### THE QUICK-AND-EASY "ATOM-IZER"

The rules for placing your electron tokens:

- 1) Always fill smaller rings before larger rings.
- 2) Always fill "s" orbitals first, before "p" orbitals.



#### Activity 3.7 Time to review!

Use the symbol clues to write in the names of the elements.



#### 5) "MAKE FIVE" A game about mineral recipes

This game is recommended for older students, or those who are very enthusiastic about rocks and minerals. If "Symbol Jars" was enough, you can skip this game. You could also wait and play this game after the next chapter.

By definition, a mineral has a definite chemical composition (a recipe). In this game you will be introduced to the recipes for some common minerals. It's also an opportunity to keep on learning all those letter abreviations (symbols).

<u>You will need</u>: copies of the pattern pages copied onto card stock, scissors, and white glue (if you are assembling the paper dice) If you are using wooden cubes for the dice, you'll also need one or more markers. (In a pinch for time, just take a fine point marker (red?) and write on real dice. Everyone can ignore the dots.)

NOTE: If you can get three wooden cubes, this is the best option. Most craft stores sell wooden cubes by the "each" or in small units and fairly inexpensively. If you want this game sturdy enough to survive future uses, consider using wooden cubes.

#### Preparation:

1) Cut out the dice patterns (copied onto heavy card stock) and make into cubes, using small dabs of white glue on the tabs. (Or, write the symbols on wooden dice or even regular dice.)

2) Cut apart the 16 mineral cards.

#### How to play:

Place the mineral cards on the table, face up, so they form a 4 x 4 square. Each player will have a turn rolling all three dice at once. The goal is to roll the ingredients to form a mineral. (One roll of the three dice per player per turn.) For example, if the first player rolls: Cu, Fe, and S, he should notice that those are the ingredients of chalcopyrite. Therefore, that player picks up the chalcopyrite card. If the next player rolls Ca, C, and WILD, he could make the wild card into O, and be eligible to pick up calcite.

The first player to collect five cards wins the game.







#### FIRST PATTERN PAGE FOR "MAKE FIVE"

COPY ONTO CARD STOCK



SECOND PATTERN PAGE FOR "MAKE FIVE"

COPY ONTO CARD STOCK



PATTERN PAGE FOR "SYMBOL JARS"

COPY ONTO CARD STOCK













"Quick Six" pattern page 6

Copy onto white card stock



#### **ELEMENTS NAMED AFTER PLACES:**

Americium: America Berkelium: Berkeley, CA Californium: California Cerium: the asteroid Ceres Erbium: Swedish town of Ytterby Europium: Europe Francium: France Gallium: France (Gall was the ancient name for France) Germanium: Germany Hafnium: Hafnia is Latin for Copenhagen, Denmark Holmium: Stockholm, Sweden Neptunium: the planet Neptune Palladium: the asteroid Pallas Plutonium: the until-recently-a-planet Pluto Polonium: Poland Rhenium: the Rhine area of Germany Ruthenium: the province of Ruthenia in the Czech Republic Scandium: Scandinavia Strontium: Scottish town of Strontian Tellurium: the planet Earth (the Greek word is Tellus) Terbium: the Swedish town of Ytterby Thulium: Scandinavia (the ancient name for Scandinavia was Thule) Uranium: the planet Uranus Ytterbium: the Swedish town of Ytterby Yttrium: again, the Swedish town of Ytterby

#### **ELEMENTS NAMED AFTER PEOPLE:**

Curium: Marie Curie, discoverer of radium and polonium Einsteinium: Albert Einstein Fermium: Enrico Fermi, a physicist during the World War II era Gadolinium: Johan Gadolin, a Finnish chemist Gallium: Lecoq de Boisbaudran, a 19th century chemist (Gallus is Latin for "cock") Lawrencium: Ernest O. Lawrence, a 20<sup>th</sup> century physicist Mendelevium: Dmitri Mendelevev, inventor of the Periodic Table Meitnerium: Lise Meitner, a 20th century physicist Mercury: Mercury, mythological Roman god Niobium: Niobe, the daughter of mythological Greek god Tantalus Nobelium: Alfred Nobel, inventor of dynamite, and namesake of the Nobel Prize Niels-Bohrium: Niels Bohr, a 20th century chemist and physicist Promethium: Prometheus, mythological Greek god who gave fire to mankind Seaborgium: Glenn Seaborg, a 20th century chemist and physicist Tantalum: Tantalus, mythological Greek god Tin: Tinia, mythological Etruscan god ("Sn" comes from its Latin name, stannum) Thorium: Thor, mythological Norse god of thunder Vanadium: Vanadis, mythological Scandinavian goddess

37 +1 <b>Rubidium</b>	19 +1 Potassium	Sodium Sodium
38 +2 <b>Sr</b> Strontium	20 +2 <b>Ca</b> Calcium	4 +2 Beryllium Magnesium
39 +3 <b>X</b> Yttrium	21 +3 <b>Sc</b> Scandium	
40 +4 <b>Zr</b> Zirconium	22 +4	Liquid or Gas at Room Radioactive > Put up Shie Named After Person or Place
41 +5 <b>Niobium</b>	23 +5	id or Gas at ive > Put up r Person or
42 +6 <b>Molybdenum</b>	24 +6 <b>Cr</b> Chromium	
43 1/ ,+7	25 +7 Manganese	<b>PARADICATION OF Pace - 3 Extra Pennies if You N</b>
44 +3 <b>Ruthenium</b>	26 +3 <b>Fe</b> Iron	Temperature > Roll Again > 3 Extra Pennies if You Name Iti
45 +3 <b>Rhodium</b>	27 +3 <b>Cob</b> alt	

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Palladium Silver	Pd Ag	Vickel Copper	Ni Cu						80
Cadmium	<b>Cd</b> <sup>48</sup>	Zinc	Zn	20					
Indium	<sup>49</sup> +3	alliun	Ga	Aluminum		Boron	Β	5 +3	
Tin	Sn <sup>00</sup>	mani	Ge	Silicon	Si <sup>14</sup>	arbo	C	6 +4	S S S S S S S S S S S S S S S S S S S
Antimony	ج ا د	vrsenic	5	Phosphorus	ت ن	trogen		7 -3	Radioa Shields
Tellurium	Te	leniur	Se	Sulfur	S <sup>-2</sup>	xygen	$\mathbf{O}$	8 -2	)active ds
lodine		Bromine	ιų	Chlorine		Fluorine		9 -1	
Xenon	Xe	Krypton		Argon		Neon	Ne	10 0	Helium















Go to 72 Hf

This top row is call the Lanthanide Series because it follows Lanthanum



This bottom row is call the Actinide Series because it follows Actinium

Go to 104 Rf

Hydrogen		
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-	5	

Upper Left

Upper Right

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-		1		

Lower Left





# Lower Right













Copy onto white card stock



Holder for trading cards. Copy one per student onto heavy card stock (any color).





Copy this onto the reverse side of cards.



1) Write the atomic symbols and atomic numbers of the elements on the squares. The word "GLUE" should be right-side up as you work. In other words, you can use the word GLUE as your guide to make sure you don't have the rectangles upside down.

2) Cut out all three rectangles.

3) Fold the thinnest one into a loop and fold the end flaps back.

4) Cut the red line on the purple rectangle. You might want to trim out the whole red line (a strip about a millimeter wide) so that the fit won't be too tight when you insert the looped piece. (In other words, you want the red color to be completely gone.)

5) Insert the loop and glue in place.

6) Now make the purple rectangle into a loop, glue the end and fold back the flaps (the same thing you did to the first piece).

7) Cut the red line on the large rectangle. Trim out the whole red line (about a millimeter wide strip) to give enough space to insert the purple piece.

8) Insert the purple loop and glue in place.

9) Bend the large rectangle into a cylinder and secure with glue on glue tab.











	GLUE	
-		
	 GLUE	

These patterns were developed completely from scratch by Ellen McHenry and have no connection to the official Alexander Arrangement. To see (or to purchase) the official model of Alexander's arrangement, visit allperiodictables.com.





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## ELEMENT CONNECTIONS



Fill in each circle with the symbol of an element. Use only the elments in the rows that begin with H, Li, Na, K, Rb, and Cs. Don't use any lanthanides or actinides.)

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K	S	Sc	Τ	>	Cr	Wn	Fe	Cr Mn Fe Co Ni Cu	ż	S	Zn	Ga	Ge	Ga Ge As Se	Se	Br	Ϋ́
Rb	Sr	►	Zr	qN	Nb Mo Tc Ru Rh Pd Ag Cd	Γc	Ru	Rh	Pd	Ag	р	<u>ב</u>	Sn	Sb	Te		Xe
C	Ba	*La	Ŧ	Ta	3	Re	<b>O</b> s	<u> </u>	Ŧ	Au	Au Hg	F	Ъb	<b>B</b> :	Bi Po At	At	Rn
Å	Ra	Ra †Ac Rf	Rf	РР	<b>bh Sg Bh</b>	Bh	Hs	Ň									

T 2 t Th Pa U Np Pu Am Cm Bk Cf Es Fm Md No Lr Dy Ho Er Tm Yb Pr Nd Pm Sm Eu Gd Tb **e** \*