

Unit I NOTES · Introduction to Physical Science

What is physical science?

- Study of energy + MATTER

• PHYSICS - AND CHEMISTRY - LIGHT



SCIENTIFIC METHOD

① Make an observation → state the problem!

• WHY? HOW? WHAAA?

② GATHER INFORMATION

• WHY? BACKGROUND information to solve problem!

• WHO? DEPENDS!

③ FORM A HYPOTHESIS

• POSSIBLE EXPLANATION FOR PROBLEM

• "Educated guess"

• MUST BE TESTABLE!

• DOESN'T HAVE TO BE RIGHT

④ TESTING A HYPOTHESIS

• EXPERIMENT SETUP (MUST BE REPEATABLE!)

• VARIABLES (VARY = CHANGE)

- Independent Variable: "I change"

- Time, temp, pH

- Dependent variable: changes in

Response to other variables

• CONSTANTS - STAY THE SAME!

- WHY? ONLY WANT TO TEST ONE Thing!



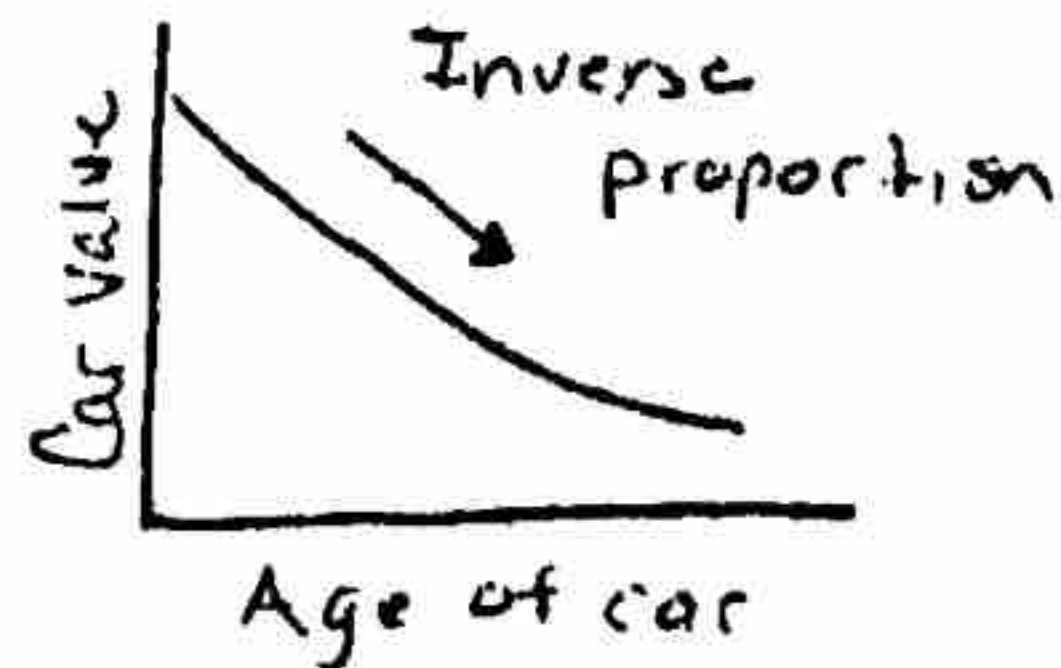
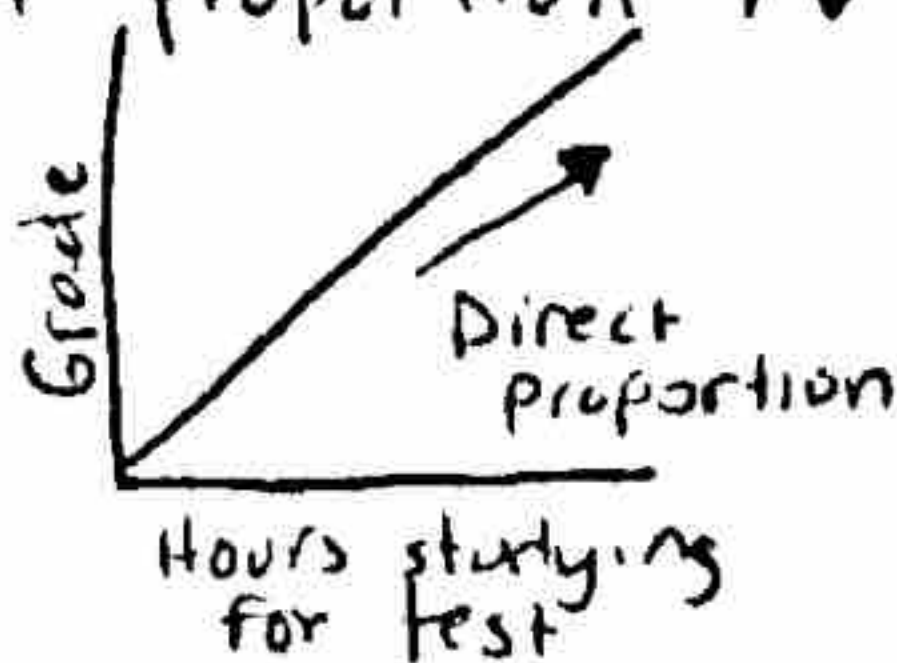
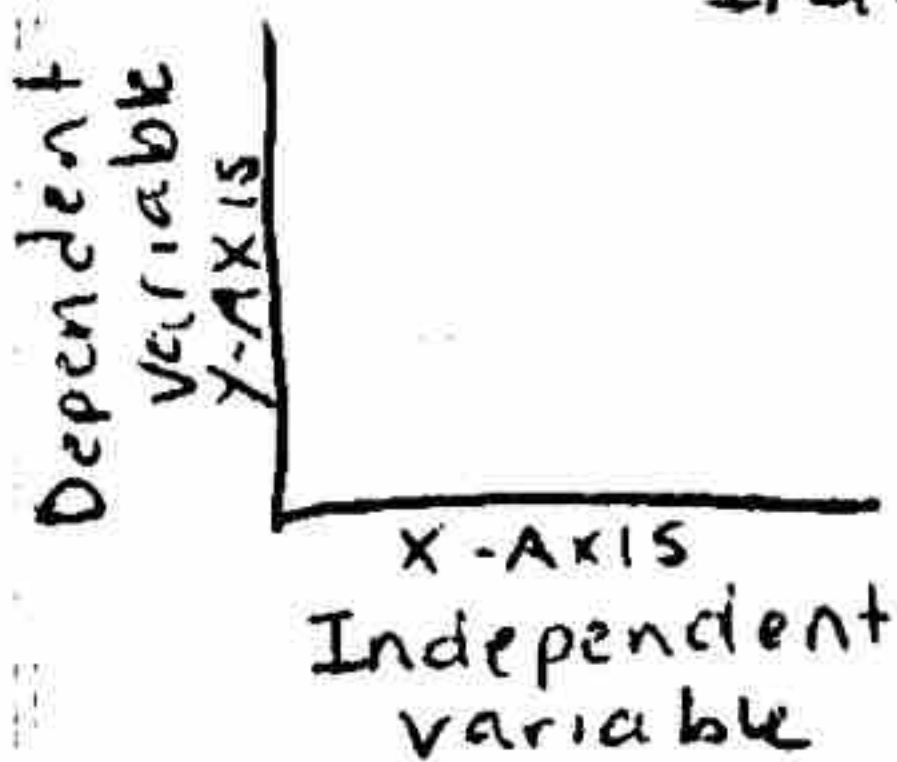
- EXPERIMENTAL GROUP - Receives treatment
 - CONTROL GROUP - NO TREATMENT "Baselining"
- ⑤ ANALYZING DATA
- BASED ON OBSERVATIONS!
- ⑥ DRAW CONCLUSIONS
- IS HYPOTHESIS SUPPORTED?
 - YES - REPEAT EXPERIMENT
 - NO - MODIFY HYPOTHESIS + NEW EXPERIMENT

Presenting Scientific DATA GRAPHS!

- NEED A TITLE

- ① Line graph → changes that occur in TWO RELATED VARIABLES!

- Direct proportion: ↑↑
- Inverse of Indirect proportion: ↑↓

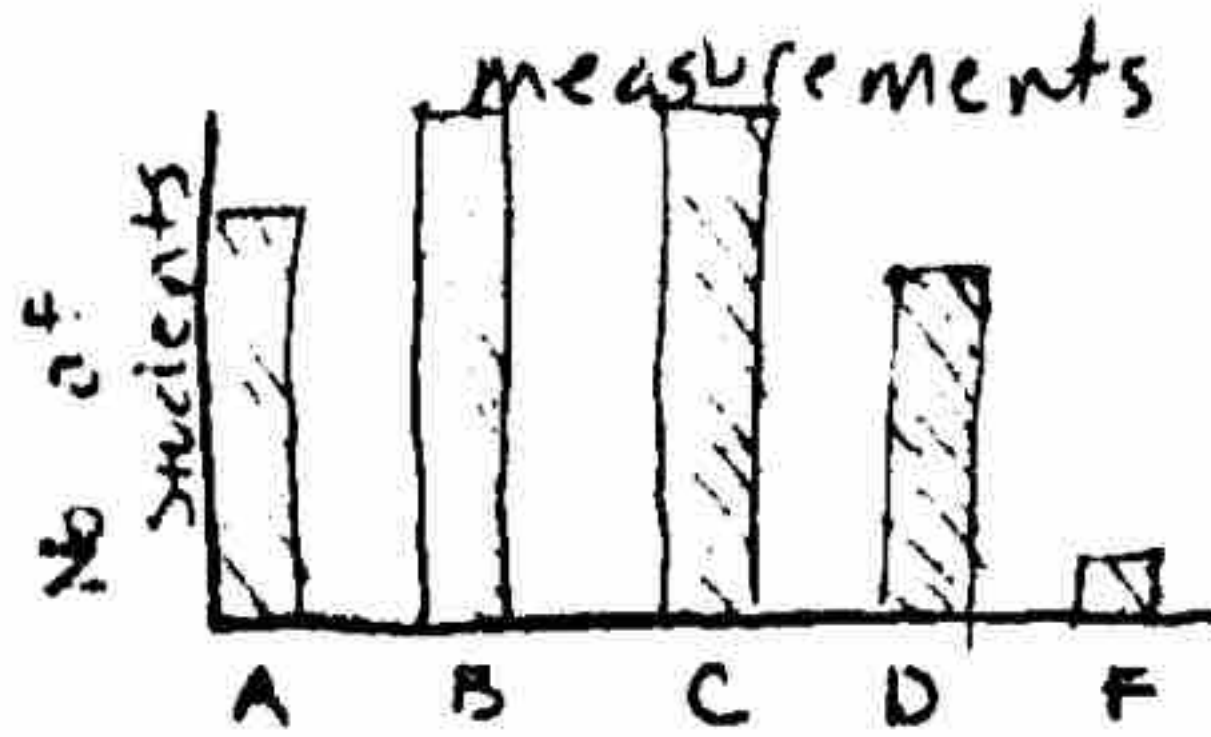


* SLOPE: the rate the independent + dependent variable are changing

$$\text{Slope (m)} \quad m = \frac{\Delta y}{\Delta x} = \text{rise/run}$$

* * * Δ = "change"

② BAR graph ' used to compare sets of

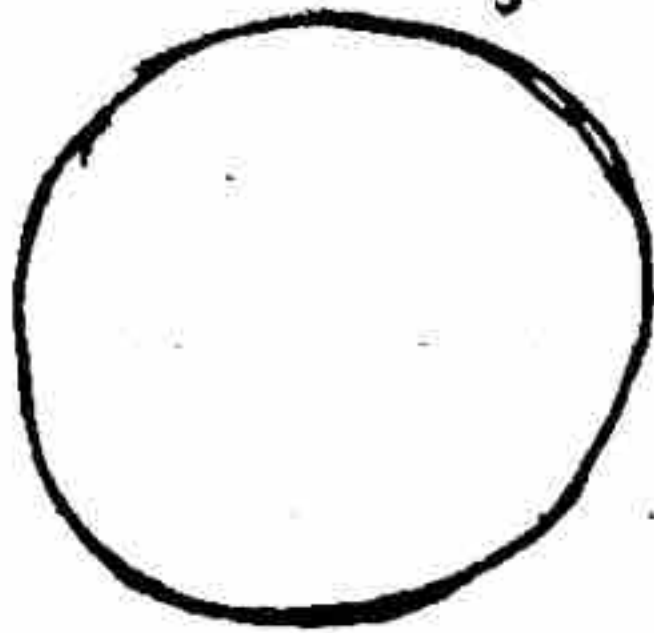


③ CIRCLE graph . shows how parts relate to the whole (100%)

- uses percentages!

- MUST = 100%

TITLE: VIDEO game preferences among students



X-BOX :

PLAYSTATION :

WII :

PC :

NONE :

TOTAL :

UNIT 1 NOTES - MEASUREMENT

* ALL MEASUREMENTS NEED A QUANTITY + UNIT!

* THE SI SYSTEM FOR UNITS *

7 MEASURED QUANTITIES! (WE USE 5)

① Length: longest dimension of object

- Unit: meter (m)

- Tools: Ruler, meter stick



② Mass: the amount of matter in an object

- Unit: Kilogram (kg) (1000 grams)

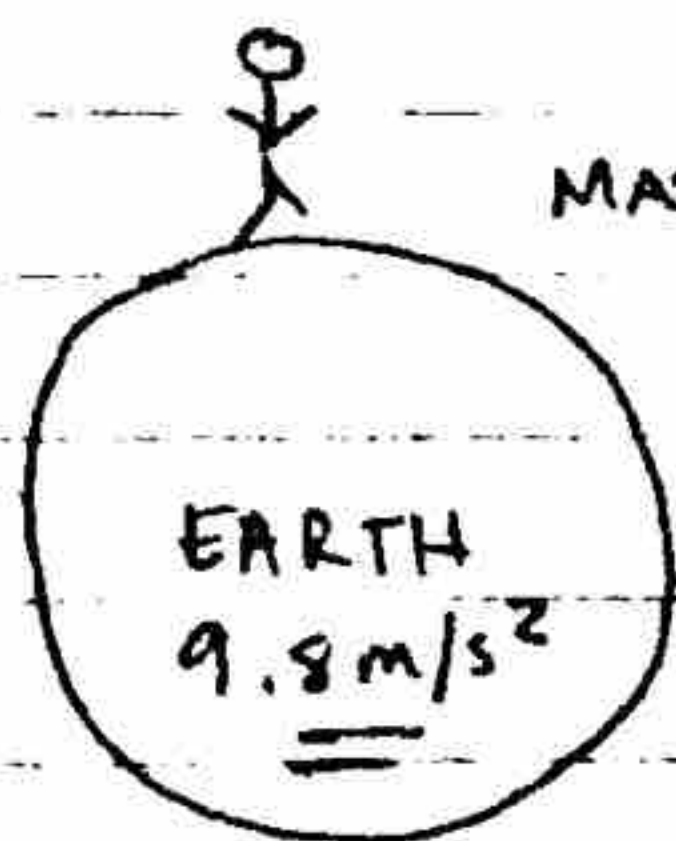
- Tools: Balance, scale

HEY! I KNOW POUNDS - CONVERT!

2.2 lbs = 1 kg so,

$$150 \text{ lbs} \cdot \frac{1 \text{ kg}}{2.2 \text{ lbs}} = 68.18 \text{ kg}$$

* MASS VERSUS WEIGHT *



$$\text{MASS} = 68.18 \text{ kg} \times 9.8 \text{ m/s}^2$$

N



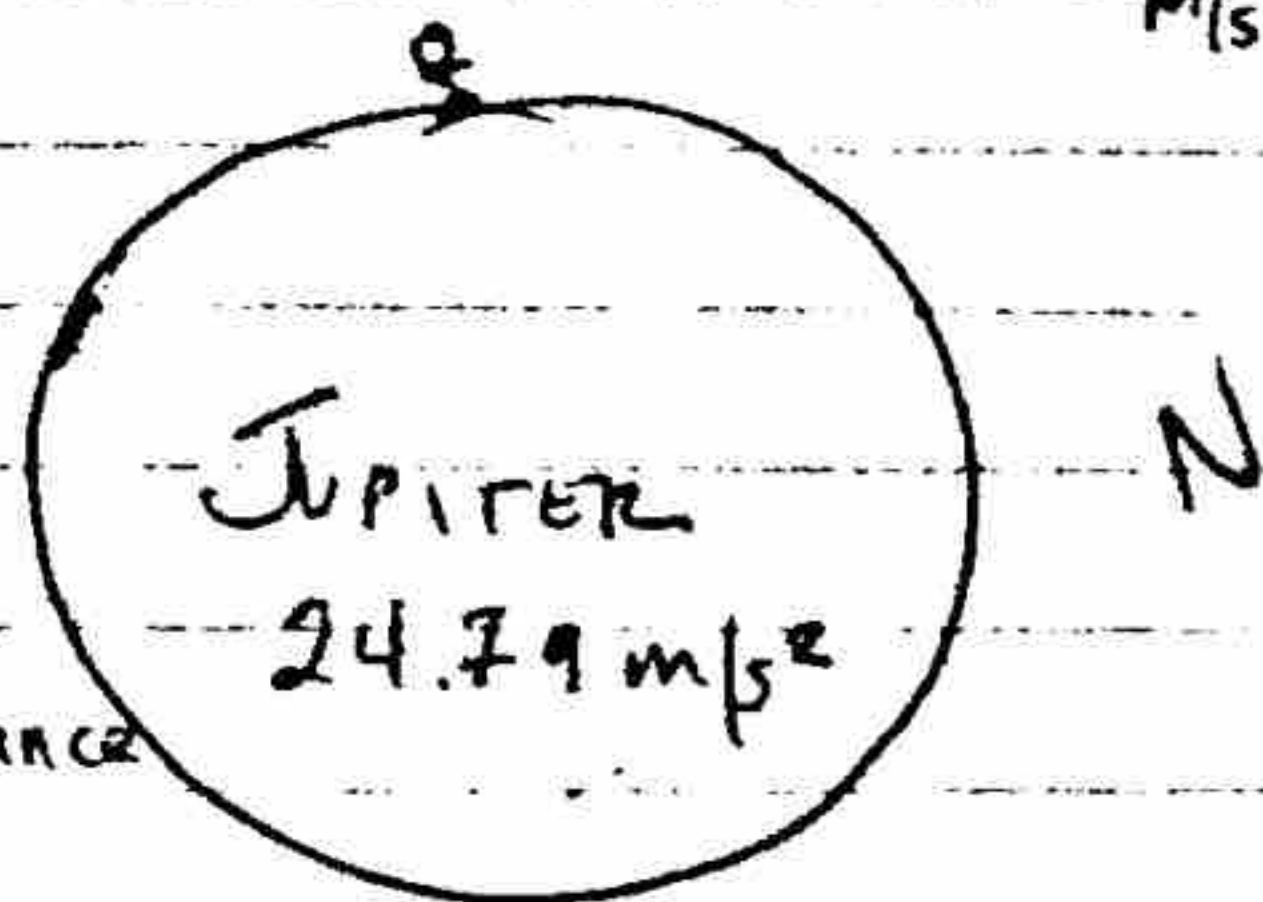
$$\text{MASS} = 68.18 \text{ kg} \times 1.62 \text{ m/s}^2$$

N

$$\text{MASS} = 68.18 \text{ kg} \times 24.79 \text{ m/s}^2$$

N

* WEIGHT IS BASED ON GRAVITY!



* Gravity is based on size + distance

- WEIGHT VARIES ↗

- MASS STAYS THE SAME

③ TEMPERATURE

- Quantitative expression of hot/cold

- ~~UNIT~~ UNIT: Kelvin (K), what?

$$^{\circ}\text{F} \rightarrow ^{\circ}\text{C} \rightarrow \text{K}$$

① $^{\circ}\text{F} \rightarrow ^{\circ}\text{C}$

$$^{\circ}\text{C} = \frac{5}{9} (^{\circ}\text{F} - 32) \quad \text{or}$$

$$^{\circ}\text{F} = \frac{9}{5} (^{\circ}\text{C}) + 32$$

0°C	0°C	Freezing
100°		Boiling
32°F	212°F	

② $^{\circ}\text{C} \rightarrow \text{K}$

$$\text{K} = 273.15 + ^{\circ}\text{C}$$

- TOOL: thermometer

④ Time (Time travel joke?)

- Interval between two events

- Unit: seconds (s)

- Tools: Clock, stopwatch

⑤ Electric current

- Flow of electric charge $- \rightarrow +$

- Unit: ampere (A)

- Tool: ammeter

TWO OTHER IMPORTANT MEASUREMENTS!

① Volume

- Amount of space an object takes up

- Units: cubic meters m^3

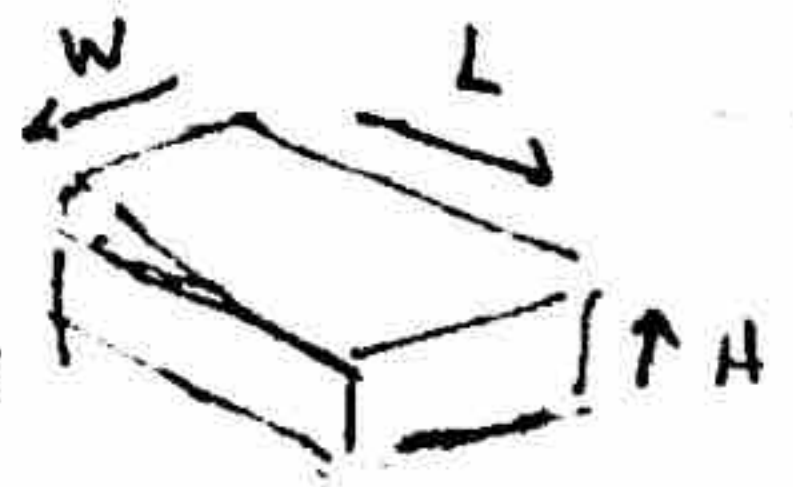
Often seen as cm^3 or mL



Finding volume

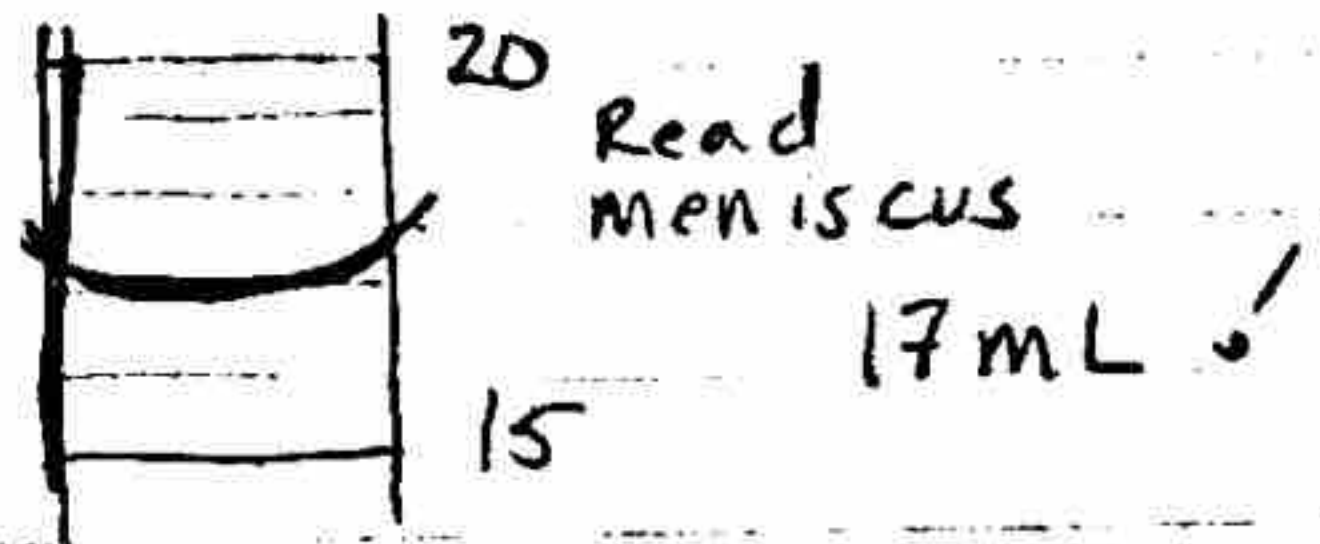
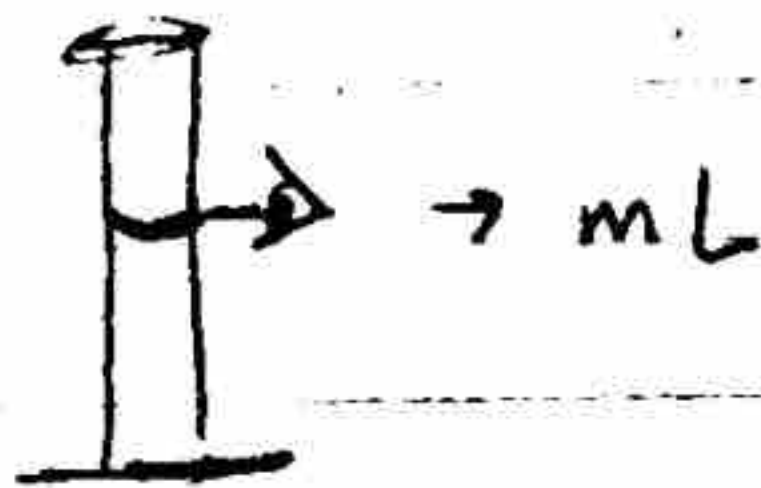
① Regular shaped objects

$$V = l \times w \times h \rightarrow m^3 \text{ or } cm^3$$



② Liquids →

pour in graduated cylinder



③ Displacement method

Step 1: Find original volume (V_i)

Step 2: Add object to cylinder.
Find final volume (V_f)

Step 3: Calculate volume

$$V_{\text{object}} = V_f - V_i$$

④ DENSITY: mass per unit volume

unit: kg/m^3

g/mL , g/cm^3

$$\text{Density} = \frac{\text{mass}}{\text{volume}}$$

Water = $1.0 g/cm^3$

Higher density → sinks!

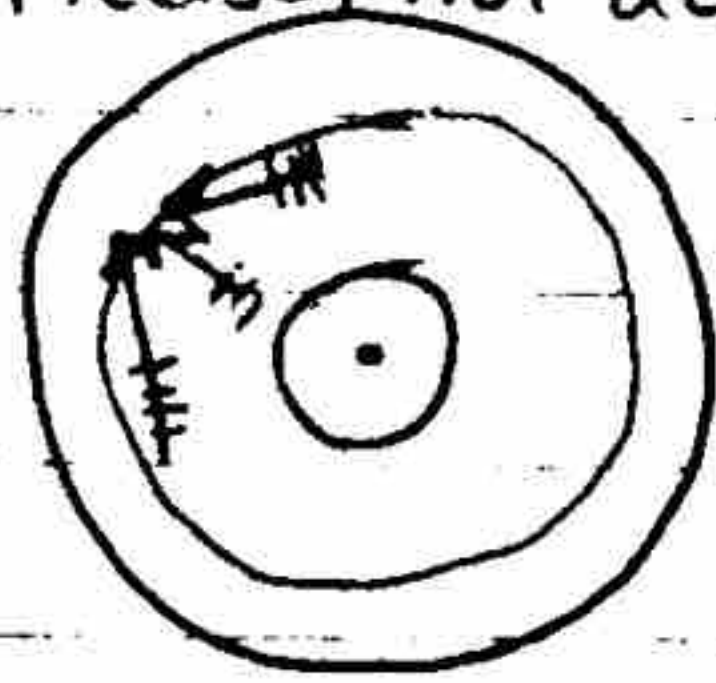
Lower density → floats!

Units of measurement

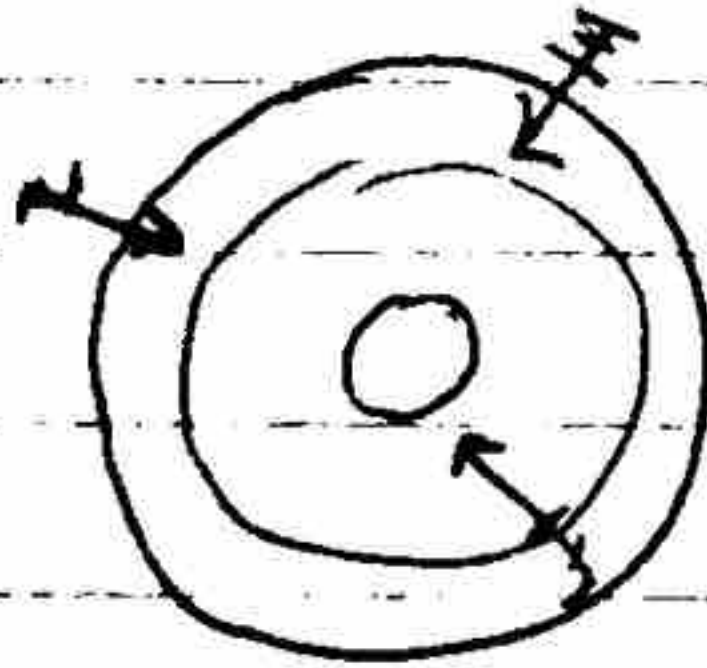
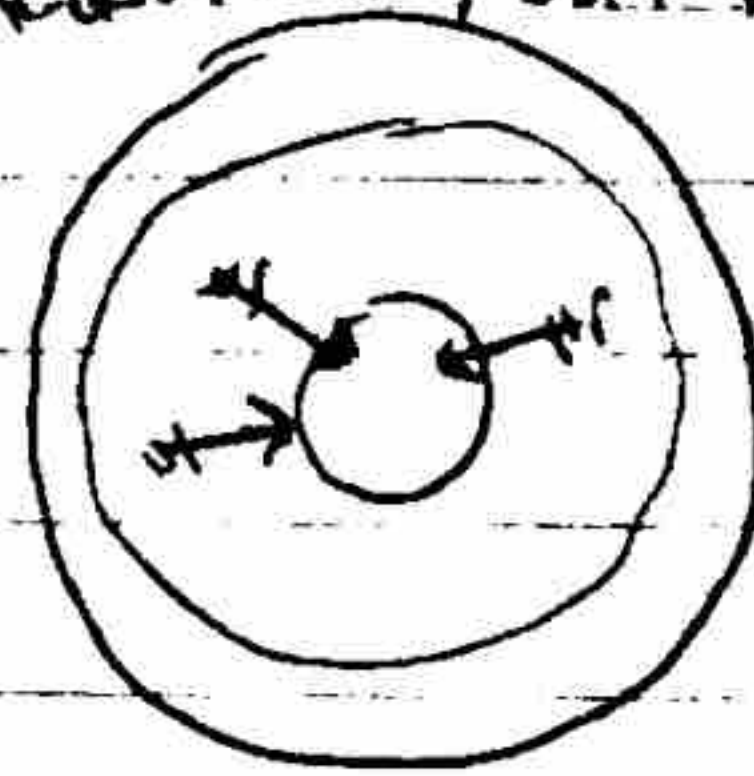
Precision: How exact a measurement is

Accuracy: closeness of a measurement to the actual value

Precise, not accurate!



Accurate, but not precise!



ARE YOU EVEN PLAYING?
NOT PRECISE,
NOT ACCURATE

Precise +
Accurate!

