



<p>Matter: anything that has mass + volume (takes up space)</p> <p>Physical Properties: properties that do not change the chemical make up of a substance</p>	<p>Solid, liquid, gas, plasma</p> <p>color, phase (state), texture, mass, shape, size, weight, volume, density</p>
<p>Physical Properties of pure substances that are <u>dependent</u> on the amount of matter. These properties will vary depending on the amount you have.</p> <p>Mass: amount of matter in something</p> <p>Weight: pull of gravity on an object's mass</p> <p>Volume: amount of space matter takes up</p>	<p>How do you measure these properties:</p> <p>} Scale balance</p> <p><math>L \times W \times H =</math> Volume graduated cylinder beaker</p> <p>irregular object: displacement</p>
<p>Physical Properties of pure substances that are <u>independent</u> of the amount of matter. It does not matter how much you have, these properties will <u>stay the same</u>.</p> <p>Melting Point: temperature at which a solid melts</p> <p>Boiling Point: temperature at which a liquid boils</p> <p>Density: the amount of matter in a given space "heavy" for its volume</p> <p>Solubility: the ability of one substance to dissolve into another substance</p>	<p>How do you measure these properties:</p> <p><math>S \rightleftharpoons L</math></p> <p>Water (solid) same as freezing point. <math>0^{\circ}\text{C}</math> or <math>32^{\circ}\text{F}</math></p> <p>Water: <math>100^{\circ}\text{C}</math> or <math>212^{\circ}\text{F}</math></p> <p><math>\frac{m}{V} = \frac{\text{mass}}{\text{Volume}}</math> density =  "how tightly packed" </p>