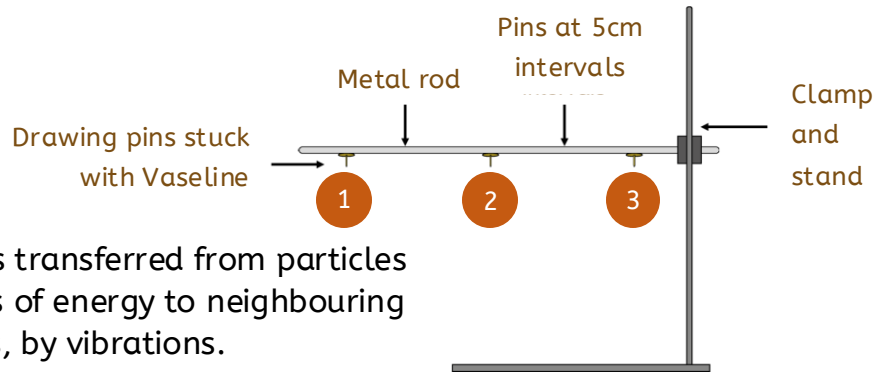


8.01: Heating and Cooling



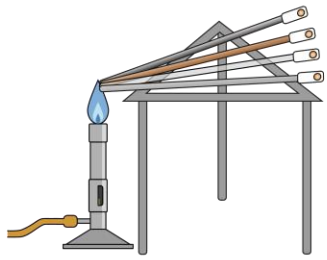
Thermal Conduction

- spontaneous process of energy transfer between a hotter and a cooler object in contact, without the movement of the material



Energy is transferred from particles with lots of energy to neighbouring particles, by vibrations.

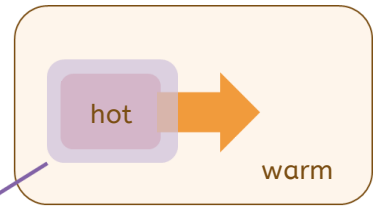
Thermal conductivity



Good conductors have a higher thermal conductivity: energy transmitted easily through them.
Metals are the best thermal conductors.

Rate of thermal conduction

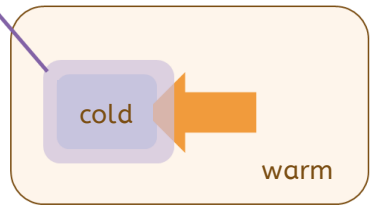
temperature difference	greater	} higher rate
material	higher thermal conductivity	
thickness	less thick	
surface area	greater	



Insulators

- poor thermal conductors that minimise energy transfer to/from thermal stores

insulator

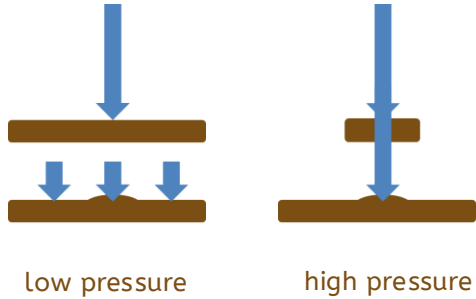


8.01: Heating and Cooling



Pressure

- quantity resulting from a force acting on a surface

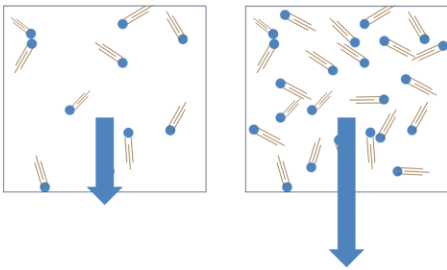


Pressure on objects

Pressure is **higher** when:

- a force acts over a **smaller surface area**
- a **large force** acts.

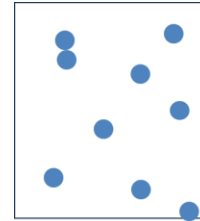
Pressure by a fluid



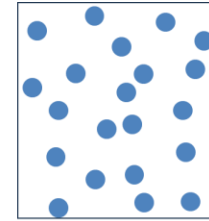
Forces between particles, and between particles and the inside walls of the container cause pressure on the gas.

If more particles are causing a higher pressure – greater weight – higher pressure on surface.

Density

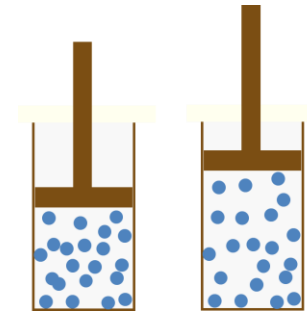


Low density



high density

Greater mass in the same volume → higher density.



Greater **volume** of the same mass → lower density.

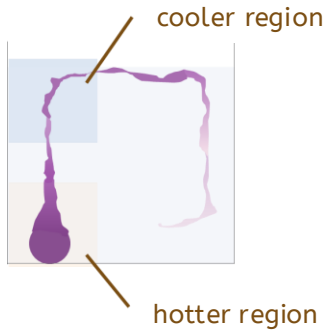
$$\text{density (g/cm}^3\text{)} = \frac{\text{mass (g)}}{\text{volume (cm}^3\text{)}}$$



8.01: Heating and Cooling



Convection



- movement of a hotter fluid to a colder region

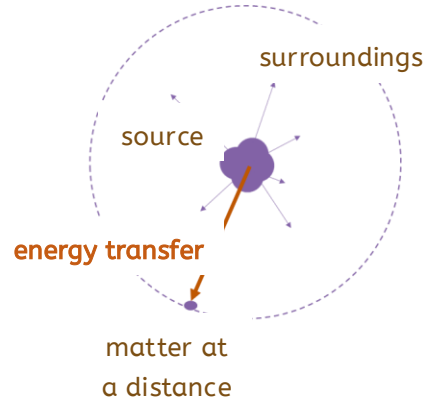
- The less dense region rises.
- The rest of the fluid is more dense.
- The less dense matter 'floats' on more dense matter.



- A region of the fluid gets hotter.
- Particles move more.
- The separation between particles increases.
- Fluid expands.
- Its density decreases.

- A region of fluid that is colder sinks to replace the hotter fluid.

Temperature difference in a fluid causes **convection currents**.



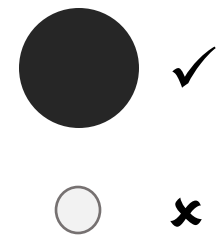
Thermal Radiation

- energy transfer to or from a thermal store by absorption or emission of light
- **no contact** necessary: can be transmitted through a vacuum

- **All** objects emit and absorb infra-red radiation.
- **Hotter** objects emit more energy by IR radiation (more intense).

Surfaces that absorb and emit energy from IR radiation best:

- dark
- matt/rough/dull
- large surface area.



8.01: Heating and Cooling



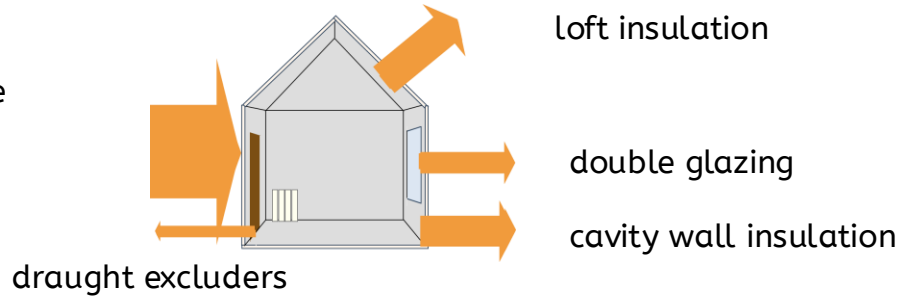
Real-world Contexts

Building Design

To maintain steady temperature independent of surroundings.

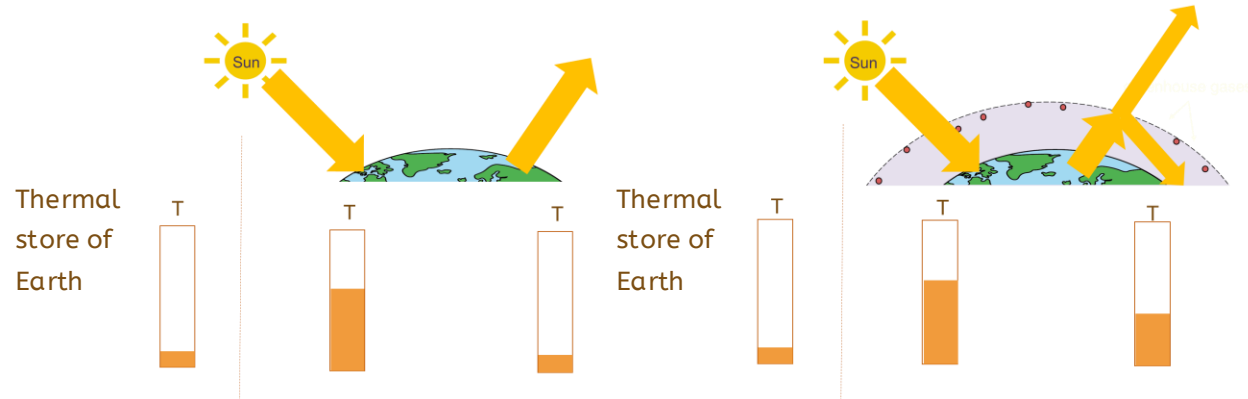
The greater the energy supplied, the greater the fuel use and costs.

To reduce fuel use:



Greenhouse Effect

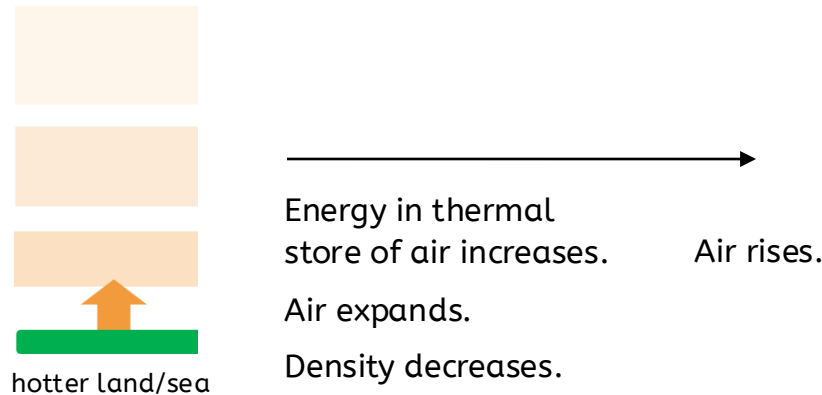
Causes a medium, steady average global temperature.



Weather Systems

Driven by temperature differences of different surfaces of the Earth.

- Low density air exerts less force on Earth's surface: low-pressure.
- Air rises in low-pressure systems.

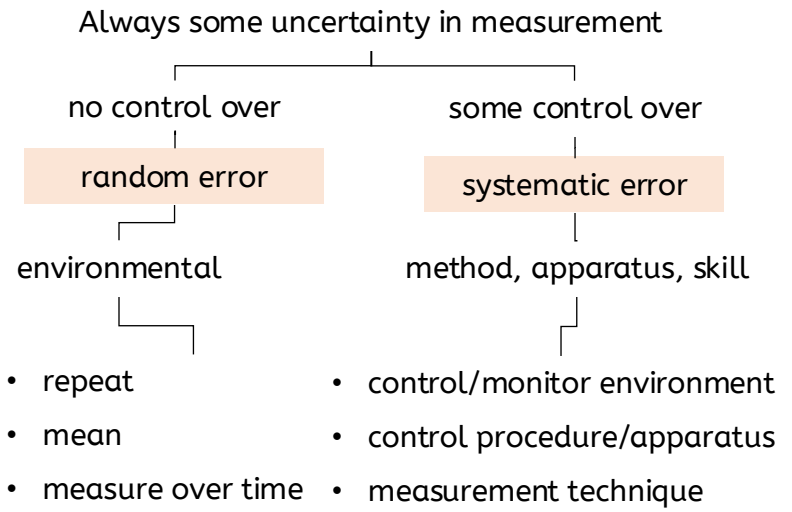


8.01: Heating and cooling

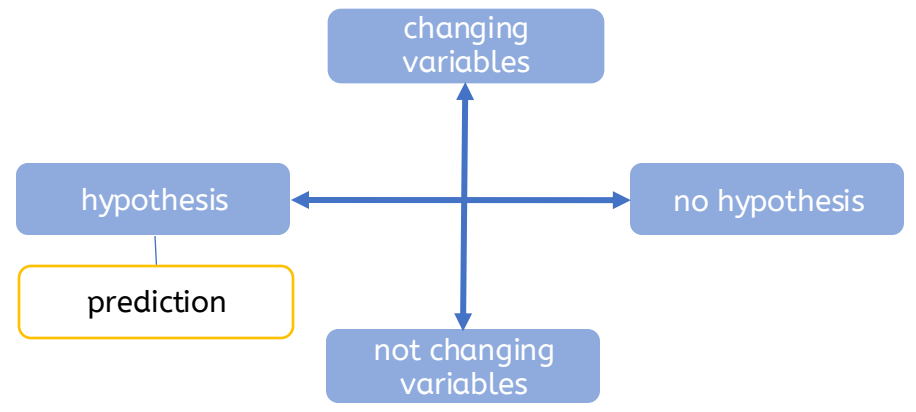


Measurement Error

- the difference between the measured value and the true value of the quantity being measured

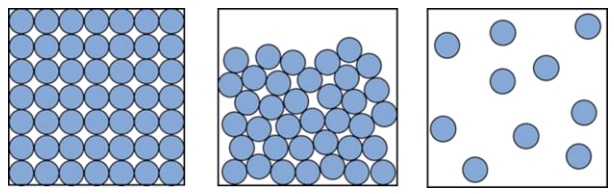


Scientific Methods

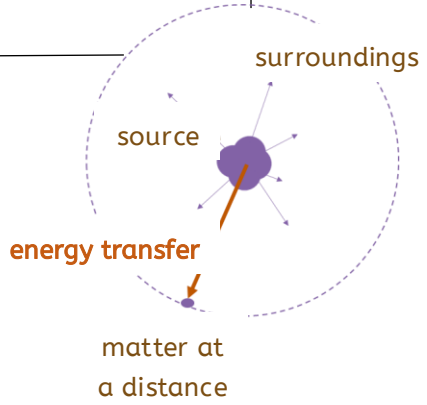


There is not a single way of doing research or a single scientific method.

Using Models



Particle Model



Radiation Model



During events, energy transfers from energy stores by an energy pathway.



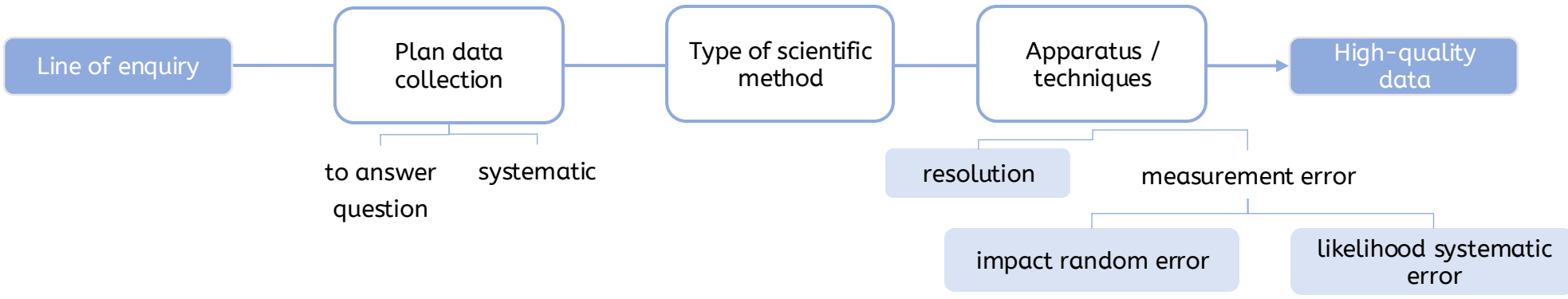
Energy Stores and Pathways



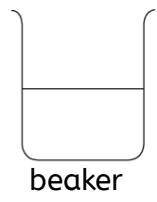
8.01: Heating and cooling



Developing a Method



Equipment



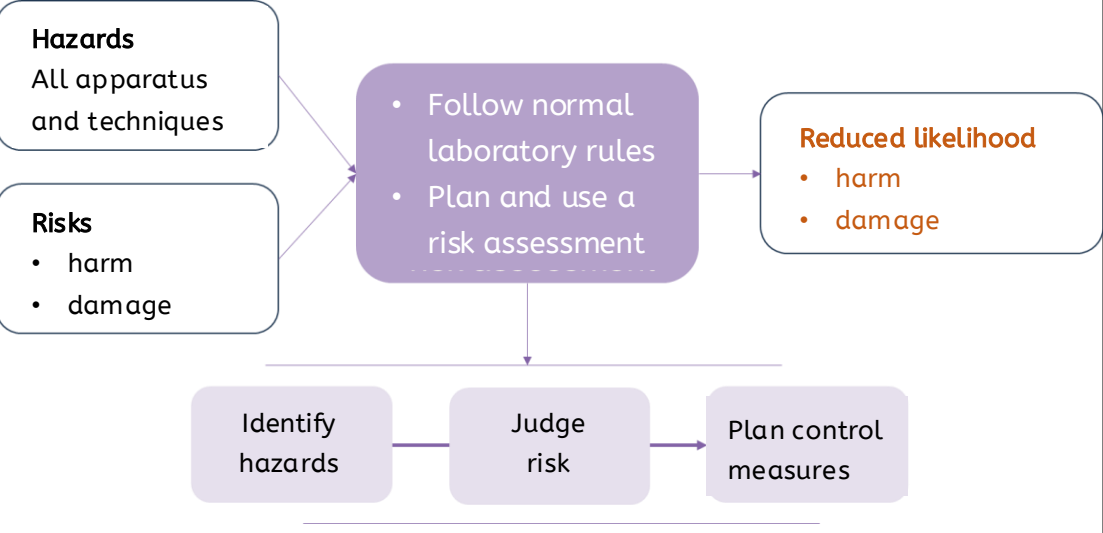
- Select the appropriate size.
- Place on a flat stable surface.
- Graduated markings: approximate volume.
- Pour in/out liquid carefully.
- After heating, move with tongs or wait to cool.
- If stirring, use a stirrer.

Skilful Techniques

To use a liquid thermometer

scale	stir	immersed	stopped	eye level

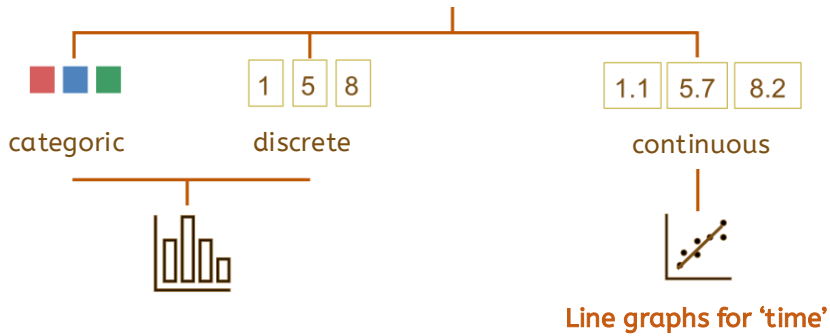
Safe Practicals



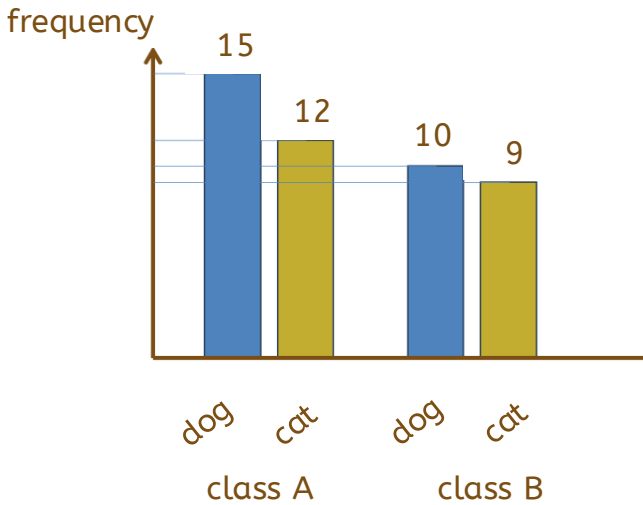
8.01: Heating and cooling



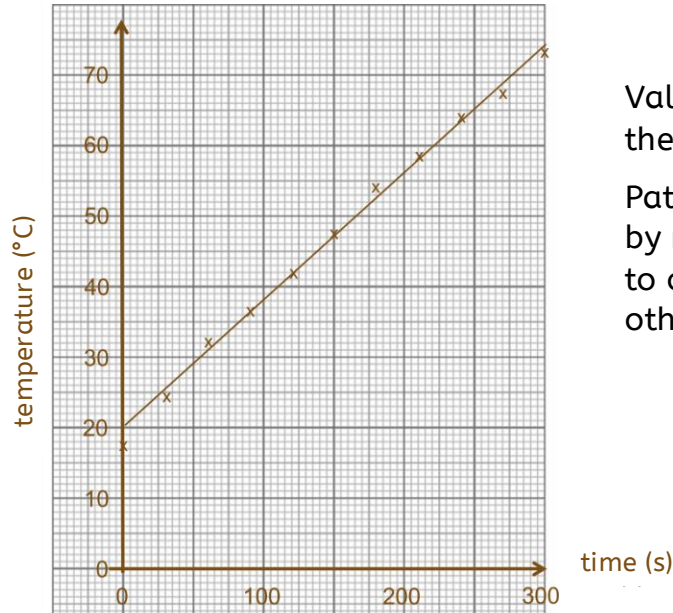
Interpreting Data



Identifying the most appropriate chart or graph depends on the type of data and the line of enquiry:

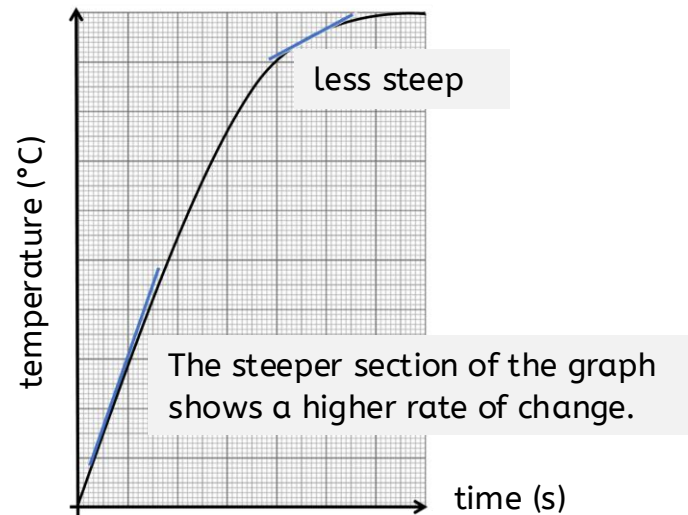


Compound bar charts are useful to compare a variable across different categories.



Values are read off from the best-fit line.

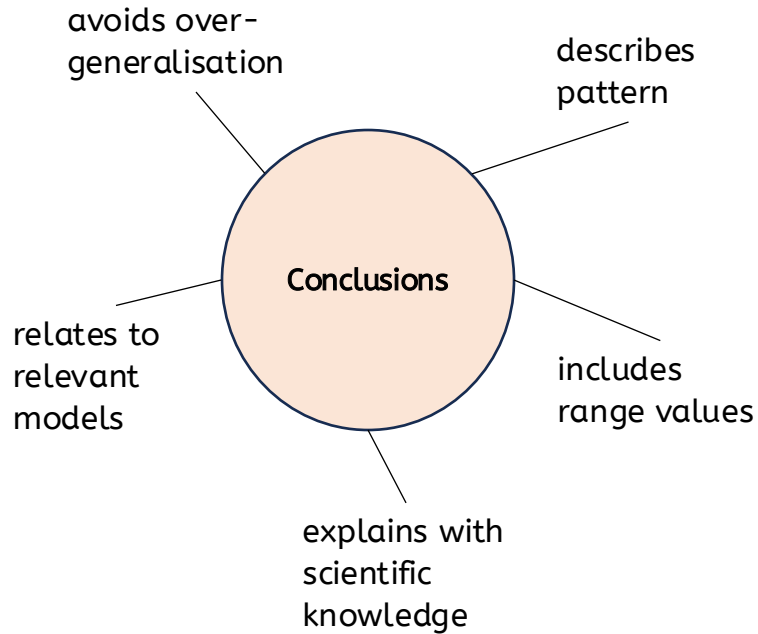
Patterns/trends are found by noticing what happens to one variable when the other is changed.



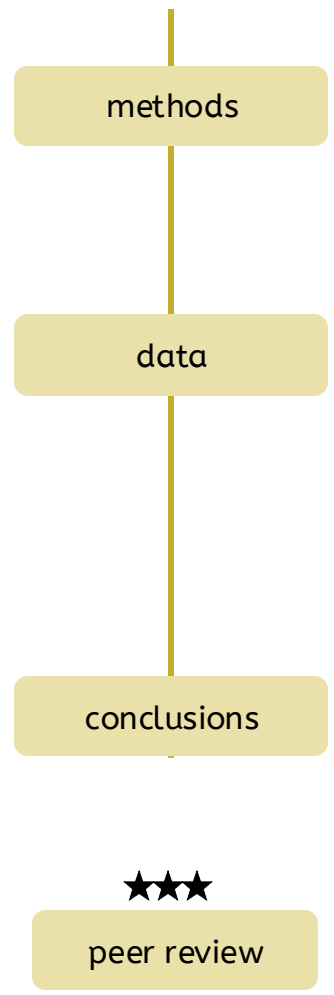
8.01: Heating and cooling



Making Conclusions



Evaluating Quality of Research



- control of variables
 - apparatus
 - techniques
 - skill
- data to answer EQ
- measurement error low
- range
 - systematic intervals
 - high resolution
 - low in anomalies
 - repeatable
 - reproducible
- differences can be observed
- matches multiple datasets
- values and patterns logically follow from the data
 - conclusions are only based on the collected data
 - researcher suggests further research needed

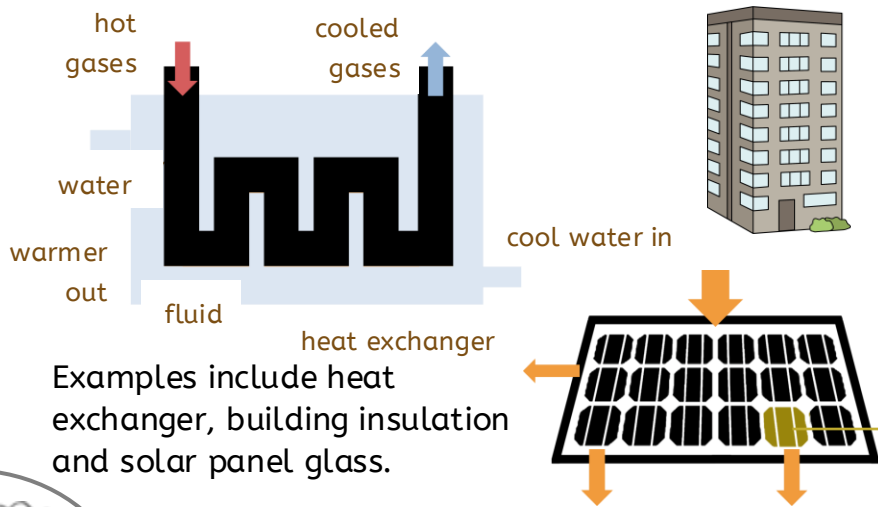
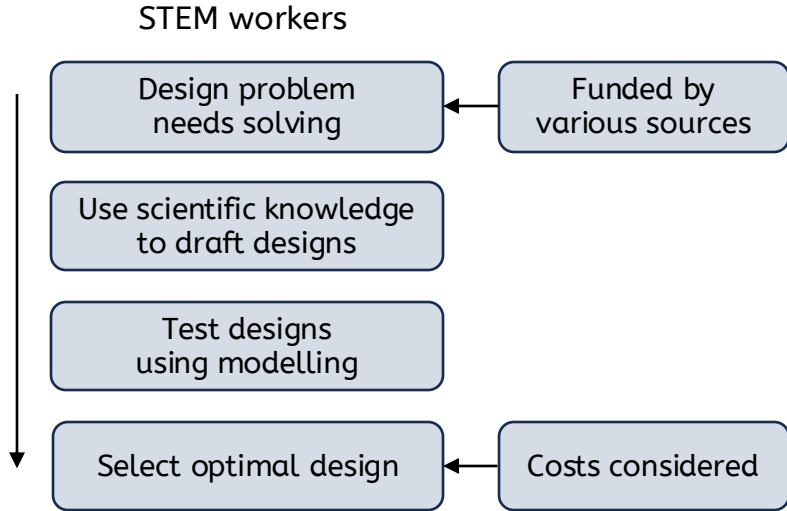
Scientific research is highly valued because of the efforts to produce high-quality data and have it tested by peers.



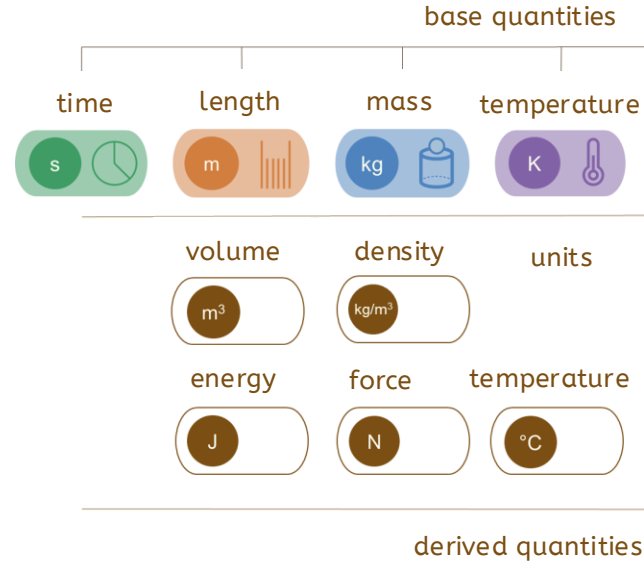
8.01: Heating and cooling



Applications to Industry



Measurement Values



Quantities and their units:

Base quantities: length, mass, time, temperature (K).

Derived quantities include energy, volume and density and the commonly used temperature unit, °C.

Unit Prefixes:

Range of unit prefixes which differ by the factor of 1000.

Prefixes change numbers to a more human scale.

Easier to compare values that have the same unit prefix.

