1	(a	e.g	table particles and fluid, and <u>labelled</u> , in suitable container . pollen and water (surface), smoke in air croscope AND, if smoke used, illumination	M1 A1
	(b)	rea OR	vement of particles NOT atoms or molecules sonable description of movement any mention/clear description of movement in different directions cept if diagram drawn	B1
	(c)		lisions between molecules and particles dom movement of molecules OR causes (random) motion of particles [To	B1 B1 <b>tal: 6</b>
2	(a	•	olecules) move in random directions/randomly/with constant random motion/zig-motion/in all directions	В1
		•	olecules) have random speeds OR a range of speeds OR move (very) fast/at ry) high speed	В1
		any 1 from: (molecules) collide with each other (molecules) move in straight lines between collisions (molecules) change direction in collisions		
		(mc	olecules) collide with walls (of cylinder)	B1
	(b)	) (i) pressure increases	pressure increases	M1
			more <u>frequent</u> collisions between molecules and <u>walls</u> OR molecules collide with <u>walls</u> more often/at greater rate	A1
		(ii)	pV = constant OR $p_1V_1 = p_2V_2$ in any form OR $1.0 \times 10^5 \times 500 = p_2 \times 240$	C1
			$2.1 \times 10^5$ Pa to 2 or more sig. figs	A1
				tal: 7]

3	(a	(i)	reduces (rate of evaporation) NOT zero (rate of evaporation)	M1	
			no/fewer evaporated molecules removed by wind OR greater humidity/vapour pressure	0.4	
			NOT fewer molecules in liquid/puddle blown away	A1	
		(ii)	increases (rate of evaporation)	M1	
			molecules move faster/have more energy OR more molecules have energy to escape	A1	
	(b)	_	greater (rate of evaporation) OR rate is less in small puddle ignore rate of disappearance of puddle		
		surface areas correctly compared			
	(c)	des	cription of viable experiment NOT absorption expt	M1	
		statement of measurements to be made			
		goo	A1		
				[Total: 9]	
4	(a	(i)	molecules in random arrangement	B1	
			molecules similar distance apart	B1	
		(ii)	molecules in random arrangement AND further apart	B1	
	(b)	(i)	gas ringed/indicated		
		(ii)	more room for molecules $\mathbf{OR}$ molecules fit into gaps $\mathbf{OR}$ there are gaps between molecules	B1	
			no repulsive forces between molecules <b>OR</b> (repulsive) forces between molecules smaller <b>OR</b> pressure on walls smaller <b>OR</b> only small		
			force/pressure required	B1	
				[Total: 6]	

(a (i) diagram showing: molecules widely spaced В1 molecules randomly positioned **B1 B1** (ii) (attractive) forces (much) smaller between gas molecules gas molecules (much) farther apart B1 pV = constant **OR**  $p_1V_1 = p_2V_2$  **OR**  $(V_2 =) p_1V_1/p_2$  **OR**  $(V_2 =) 2.75 \times 10^6 \times 6 \times 10^{-3}/1.1 \times 10^5$  = 0.15 m<sup>3</sup> (b) C1 C1 (no. of balloons =  $(0.15 - 6 \times 10^{-3})/3 \times 10^{-3} = )48$ Α1 (ii) pressure of air in balloon increases **B1** molecules move faster **OR** hit balloon surface harder/more often **OR** larger force rips/breaks rubber **OR** balloon expands B1 [Total: 9] 6 (a diagram shows (molecules) randomly positioned M1 diagram shows most (molecules) touching/very closely spaced Α1 **B1** (b) (i) (temperature) decreases (ii) more energetic/faster molecules escape from surface/overcome forces of B1 attraction C1 (iii) E = ml in any form **OR** ml2900 J A1 (iv) any two from: cover/decrease surface area reduce temperature reduce draught owtte increase humidity of air B2

[Total: 8]

7	(a	$pV$ = constant <b>OR</b> $p_1V_1 = p_2V_2$ <b>OR</b> $p_1V_1/V_2$ or $1.0 \times 10^5 \times 100 \div 40$ $2.5 \times 10^5$ Pa		C1 A1
	(b)	(i)	(the particles move) <u>randomly</u>	B1
			(the particles move) slowly <b>OR</b> through small distances <b>OR</b> disappear <b>OR</b> zigzag <b>OR</b> directions change <b>OR</b> erratic <b>OR</b> straight lines between collisions	В1
		(ii)	air molecules / particles collide with smoke particles (at high speed) fast(er) air molecules <b>OR</b> move randomly <b>OR</b> many collisions	B1 B1
	(c)	mo	gram showing: lecules touching each other lecules positioned in an ordered structure	B1 B1

[Total: 8]