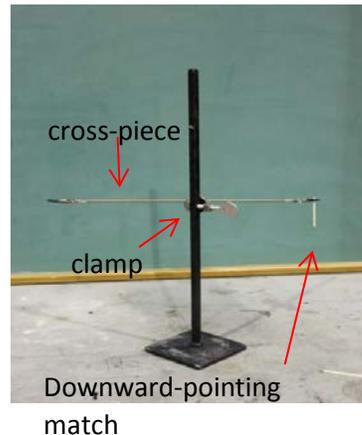


Handout H02-1. Experiment 1. Explain where the heat goes.

Name _____

Your objective is to describe the shape of the *heat plume* from a single, downward-pointing match. Set up your lab space:

- Place the metal tray on a heat-resistant surface.
- Set the support stand in the center of the tray.
- Attach the clamp to the stand.
- Attach the cross-piece to the clamp so it forms a "+" with the stand.
- Attach one match to an alligator clip so the tip points down.



Before beginning, read all of these directions together.

1. Plan your team roles:
 - **Observer:** Use your hand to detect how far from the burning match you can detect a change in temperature. This is the edge of the *heat plume*. Always start your observation from at least 30 centimeters **out from the burning match** and bring it in toward the flame until you detect a temperature change. This is the outer edge of the heat plume. **The point is to detect heat, not to determine how much heat you can tolerate!!** Check a ruler so you know how big 2 centimeters is. **Never** bring your hand closer than that to a burning match. **Never** place your hand directly under a burning match, in case the tip should fall off; instead, place your hand slightly off to the side.
 - **Measurer:** When the observer has detected heat, measure the distance from the flame to the observer's hand. Use a ruler, but do not place it close to or in the flame. If the observer does not detect heat from the match at the 2-centimeter distance, record the 2-centimeter point as your measurement.
 - **Igniter/Recorder:** Record the Measurer's data.
2. Figure out how to record your data. Design a data sheet.
3. When everyone is ready, use a separate match to light the downward-pointing match in the alligator clip. Make observations from one side. Record your data. Use the oven mitt to remove the burned match and insert a new one. Repeat this step until you have at least 2 measurements from each side of the flame, from beneath the flame, and from above it.
4. On a sheet of graph paper, or on the *GraphForDescribingHeatPlume*, make a sketch of your experimental set-up and graph your data. Then smoothly connect the points to show the approximate shape of the heat plume.
5. Underneath your sketch, answer these questions using complete sentences:
 - a) When you burn a match in still air, where does most of the heat go? Use the results of your experiment in your explanation.
 - b) How would you expect this pattern to change if there is a slight breeze in the air?