

MEGA LECTURE

Q1.

- 2** (a) speck of light that moves haphazardly/randomly/jerkily/etc. B1 B1 [2]
- (b) randomness of collisions would be 'averaged out' so less (haphazard) movement B1 B1 [2]
(do not allow 'more massive so less movement')

Q2.

- 3** (a) sum of (random) kinetic and potential energies of the atoms/molecules of the substance M1 A1 [2]
- (b) (i) potential energy unchanged as atoms remain in same positions allow 'reduced because atoms slightly closer together' vibrational kinetic energy reduced because temperature lower so internal energy less M1 M1 A1 [3]
- (ii) potential energy increases because separation increases kinetic energy unchanged because temperature unchanged so internal energy increases M1 M1 A1 [3]

Q3.

- 4** (a) mass per unit volume (ratio idea must be clear, not units) B1 [1]
- (b) (i) pressure is same at the surface of mercury because at same horizontal level B1 [1]
- (ii) $h\rho g$ is same for both
 $53 \times 10^{-2} \times 1.0 \times 10^3 \times g = 71 \times 10^{-2} \times \rho \times g$
 $\rho = 7.5 \times 10^2 \text{ kg m}^{-3}$ B1 C1 A1 [3]

Q4.

- 3** (a) mass / volume (ratio idea essential) B1 [1]
- (b) (i) mass = $Ah\rho$ B1 [1]
- (ii) pressure = force/area
 weight (of liquid)/force (on base) = $Ah\rho g$
 pressure = $h\rho g$ B1 B1 A0 [2]
- (c) (i) ratio = 1600 or 1600:1 A1 [1]
- (ii) ratio = $\sqrt[3]{1600}$
 = 11.7 (allow 12) C1 A1 [2]



- (d) (i) density of solids and liquids are (about) equal B1 [1]
- (ii) strong forces: fixed volume B1
 rigid forces: retains shape / does not flow / little deformation B1 [2]
(allow 1 mark for fixed volume, fixed shape)

Q5.

- 4 (a) (i) solid has fixed volume and fixed shape/incompressible B1 [1]
- (ii) gas fills any space into which it is put B1 [1]
- (b) atoms/molecules have (elastic) collisions with the walls (of the vessel) B1
 momentum of atom/molecule changes B1
so impulse (on wall)/force on wall B1
 random motion/many collisions (per unit time) gives rise to
 (constant) force/pressure B1 [4]
- (c) spacing (much) greater in gases than in liquids/about ten times C1
either spacing depends on $1/\sqrt{\rho}$
or ratio of spacings is about 8.8 A1 [2]

Q6.

- 6 (a) any two of:
 large number of molecules / atoms / particles
 molecules in random motion
 no intermolecular forces
 elastic collisions
 time of collisions much less than time between collisions
 volume of molecules much less than volume of containing vessel B1 + B1 [2]
- (b) molecules collide with the walls
change in momentum of molecules implies force (on molecules)
 molecules exert equal and opposite force on wall
 pressure is averaging effect of many collisions
(any three statements, 1 each) B3 [3]

Q7.


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- 7 (a) density in solids and liquids similar M1
 spacing in solids and liquids about the same A1
 density in gases much less as spacing in gases much greater B1 [3]
- (b) density = mass / volume C1
 mass = 1.67×10^{-27} kg and volume = $\frac{4}{3} \pi r^3$ C1
 density = $(1.67 \times 10^{-27}) / \frac{4}{3} \times \pi \times (1.0 \times 10^{-15})^3$
 = 3.99×10^{17} kg m⁻³ A1 [3]
- (c) atoms / molecules composed of large amount of empty space / nucleus has very small volume compared to volume of atom / space between atoms in a gas is very large B1 [1]

Q8.

- 3 (a) $V = h \times A$
 $m = V \times \rho$
 $W = h \times A \times \rho \times g$
 $P = F / A$
 $P = h\rho g$
 P is proportional to h if ρ is constant (and g) B1
 B1
 B1 [4]
- (b) density changes with height B1
 hence density is not constant with link to formula B1 [2]

Q9.

- 4 (a) pressure = force / area (normal to force) A1 [1]
- (b) molecules/atoms/particles in (constant) random/haphazard motion B1
 molecules have a change in momentum when they collide with the walls M1
 (force exerted on molecules) therefore force on the walls A1
 reference to average force from many molecules/many collisions A1 [4]
- (c) elastic collision when kinetic energy conserved B1
 temperature constant for gas B1 [2]

Q10.



- 4 (a)** apparatus: cell with particles e.g. smoke (container must be closed) B1
 diagram showing suitable arrangement with light illumination and microscope B1 [2]
- (b)** specks / flashes of light M1
 in random motion A1 [2]
- (c)** cannot see what is causing smoke to move hence molecules smaller than smoke particles (B1)
 continuous motion of smoke particles implies continuous motion of molecules (B1)
 random motion of particles implies random motion of molecules (B1)
 max. 2 [2]

Q11.

- 5 (a)** metal: crystalline / lattice / atoms in regular pattern B1
 (atoms in regular) pattern that repeats itself (within crystal) B1 [2]
 polymer: long chains of atoms / molecules B1
 chain consists of 'units' that repeat themselves B1 [2]
- (b) (i)** e.g. latex is soft / not strong / flows / ductile B1
 elastic limit easily exceeded B1 [2]
 (allow any two sensible comments, 1 each)
- (ii)** more solid / does not flow / stronger / higher ultimate tensile stress
 more brittle
 elastic limit much higher
 increased toughness
 (any two, 1 each) B2 [2]

Q12.

- 5 (a)** haphazard / random / erratic / zig-zag movement M1
 of (smoke) particles (do not allow molecules / atoms) A1 [2]
- (b)** motion is due to unequal / unbalanced collision rates (on different faces) B1
 (unequal collision rate due to) random motion of (gas) molecules / atoms B1 [2]
- (c) either** collisions with air molecules average out M1
 this prevents haphazard motion A1 [2]
or particle is more massive / heavier / has large inertia (M1)
 collisions cause only small movements / accelerations (A1)

Q13.



- 2 (a) (i) e.g. (phase) change from liquid to gas / vapour
 thermal energy required to maintain constant temperature B1 [1]
 (do not allow 'convert water to steam')
- (ii) e.g. evaporation takes place at surface B1
 boiling takes place in body of the liquid B1
 e.g. evaporation occurs at all temperatures B1
 boiling occurs at one temperature B1 [4]
- (b) (i) volume = ($\frac{48}{4.5}$) 10.7 cm³ A1 [1]
- (ii) 1 volume = 10.7 / (6.0 × 10²³)
 = 1.8 × 10⁻²³ cm³ A1 [1]
 2 separation = $\sqrt[3]{(1.8 \times 10^{-23})}$
 = 2.6 × 10⁻⁸ cm A1 [1]
- [Total: 8]**

Q14.

- 2 crystalline: atoms / ions / particles in a regular arrangement / lattice
 long range order / orderly pattern B1
 (lattice) repeats itself (1)
- polymer: long chain molecules / chains of monomers B1
 some cross-linking between chains / tangled chains (1)
- amorphous: disordered arrangement of molecules / atoms / particles B1
 any ordering is short-range (1)
 (three 'B' marks plus any other 2 marks) B2 [5]

Q15.

- 1 (a) density = mass / volume B1 [1]
- (b) density of liquids and solids same order as spacing similar / to about 2×
 density of gases much less as spacing much more B1
 or density of gases much lower hence spacing much more B1 [2]
- (c) (i) density = 68 / [50 × 600 × 900 × 10⁻⁹]
 = 2520 (allow 2500) kg m⁻³ C1
 A1 [2]
- (ii) $P = F / A$ C1
 = 68 × 9.81 / [50 × 600 × 10⁻⁶]
 = 2.2 × 10⁴ Pa C1
 A1 [3]

Q16.


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- 3 (a)** pressure = force / area B1 [1]
- (b)** molecules collide with object / surface and rebound B1
 molecules have change in momentum hence force acts B1
 fewer molecules per unit volume on top of mountain / temperature is less
 hence lower speed of molecules B1
 hence less pressure A0 [3]
- (c) (i)** $\rho = m / V$ C1
 $W = V\rho g = 0.25 \times 0.45 \times 9.81 \times 13600$ C1
 $= 15000$ (15009) N A1 [3]
- (ii)** $p = W / A$ (or using $p = \rho gh$) = 15009 / 0.45 A1 [1]
 $= 3.3 \times 10^4$ Pa
- (iii)** pressure will be greater due to the air pressure (acting on the surface of the liquid) B1 [1]

Q17.

- 3 (a)** metal: regular / repeated / ordered arrangement / pattern / lattice or long range order (of atoms / molecules / ions) B1
 polymer: tangled chains (of atoms / molecules) or long chains (of atoms / molecules / ions) B1
 amorphous: disordered / irregular arrangement or short range order (of atoms / molecules / ions) B1 [3]
- (b)** metal: straight line or straight line then curving with less positive gradient B1
 polymer: curve with decreasing gradient with steep increasing gradient at end B1 [2]

Q18.

- 1** volume = $\pi (14 \times 10^{-3})^2 \times 12 \times 10^{-3}$ (=7.389 $\times 10^{-6}$ m³) C1
 density = mass / volume [any subject] C1
 mass = $6.8 \times 10^3 \times 7.389 \times 10^{-6} = 0.0502$
 weight = mg C1
 $= 0.0502 \times 9.81 = 0.49$ N (mark not awarded if not to **two** s.f.) A1 [4]



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