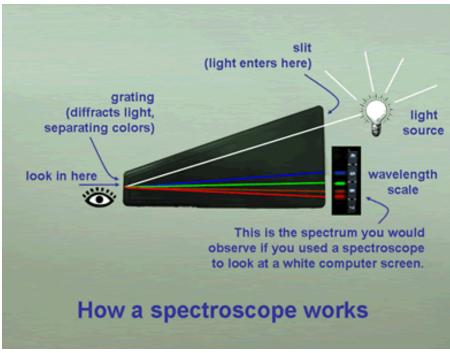
#### **Spectroscope Activity**

What do you see?

What do you think it means?

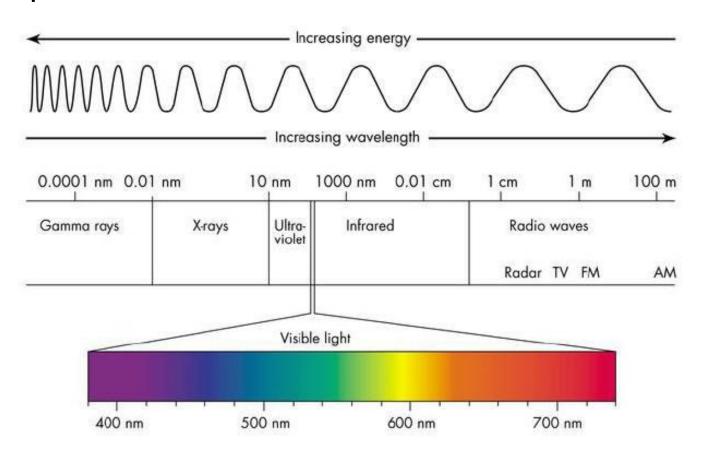
What is the source of what you observe?





#### **Light & Atomic Structure**

Visible light consists of electromagnetic (EM) waves which our retina can detect and our brain can interpret.



#### **Light & Atomic Structure**

In a vacuum, all EM waves travel at the speed of light.

$$c = I \times f$$

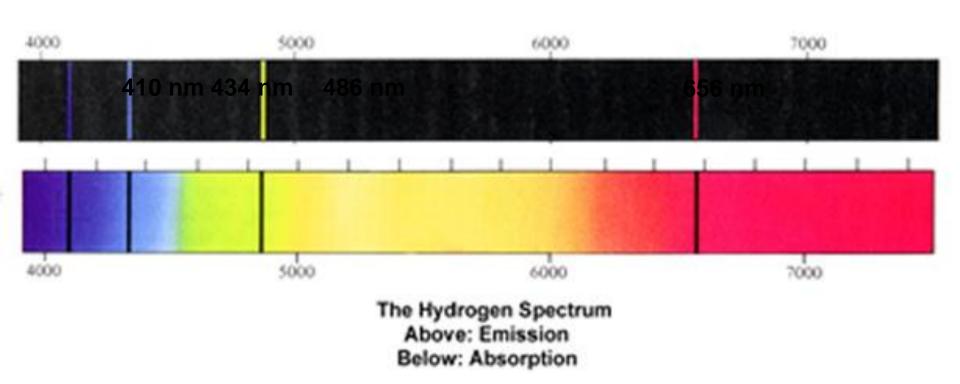
 $c = speed of light = 3.00 \times 10^8 \text{ m/s}$ 

I = wavelength in meters

 $f = frequency in Hertz (Hz = s^{-1})$ 

#### **Light & Atomic Structure**

Each shade of colour is a result of a very specific wavelength of light.

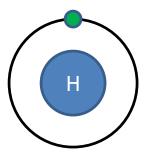


#### **Light & Atomic Structure**

Why do these lines appear?

The electrons of atoms prefer to remain at the lowest energy level.

Draw the Bohr-Rutherford diagram of H.

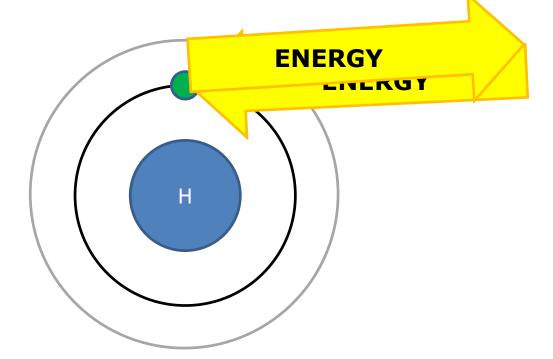


What happens to the electron when it absorbs energy?

#### **Light & Atomic Structure**

What happens to the electron when it absorbs

energy?



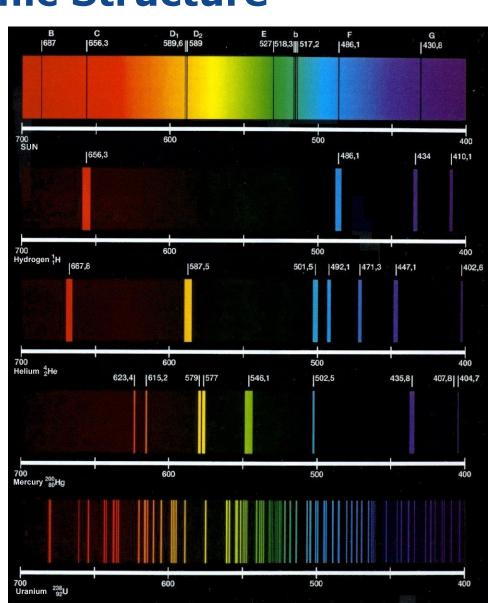
Electrons move to higher energy levels when excited.

Electrons drop to a lower energy level and release energy.

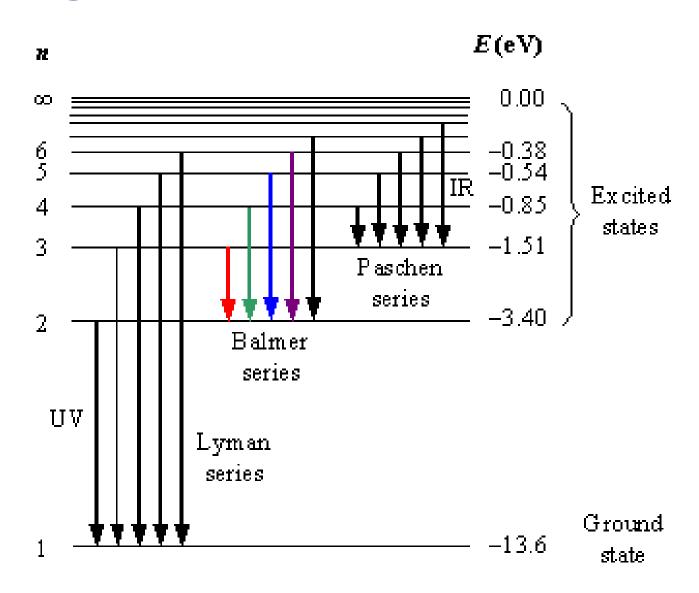
#### **Light & Atomic Structure**

Light in the visible spectrum is only observed when electrons drop from a specific high range of energy levels to a specific low range of energy levels.

Due to different electron configurations, each element has a different emission spectrum.



#### **Light & Atomic Structure**



#### **Light & Atomic Structure**

Atoms will only absorb specific amounts of energy (photon). Electrons must always be located at a defined energy level, not in between.

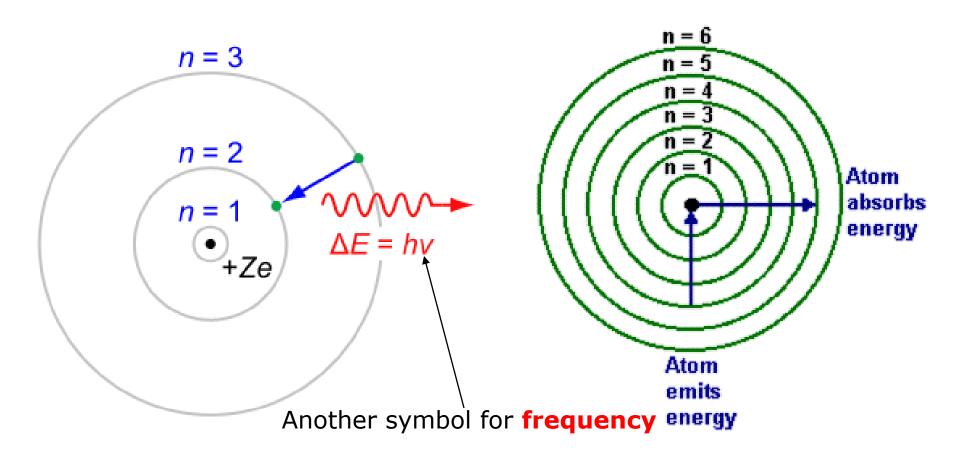
$$E = h x f$$
 OR  $E = h x n$ 

```
E = energy in Joules

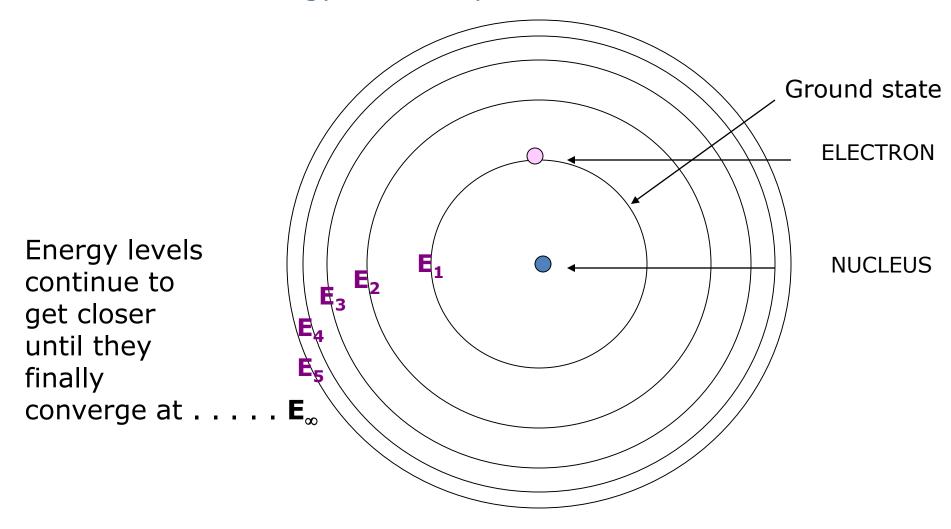
h = Planck's constant = 6.6262 \times 10^{-34} \text{ J} \cdot \text{s}

f (n)= frequency in Hertz (Hz = \text{s}^{-1})
```

#### **Summary**



The "Ground State" is the lowest energy level available to the electron. Other energy levels may be added as follows:



THE HYDROGEN ATOM

