

## Anchoring Phenomenon: Why do noodles cook faster in boiling water?



POGIL® Activities that support the anchoring phenomenon:

**PSActivity 2 – How Are Particles Arranged in Solids, Liquids, and Gases?**

*Solid particles are close together and very organized. Liquid particles are also quite close together but more random. Gas particles are randomly organized and far apart.*



**PSActivity 3 – How Do Particles Move in Solids, Liquids, and Gases at Different Temperatures?**

*As the temperature increases, particles change from solid to liquid to gaseous states. The motion (and KE) also increases.*



**CPActivity 10 – Predicting Energy Changes in Simple Systems  
Model 1 only: How does adding thermal energy change temperature?**

*As thermal energy is added, the temperature increases.*



**CPActivity 11 – Using Models to Analyze Energy Transformations**

**Model 3 only: How does changing the energy in a liquid change the motion and relative position of particles in the liquid?**

*As the energy of a liquid increases, the spacing and speed of the particles increases.*



**PSActivity 9 - What Happens When Marbles Collide?**

*When objects collide, energy is transferred from the moving object to the unmoving object.*

*\*\*\*\*Note that the water is also rehydrating the noodle in addition to the energy transfer from the hot water and the cooler noodle\*\*\*\**

<b>POGIL® Activity</b>	<b>NGSS Performance Expectation</b>	<b>Learning Outcomes</b>
PSActivity 2	<p><b>MS-PS1-4</b> Develop a model that predicts and describes changes in particle motion, temperature, and state of a pure substance when thermal energy is added or removed.</p>	<p>1. I can analyze a model to describe how the spacing and orderliness of water particles change when the water is in the solid, liquid, or gas state.</p> <p>2. I can create models that accurately show how the spacing and orderliness of water particles change when the water is in the solid, liquid, or gas state.</p>
PSActivity 3	<p><b>MS-PS1-2</b> Develop a model that predicts and describes changes in particle motion, temperature, and state of a pure substance when thermal energy is added or removed.</p>	<p>1. I can analyze a model to determine the relationship between the temperature of a substance and the speed of its particles.</p> <p>2. I can analyze a model to determine the relationship between the temperature of a substance and its kinetic energy.</p> <p>3. I can create a model that accurately shows how the motion of particles in a substance changes as the temperature of a substance increases or decreases.</p>
CPActivity 10 Model 1 only	<p><b>HS-PS3-1</b> Create a computational model to calculate the change in the energy of one component in a system when the change in energy of the other component(s) and energy flows in and out of the system are known.</p>	<p>1. I can analyze a diagram and data table of thermal energy and temperature in a system to predict the change in one variable when the other variable changes.</p>
CPActivity 11 Model 3 only	<p><b>HS-PS3-2</b></p>	<p>3. I can interpret the information in a diagram and a data table to explain how</p>

	<p>Develop and use models to illustrate that energy at the macroscopic scale can be accounted for as a combination of energy associated with the motion of particles (objects) and energy associated with the relative positions of particles (objects).</p>	<p>the thermal energy (TE) of a system can be accounted for as a combination of the speed of particles and the relative positions of particles in that system.</p>
<p>PS Activity 9</p>	<p><b>MS-PS2-1</b> Apply Newton’s Third Law to design a solution to a problem involving the motion of two colliding objects.</p>	<p>1: I can predict the final speed and direction of movement of both objects when a moving object collides with a non-moving object of the same mass.</p> <p>2: I can estimate the final speed and direction of movement of an object when a moving object collides with a non-moving object of higher mass.</p> <p>3: I can estimate the speed and direction of movement of an object when a moving object collides with a non-moving object of lower mass.</p>