

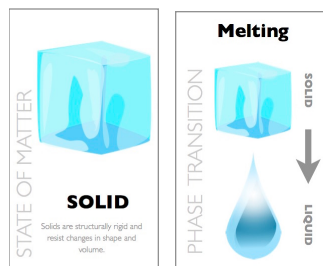
States of Matter

Purpose

This simple game takes the tedium out of learning the states of matter and phase transitions.

The Cards

Each card represents a *state of matter* or a *phase transition*.



Starting the Game

Shuffle the deck. Deal each player seven cards. Place the remaining cards in a pile between the players and turn over the top card.

This card represents the current state. All cards will be played on top of this one.

Play commences with the player to the dealer's left.

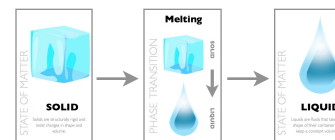
Player Turn

The player may play one eligible card from their hand onto the current state. If they cannot play a card they must draw one. If the deck is empty they pass.

After they either play or draw a card it is the next player's turn.

State cards are played on top of other cards of the same state. For example, solids are played on top of other solids.

Phase transition cards change the state, as indicated on the card. For example, a melting card can be played on top of any solid, and is treated like liquid for subsequent cards.



Winning the Game

The first player to play all their cards wins the game.

If every player passes in turn the game is over. The game is a draw.

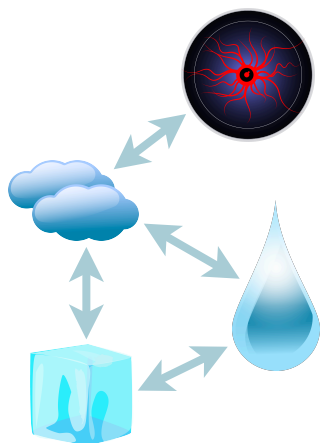
More Games

For more science games and resources, visit:

<http://science.robertprior.ca>



©2017 Robert Prior



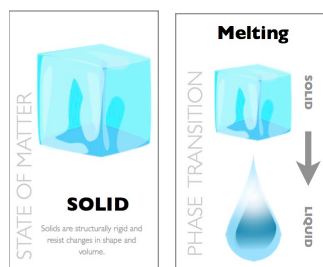
States of Matter

Purpose

This simple game takes the tedium out of learning the states of matter and phase transitions.

The Cards

Each card represents a *state of matter* or a *phase transition*.



Starting the Game

Shuffle the deck. Deal each player seven cards. Place the remaining cards in a pile between the players and turn over the top card.

This card represents the current state. All cards will be played on top of this one.

Play commences with the player to the dealer's left.

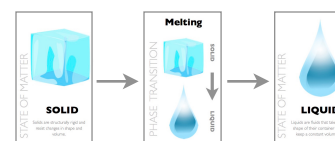
Player Turn

The player may play one eligible card from their hand onto the current state. If they cannot play a card they must draw one. If the deck is empty they pass.

After they either play or draw a card it is the next player's turn.

State cards are played on top of other cards of the same state. For example, solids are played on top of other solids.

Phase transition cards change the state, as indicated on the card. For example, a melting card can be played on top of any solid, and is treated like liquid for subsequent cards.



Winning the Game

The first player to play all their cards wins the game.

If every player passes in turn the game is over. The game is a draw.

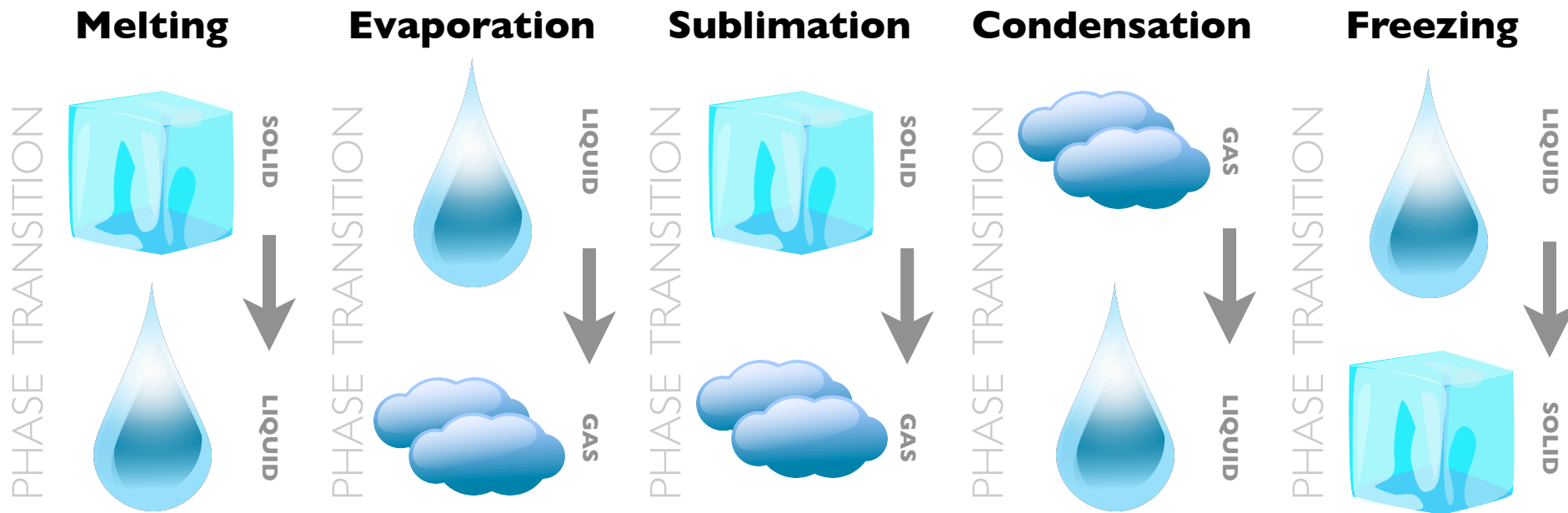
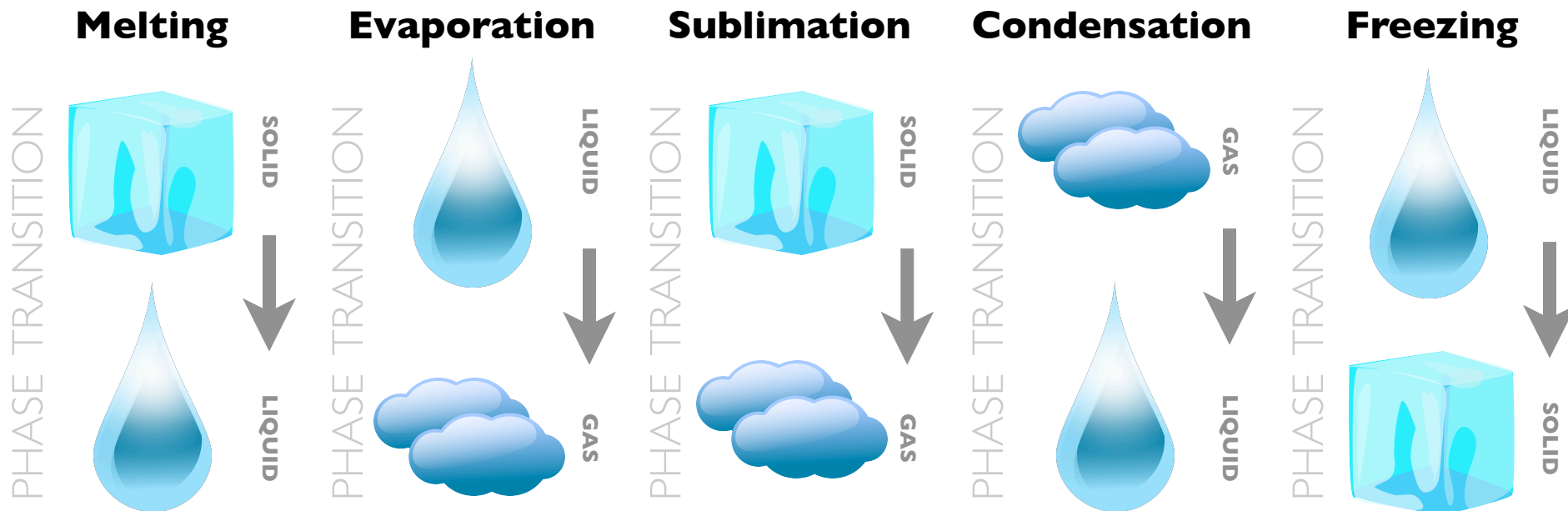
More Games

For more science games and resources, visit:

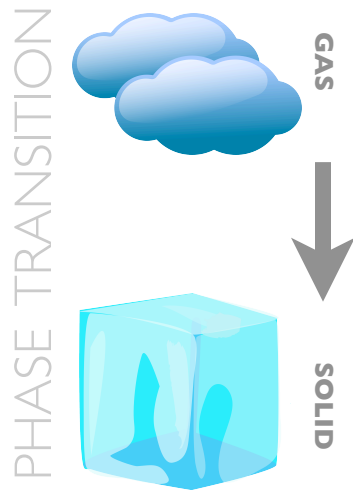
<http://science.robertprior.ca>



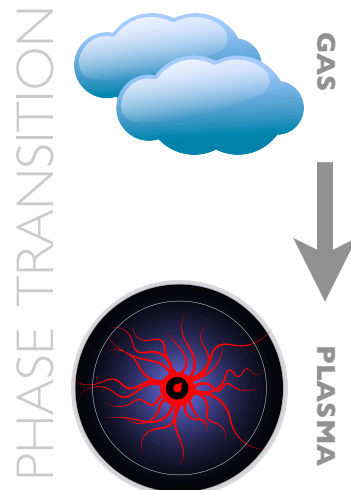
©2017 Robert Prior



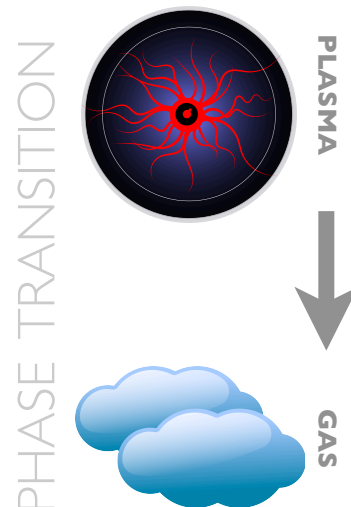
Deposition



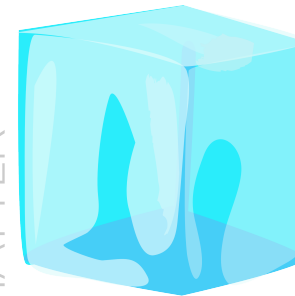
Ionization



Recombination



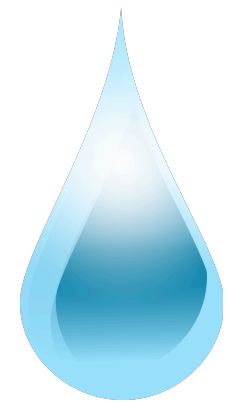
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

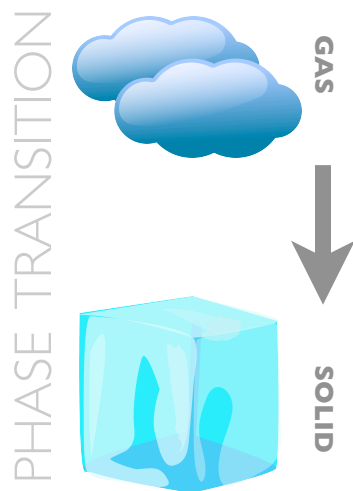
STATE OF MATTER



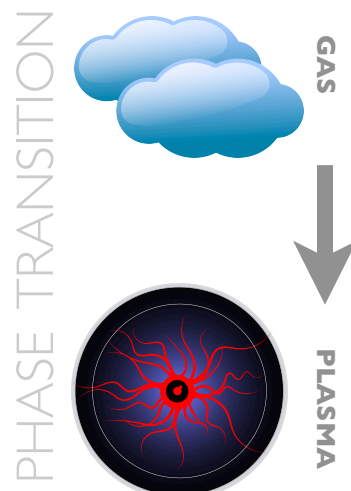
LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

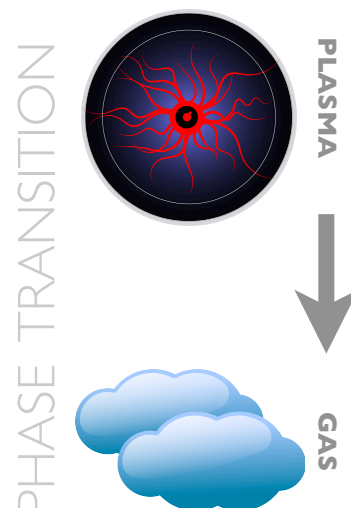
Deposition



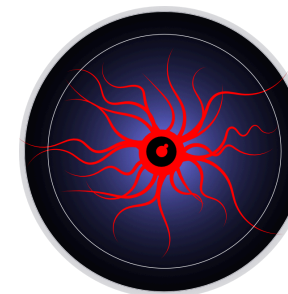
Ionization



Recombination



STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

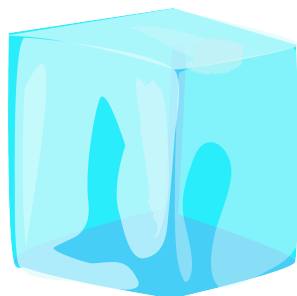
STATE OF MATTER



GAS

Gases are fluids that expand to take the shape and volume of their container.

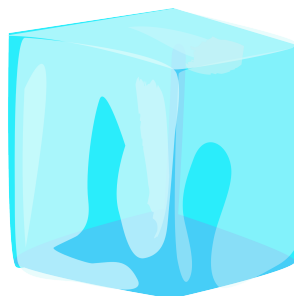
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

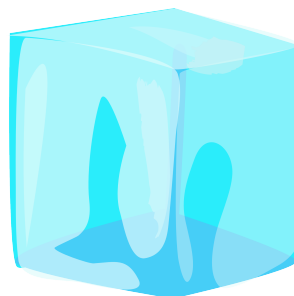
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

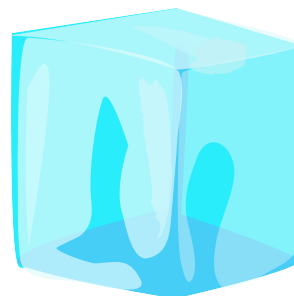
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

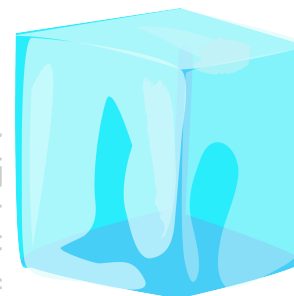
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

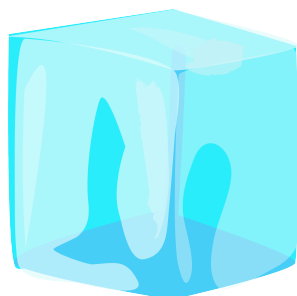
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

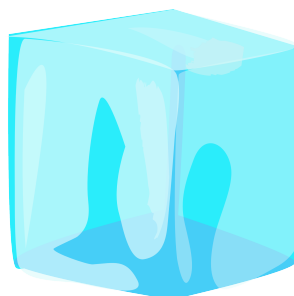
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

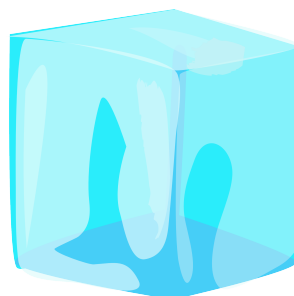
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

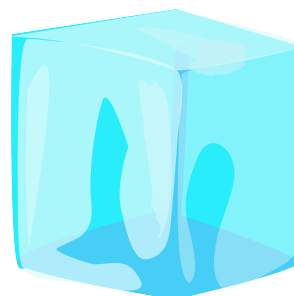
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

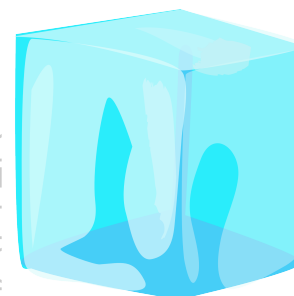
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

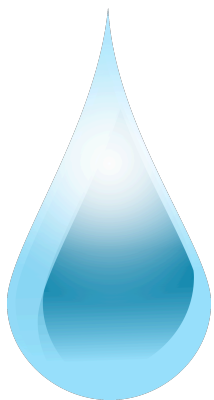
STATE OF MATTER



SOLID

Solids are structurally rigid and resist changes in shape and volume.

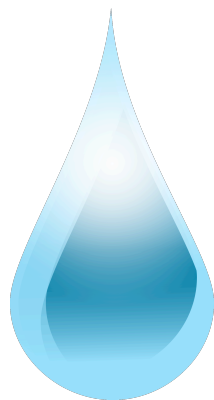
STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

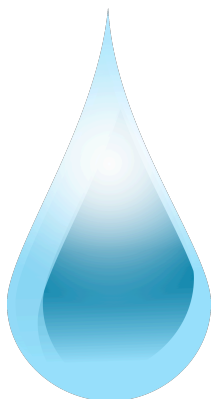
STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

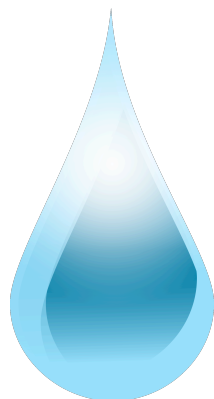
STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

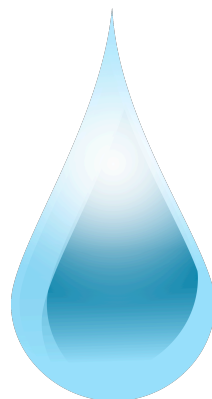
STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.

STATE OF MATTER



LIQUID

Liquids are fluids that take the shape of their container but keep a constant volume.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.



STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.

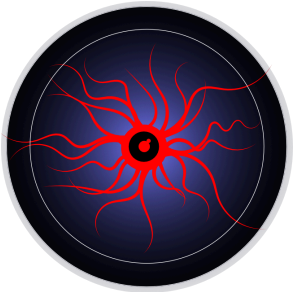


STATE OF MATTER

GAS

Gases are fluids that expand to take the shape and volume of their container.

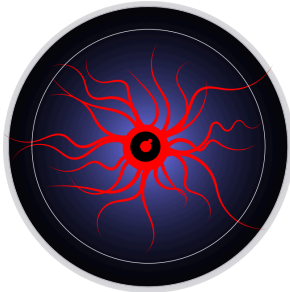
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

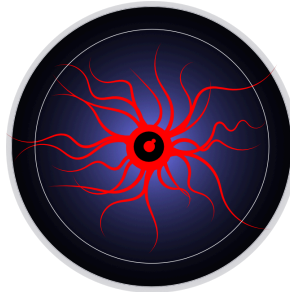
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

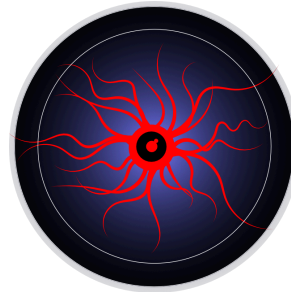
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

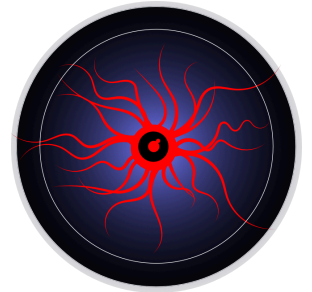
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

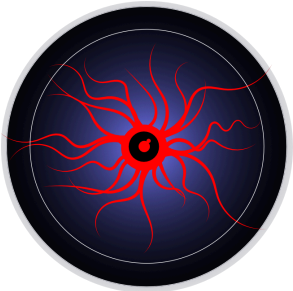
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

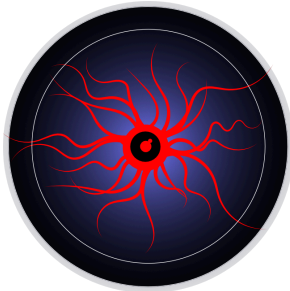
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

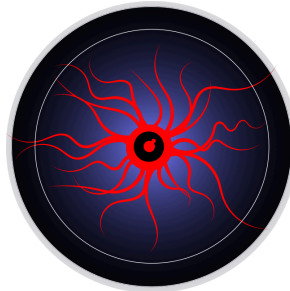
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

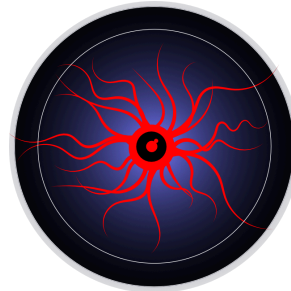
STATE OF MATTER



PLASMA

Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

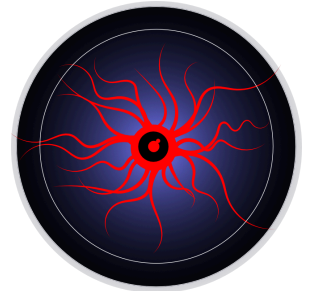
STATE OF MATTER



PLASMA

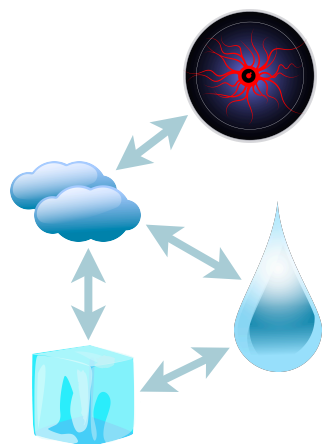
Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.

STATE OF MATTER

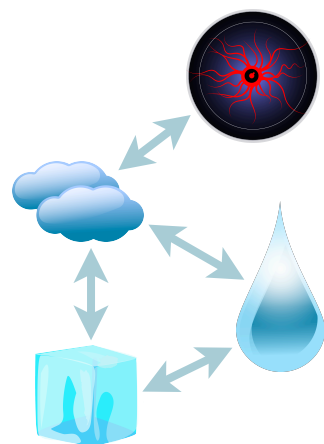


PLASMA

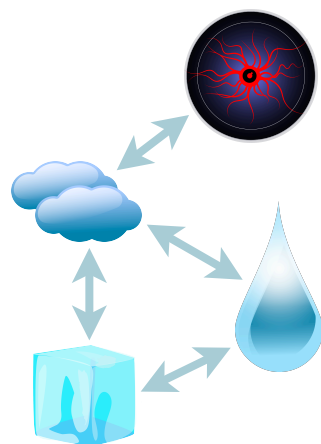
Plasmas are gaseous mixtures of negatively charged electrons and positively charged ions.



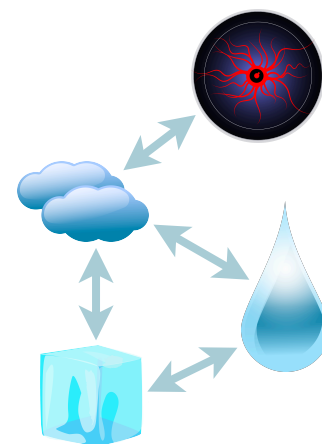
States of Matter



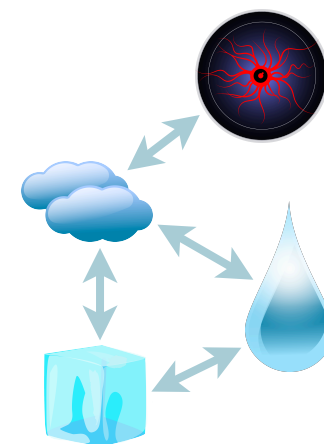
States of Matter



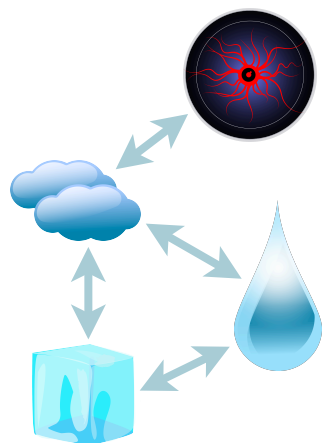
States of Matter



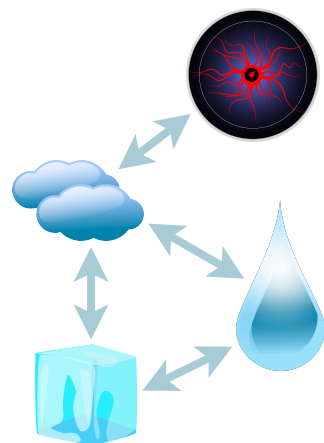
States of Matter



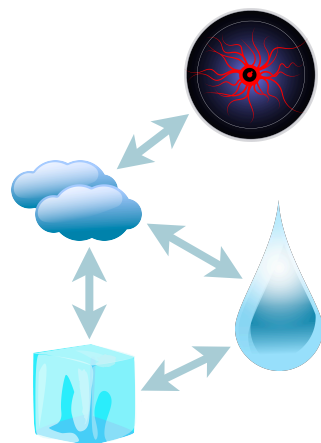
States of Matter



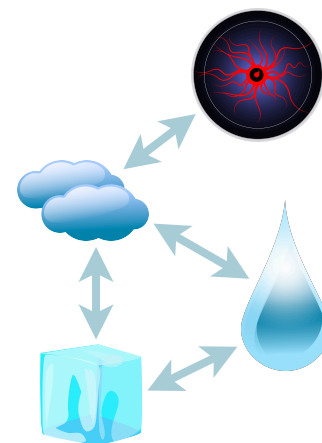
States of Matter



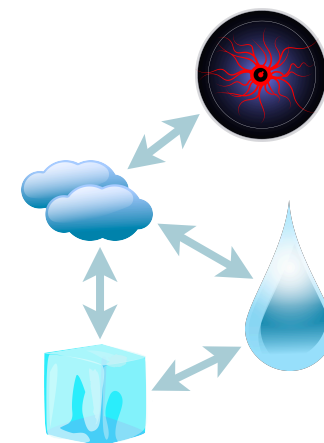
States of Matter



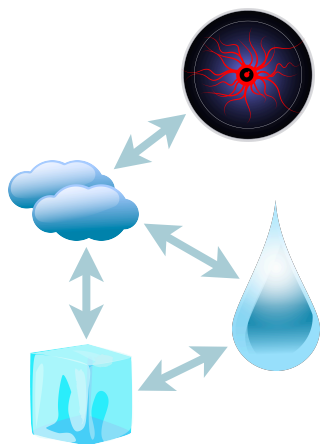
States of Matter



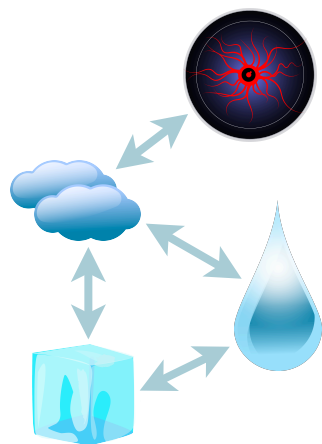
States of Matter



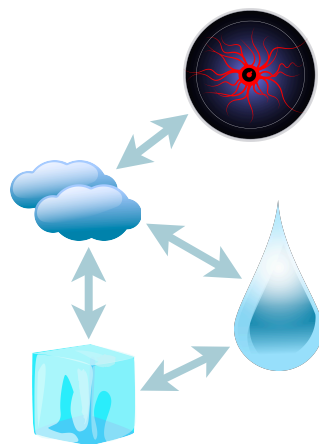
States of Matter



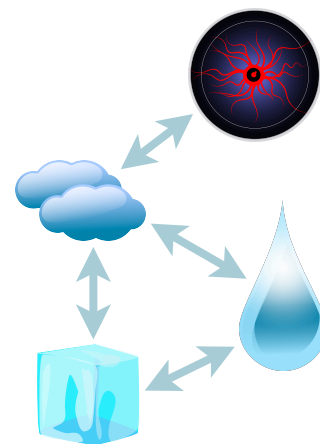
States of Matter



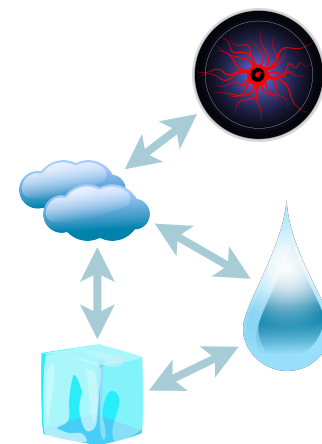
States of Matter



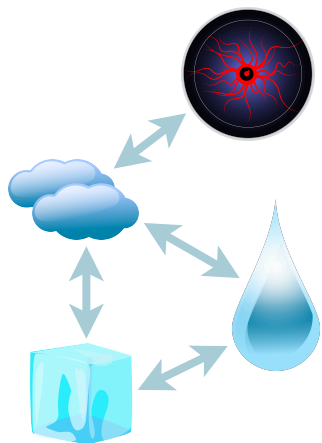
States of Matter



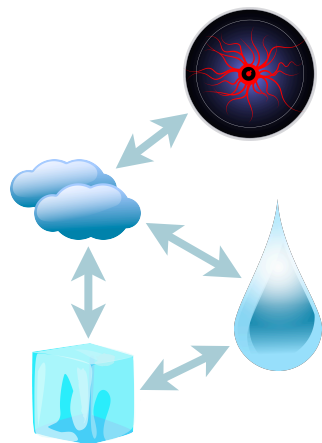
States of Matter



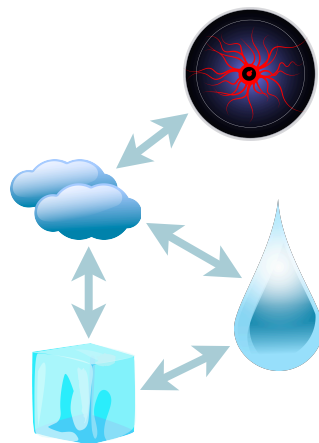
States of Matter



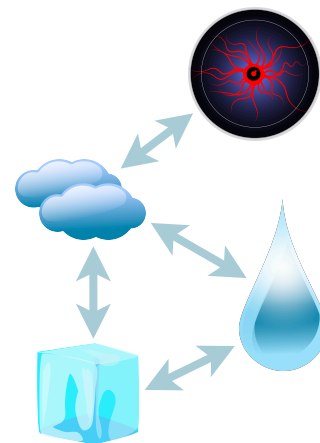
States of Matter



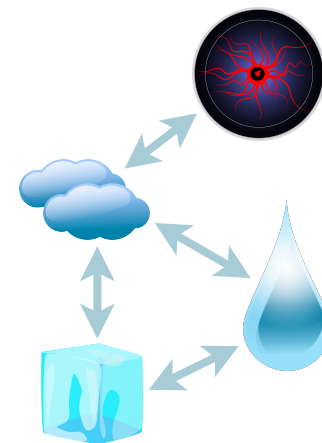
States of Matter



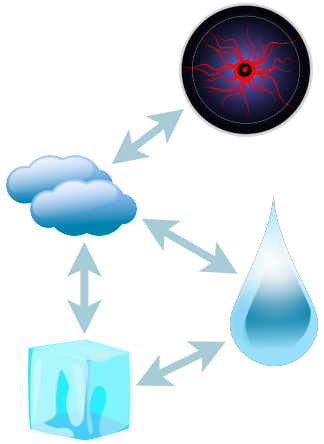
States of Matter



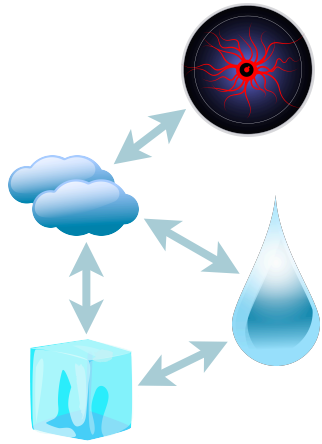
States of Matter



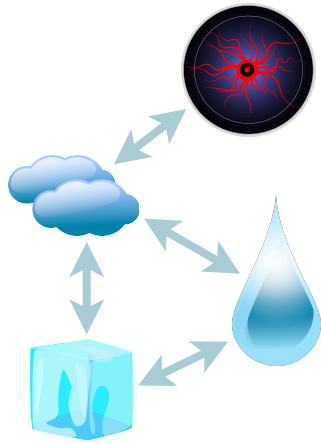
States of Matter



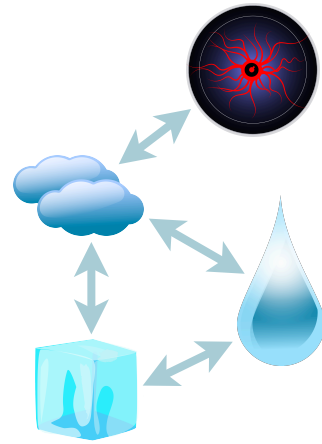
States of Matter



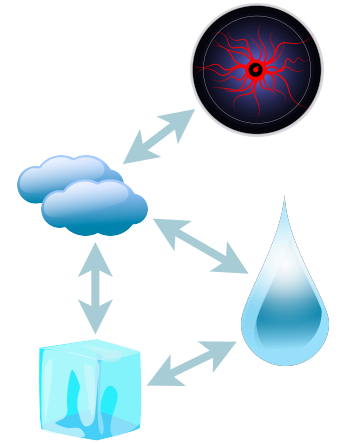
States of Matter



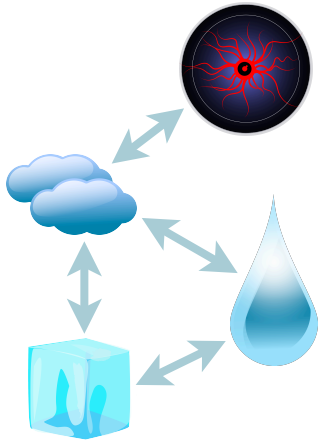
States of Matter



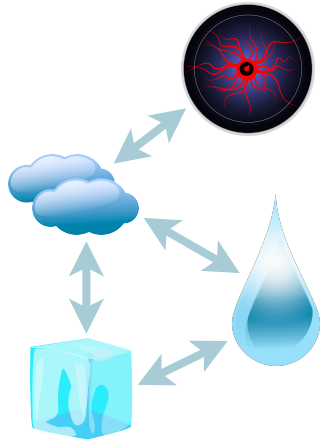
States of Matter



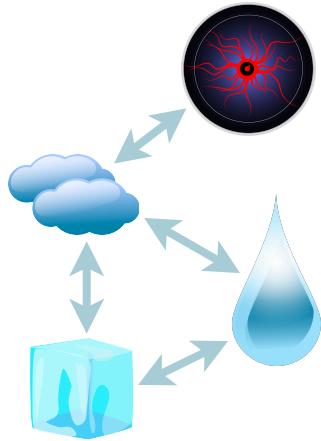
States of Matter



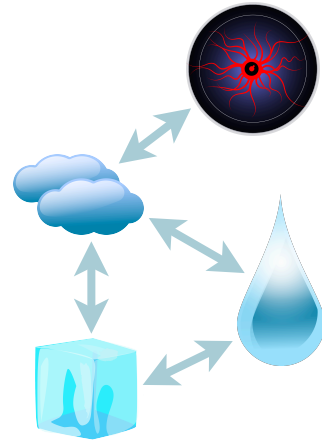
States of Matter



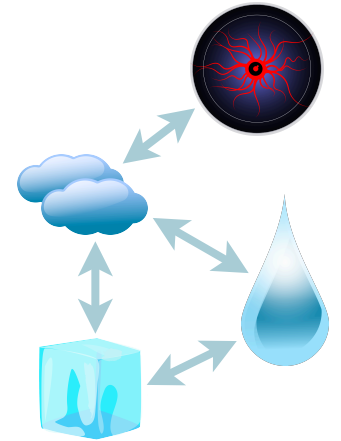
States of Matter



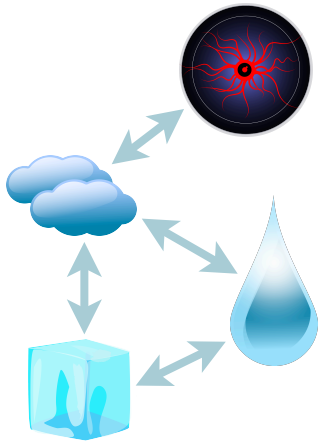
States of Matter



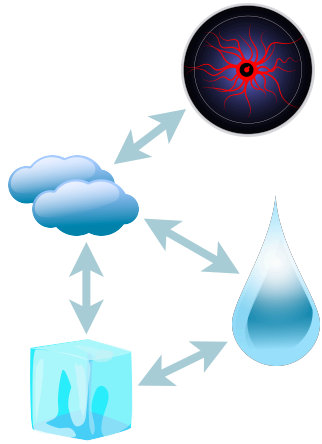
States of Matter



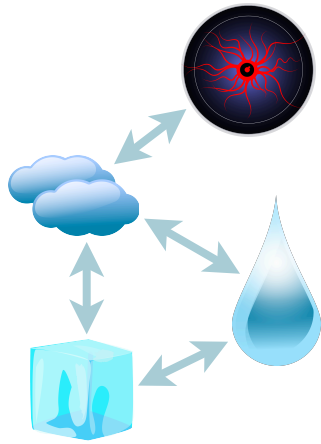
States of Matter



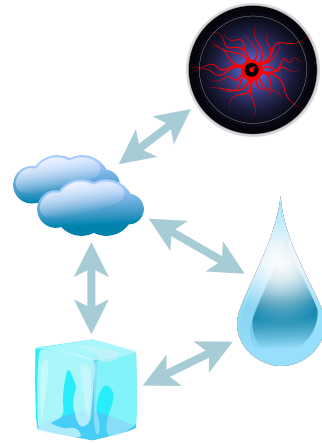
States of Matter



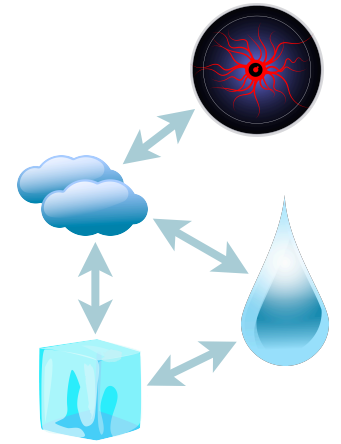
States of Matter



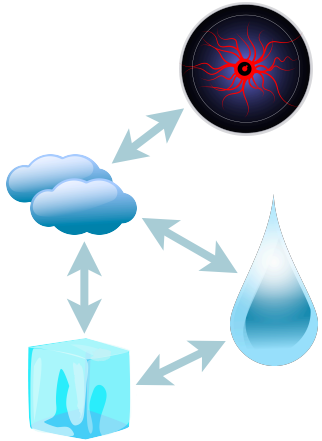
States of Matter



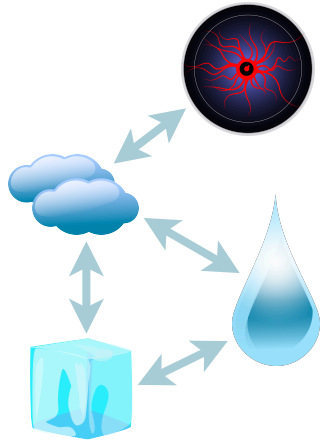
States of Matter



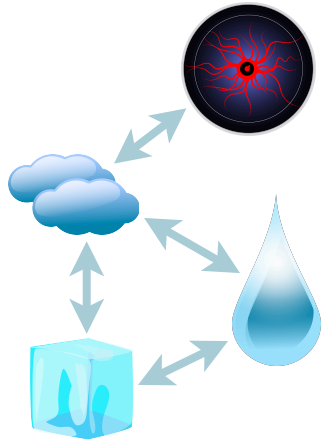
States of Matter



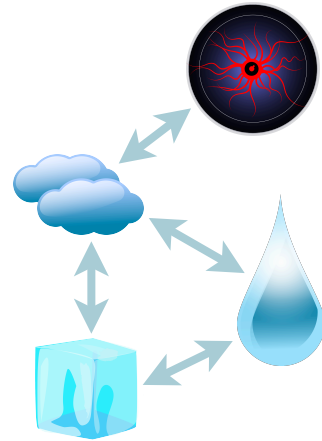
States of Matter



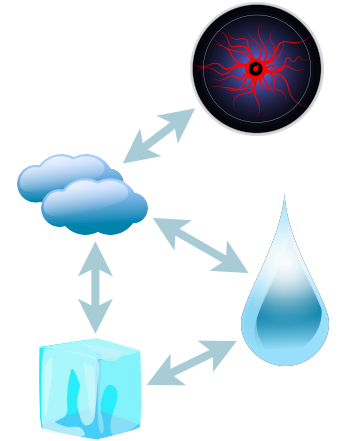
States of Matter



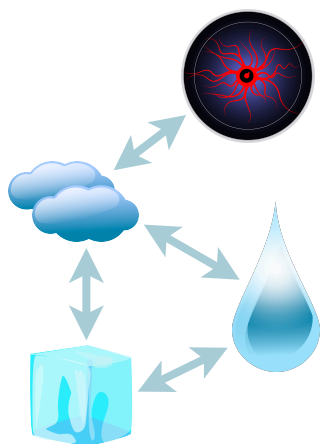
States of Matter



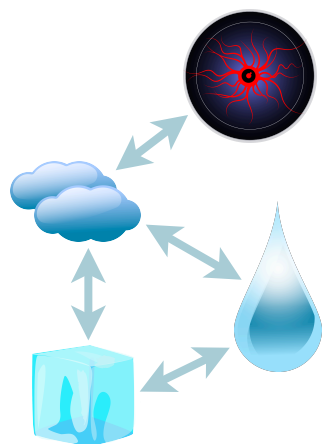
States of Matter



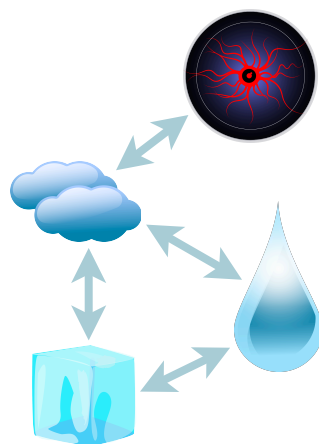
States of Matter



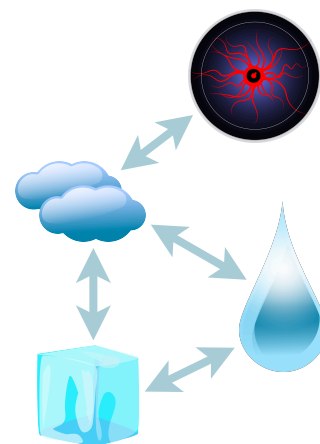
States of Matter



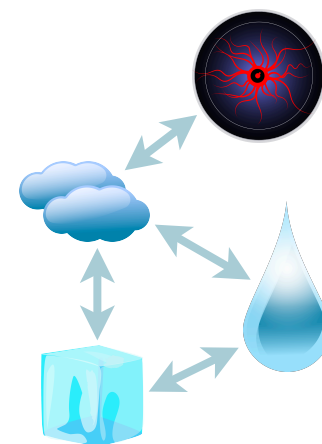
States of Matter



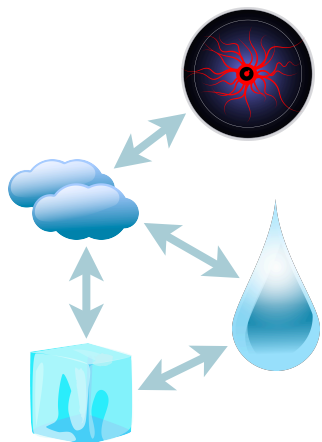
States of Matter



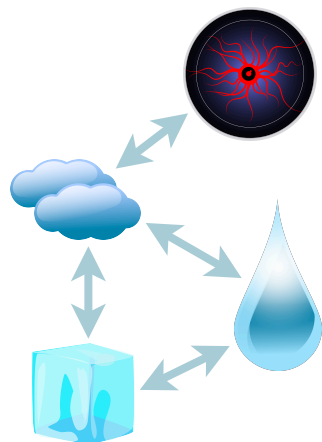
States of Matter



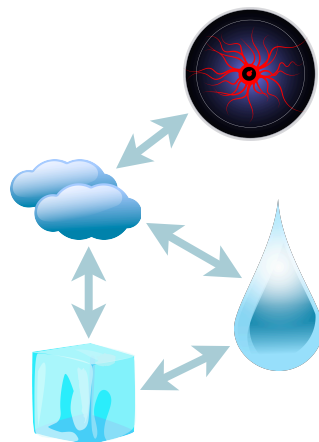
States of Matter



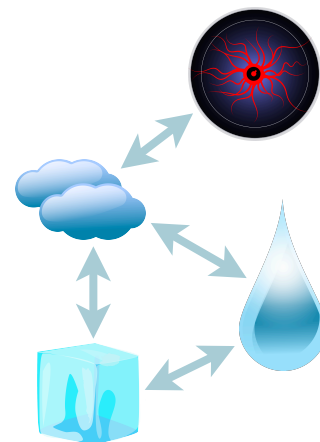
States of Matter



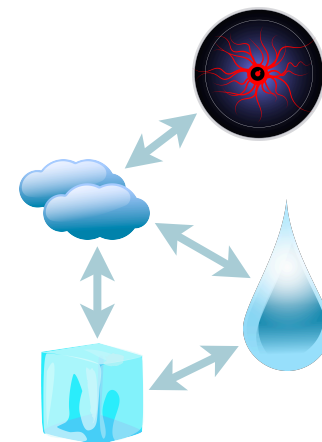
States of Matter



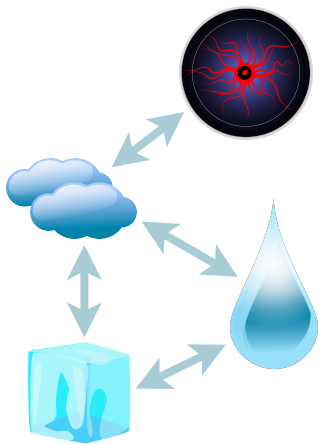
States of Matter



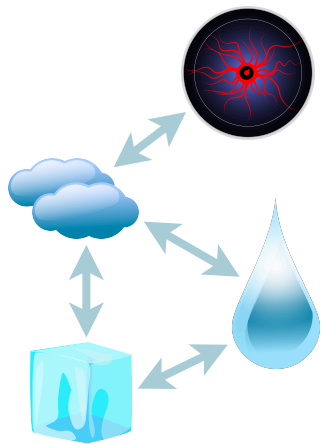
States of Matter



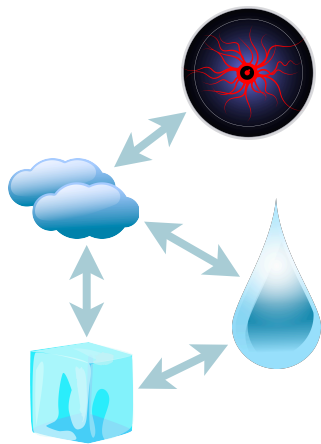
States of Matter



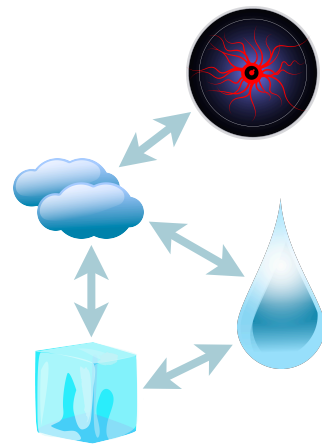
States of Matter



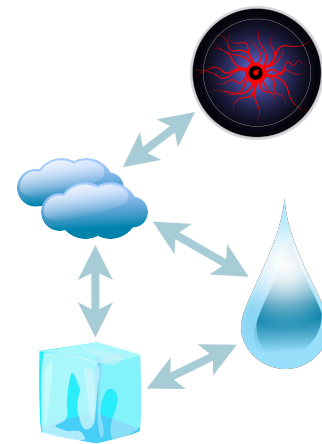
States of Matter



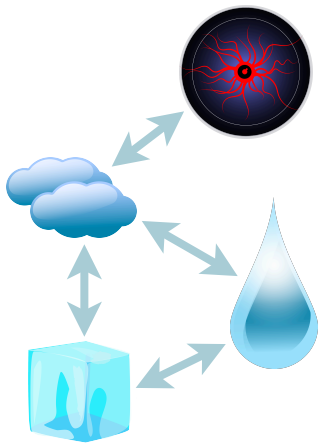
States of Matter



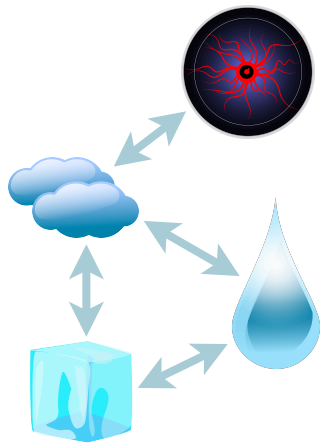
States of Matter



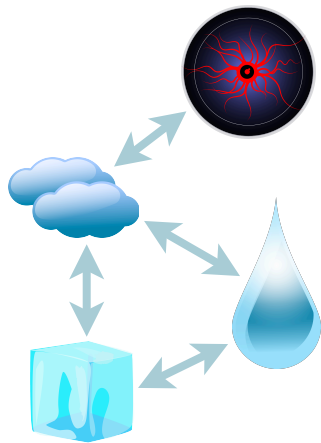
States of Matter



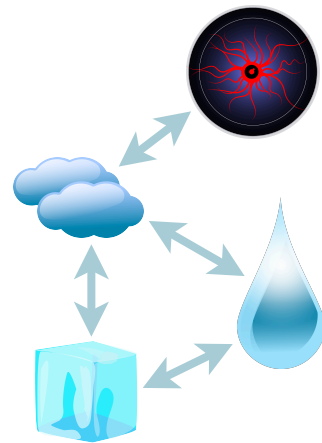
States of Matter



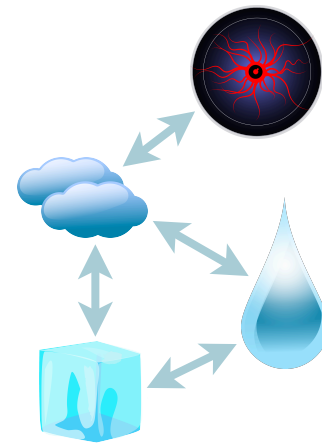
States of Matter



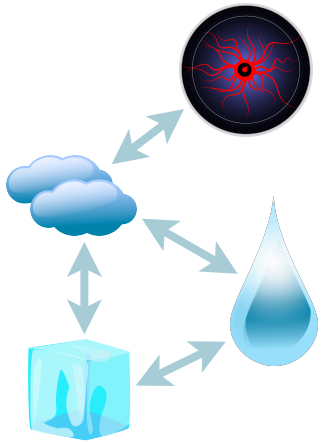
States of Matter



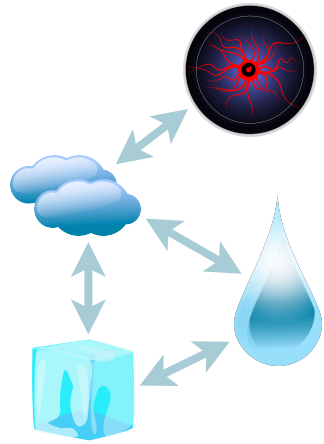
States of Matter



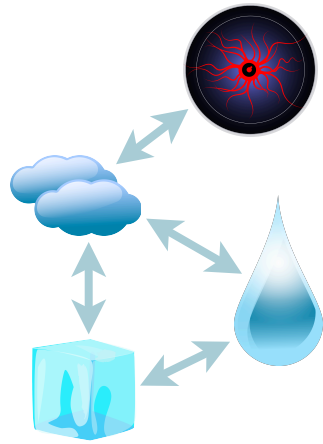
States of Matter



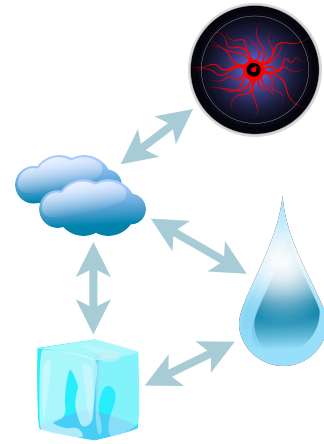
States of Matter



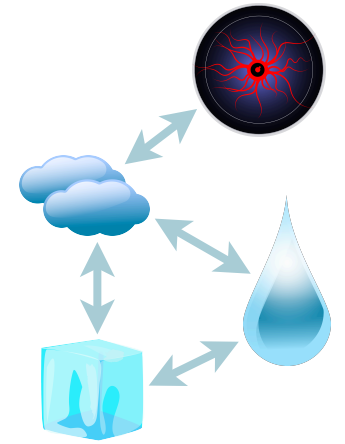
States of Matter



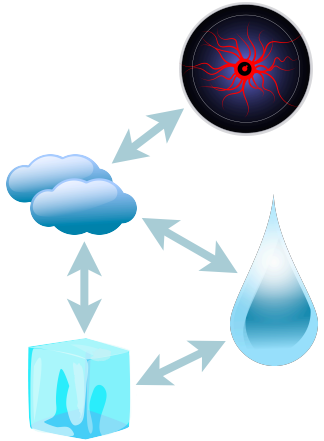
States of Matter



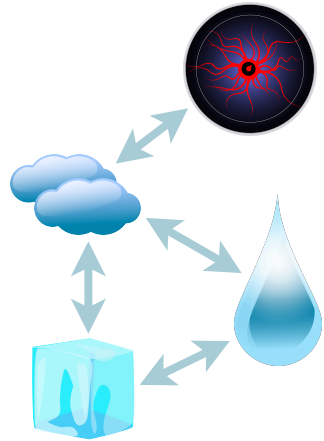
States of Matter



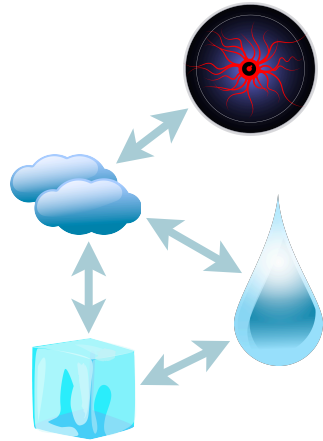
States of Matter



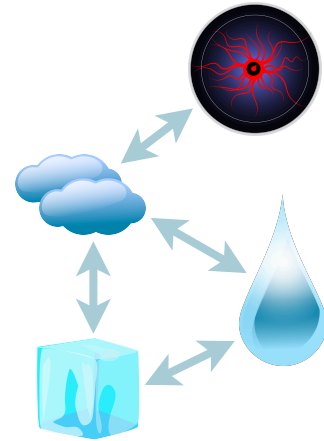
States of Matter



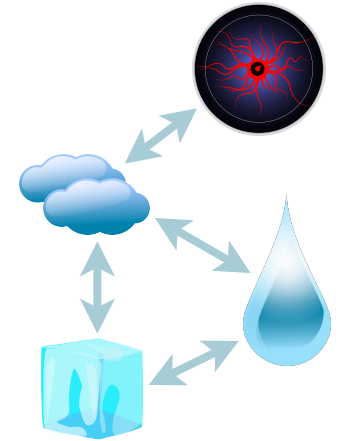
States of Matter



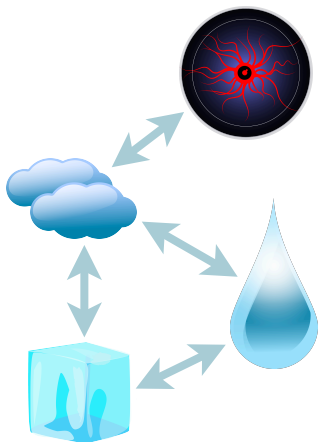
States of Matter



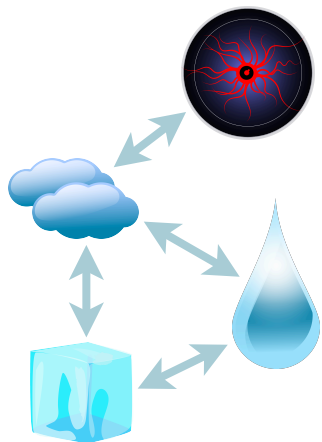
States of Matter



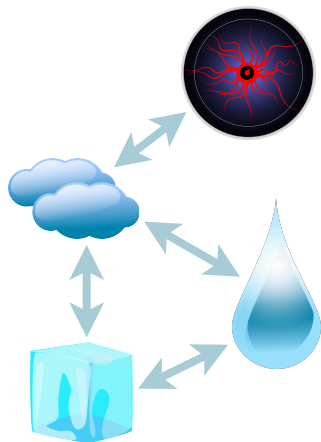
States of Matter



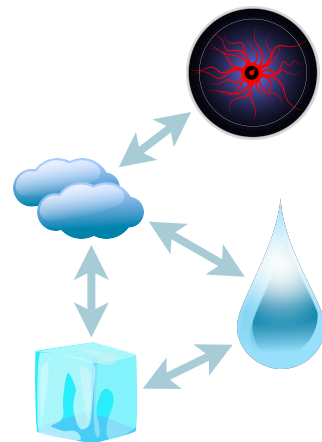
States of Matter



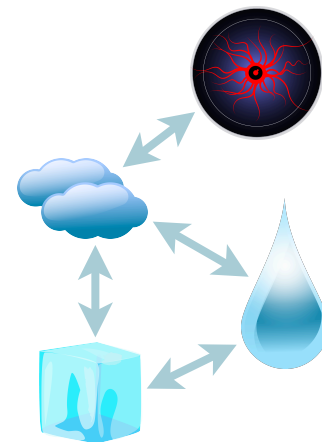
States of Matter



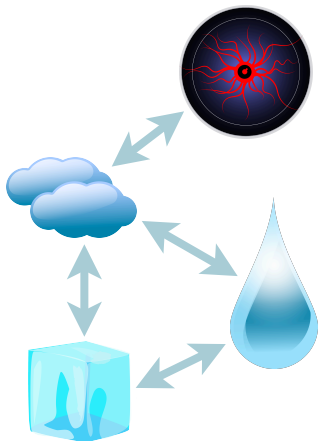
States of Matter



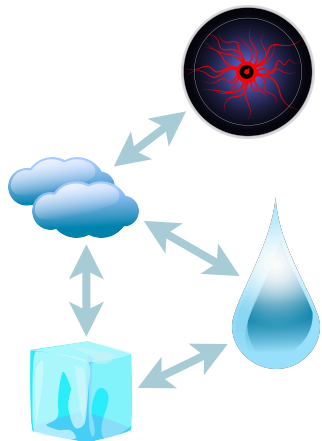
States of Matter



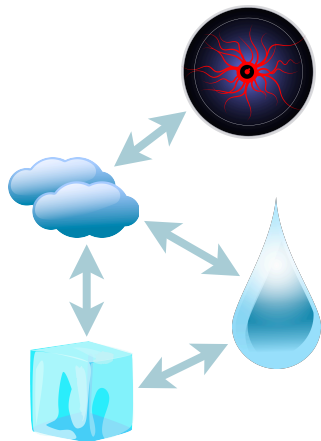
States of Matter



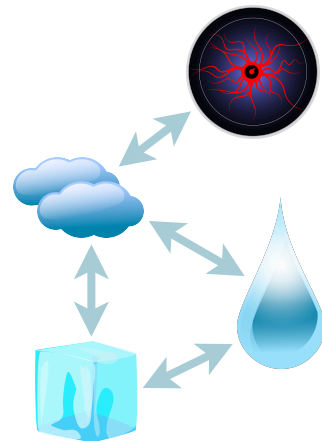
States of Matter



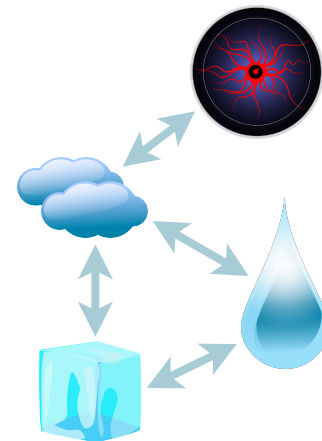
States of Matter



States of Matter



States of Matter



States of Matter