

Study Guide on Atoms & Light

Building Blocks of ATOMS:

Electrons (-)

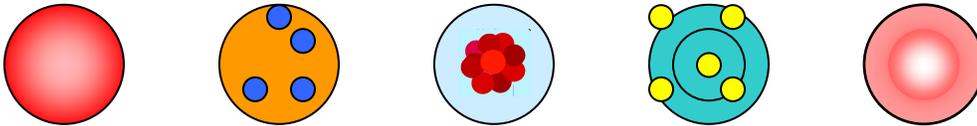
Protons (+)

Neutrons (~)

electrons = # protons in a neutral atom = Atomic Number

neutrons can vary (see: isotopes)

Models of Atoms:



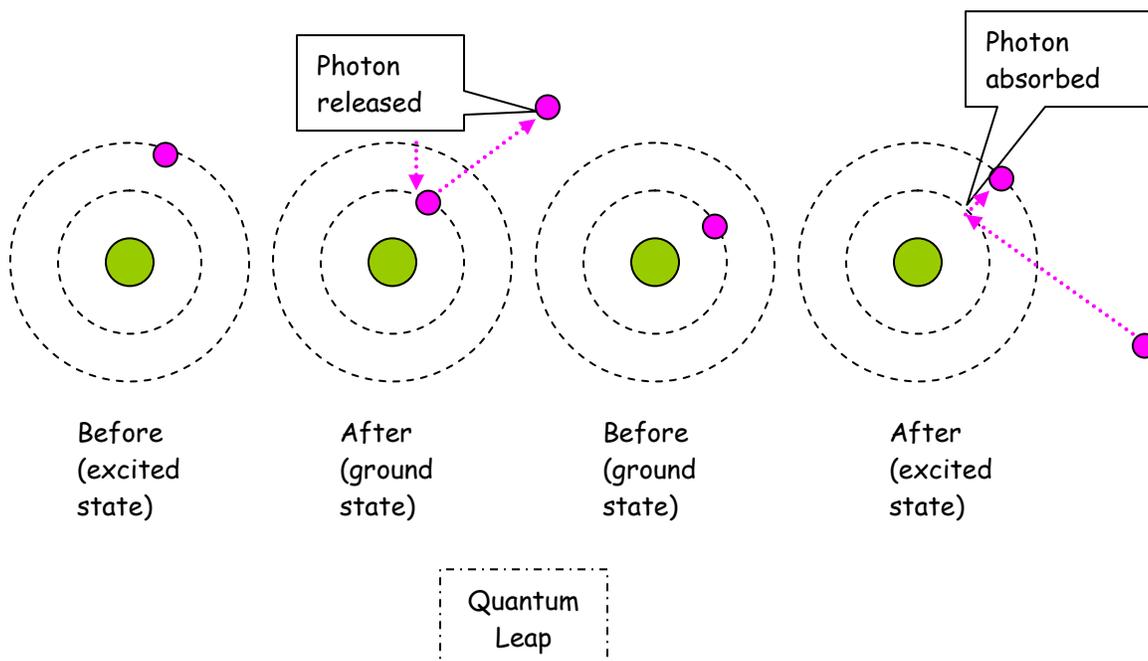
1. **Billiard Ball** - Dalton, 1807 (indivisible, solid particles): Matter can be divided into individual particles

2. **Plum Pudding** - Thompson, 1903: Elemental particles further divided (+ pudding with - raisins)

3. **Nuclear** - Rutherford, 1911 (alpha particles thru gold foil deflected by nuclei): Something small and hard in the center of the atom (atomic)

4. **Planetary** - Bohr, 1913 (Quantized energy): Particles orbit nucleus

5. **Electron Probability Cloud** - Schrodinger, 1926: Unknown location of electrons, density of "cloud" determines probability that they exist in a particular location



Atomic Excitation

Quantum leaps of electrons
Photons emitted or absorbed

Planck's hypothesis: $E = hf$

The higher the frequency of light, the greater the energy of its photons.

Planck's Hypothesis

Energy is "quantized"

Oscillators can have only discrete restricted amounts of energy

$$E=hf$$

Energy = Planck's constant * frequency

Heisenberg's Uncertainty Principle

- It is impossible to simultaneously know a particle's exact position and velocity.

Photoelectric effect

Direct conversion of radiant light energy into electrical energy by shining high frequency light onto metal surface: photons are absorbed and cause energized electrons to leave the metal atoms, thereby causing a flow of electrons carrying charge, or electric current.

Dual Nature of Light (and particles/electrons)

Waves/particles

Dual Nature of Light

- Light sometimes must be described as a wave, and sometimes as a particle (or packet) in order to explain certain phenomena.
- Wave nature explains:
 - Diffraction
 - Interference
 - Polarization
 - Refraction
- Particle nature explains:
 - Photoelectric effect

Emission/Absorption Spectra

Glowing hot items give off EM photons as electrons return to ground state.