

pH Scale Sim

design version 4

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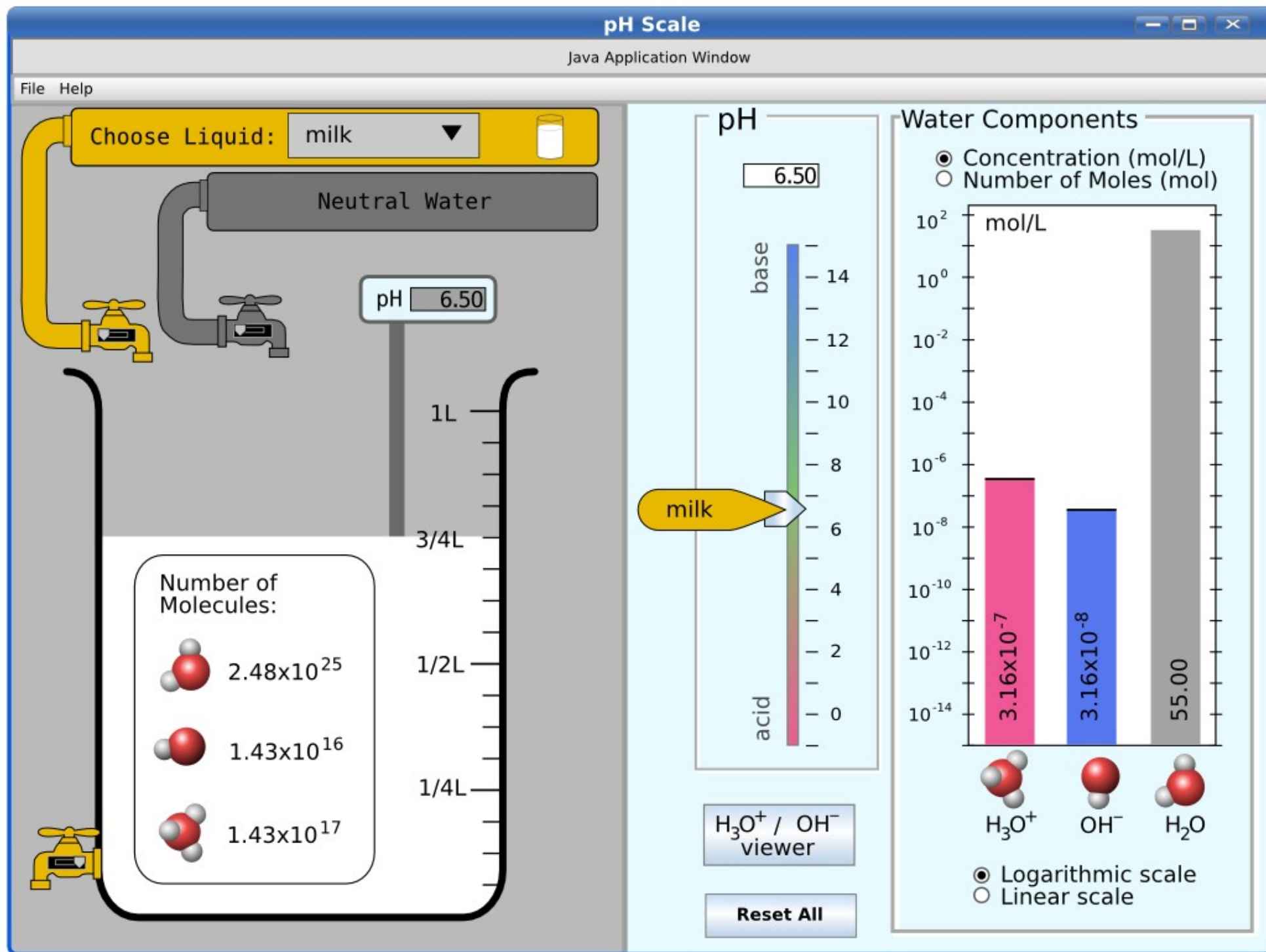
June 1, 2007

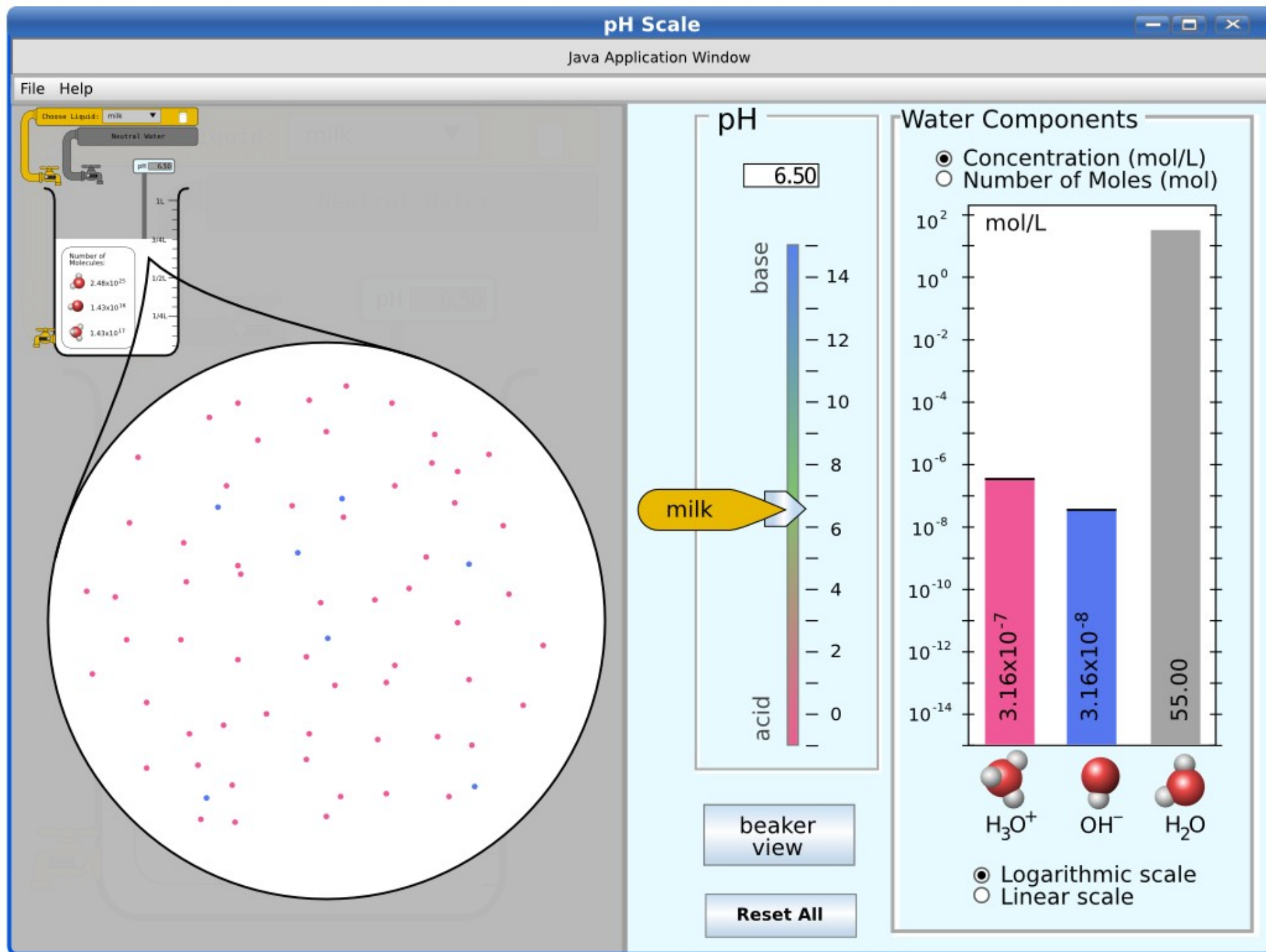
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Basic Sim Operation

- pH slider
 - affects the number of speck-molecules shown in the beaker and the bars in the bar chart
 - does not affect the label tag (see "choose a liquid")
- bar charts
 - radio buttons for "concentration" and "number of moles"
 - concentration
 - mol/L bars of both OH and H₃O are drag-able, and tied to the pH slider
 - number of moles
 - all three bars are drag-able
 - changing the OH and H₃O bars moves the pH slider
 - changing the H₂O slider turns on the faucet/drain (for increasing/decreasing the bar height) to change volume in beaker
- faucet and drain
 - cannot fill above 1 liter
 - neutral water can be added to any liquid (it then becomes "custom")
- Choose a liquid
 - when a new liquid is chosen, the beaker liquid disappears and the faucet turns on to fill with the new liquid
 - a label tag appears on the pH slider to indicate the pH of the current and previous liquids chosen
- Number of Molecules
 - continuous display of the number of the three molecules in the beaker





Learning Goals

Students will be able to use pH scale to write descriptions that demonstrate how to:

- A. Determine if a solution is acidic or basic
- B. Determine if a solution weak or strong by looking at the pH
- C. Place acids or bases in relative order
- D. Describe on a molecular scale, with illustrations, how the water equilibrium varies with pH
- E. Determine concentration of hydroxide, hydronium and water at a given pH

New learning goals (rough):

- 1. pH does not change with volume
- 2. diluting with water moves pH closer to 7