



collisions®

Ions Snapshot

Challenges

The Challenge Levels increase in rigor and complexity.

The first level is a tutorial.

- 15 core levels
- 3 connected levels to Atoms

Sandbox*

The Sandbox is an exploratory learning space for extended practice and review of ions.

- 11 Achievements

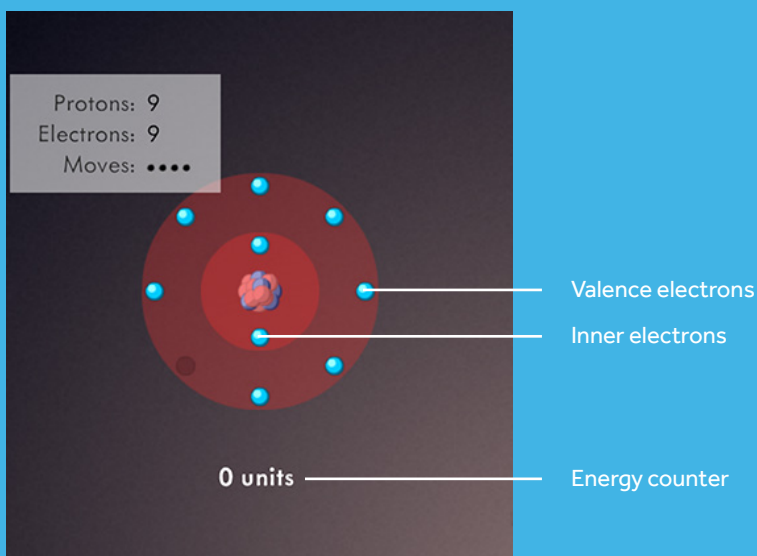
* Players must complete Levels 1-8 before unlocking the Sandbox.

Integrated Chemistry Concepts

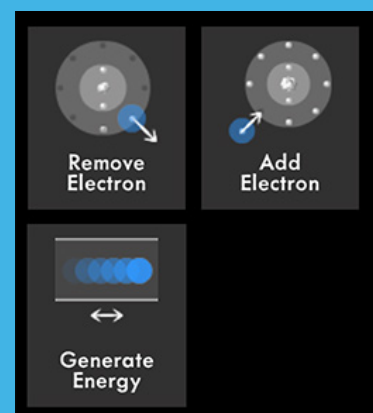
- Cation and anion formation
- Octet rule
- Ionic radii
- Ionization energy

General Information

'Atom Ionization' mode

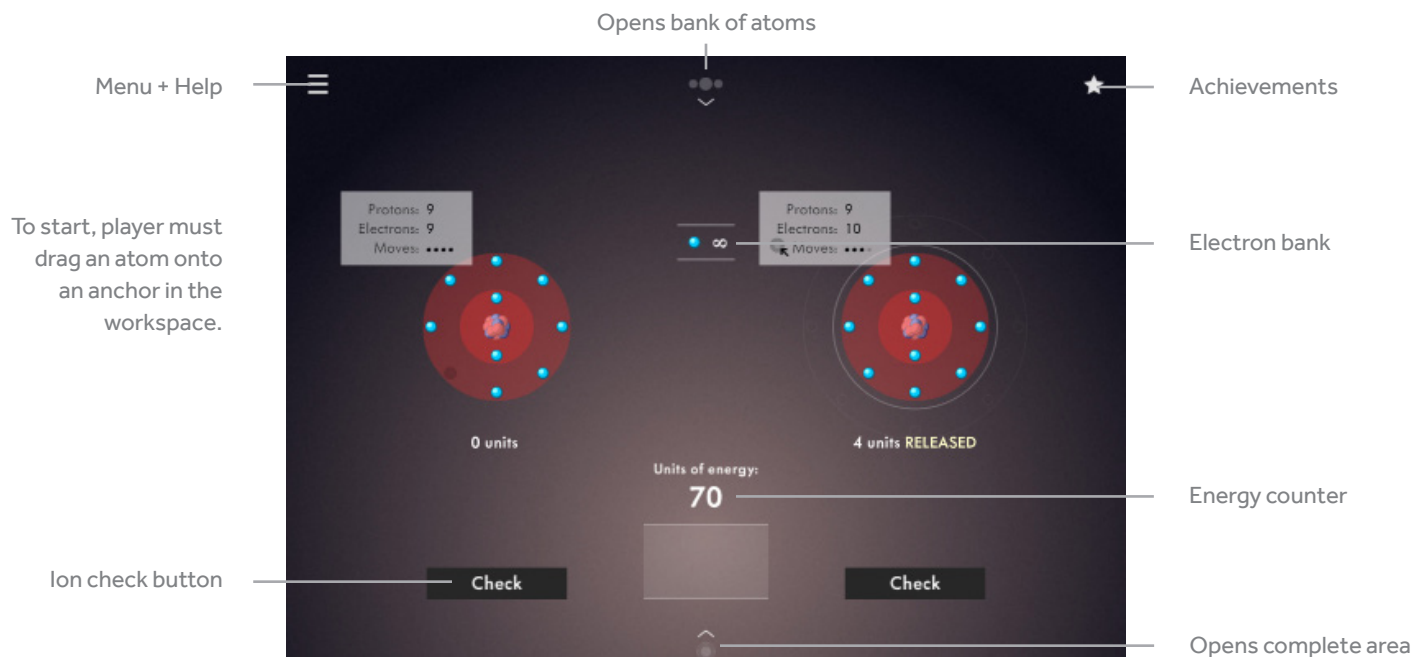


Skills

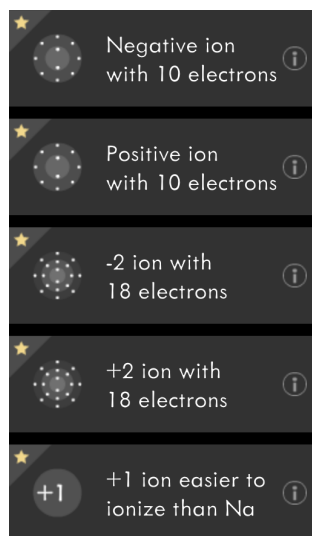
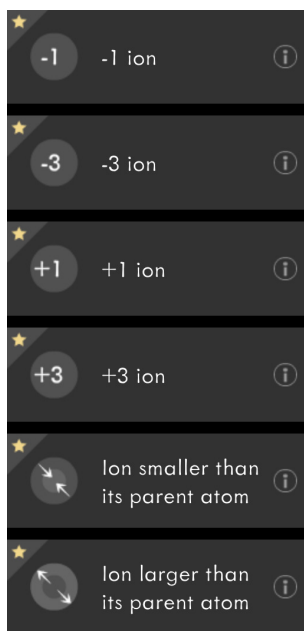


Ions: Overview

Ions Sandbox



Achievements



Selected Bank of Atoms

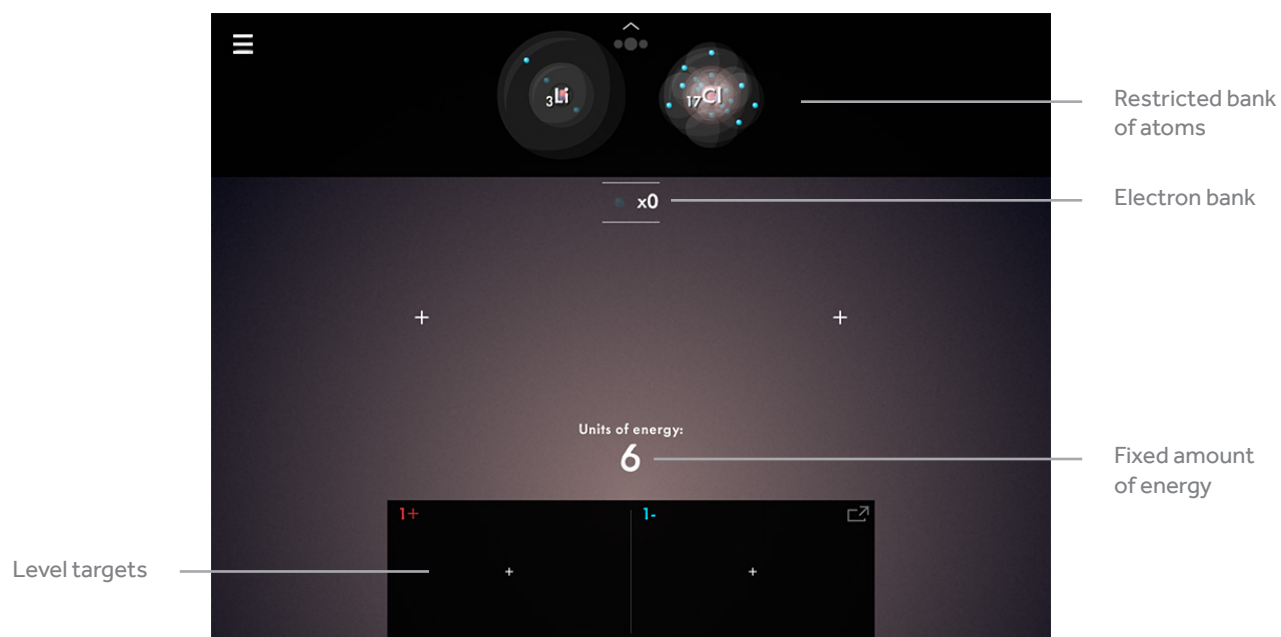
The bank includes the following atoms:

- | | |
|-----------|-------------|
| Lithium | Phosphorous |
| Beryllium | Sulfur |
| Boron | Chlorine |
| Nitrogen | Potassium |
| Oxygen | Calcium |
| Fluorine | Arsenic |
| Sodium | Selenium |
| Magnesium | Bromine |
| Aluminum | |

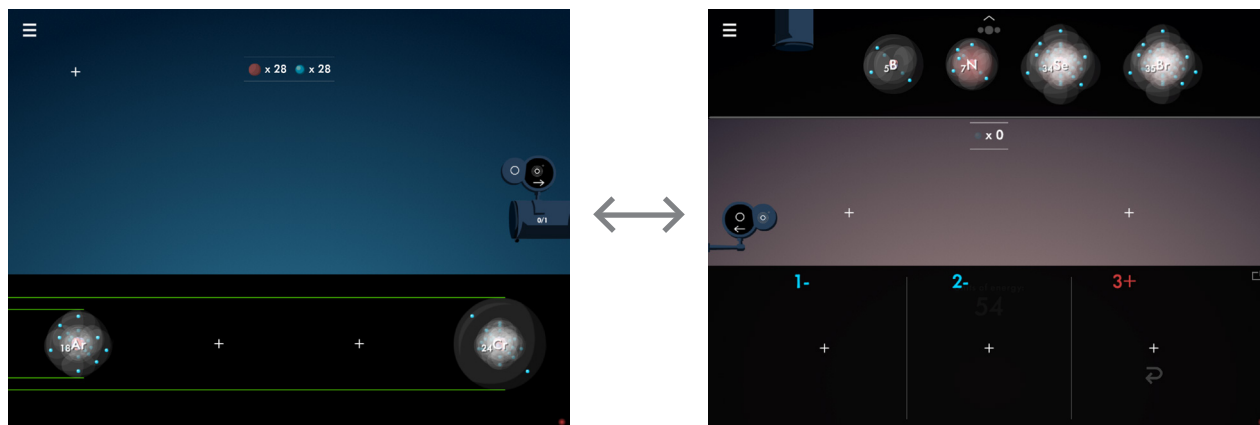
Ions: Overview (cont.)

Ions Challenges

LEVELS 1 - 15 GOAL: Add or remove electrons from atoms to make ions that match the targets.



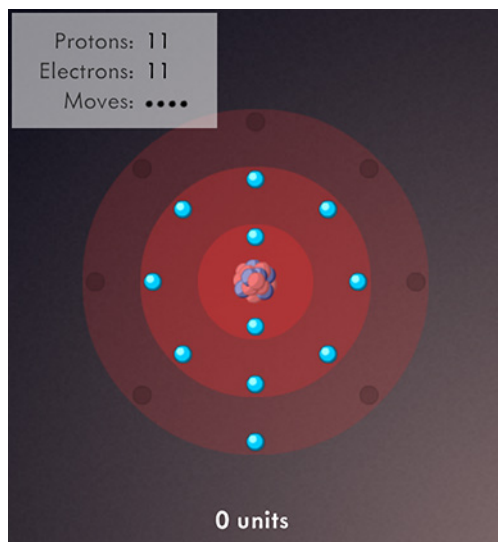
ATOMS to IONS CONNECTED LEVELS GOAL: Some atoms are missing from the bank. Use the button on the left to go to Atoms. Solve the Challenge and bring back the missing atoms!



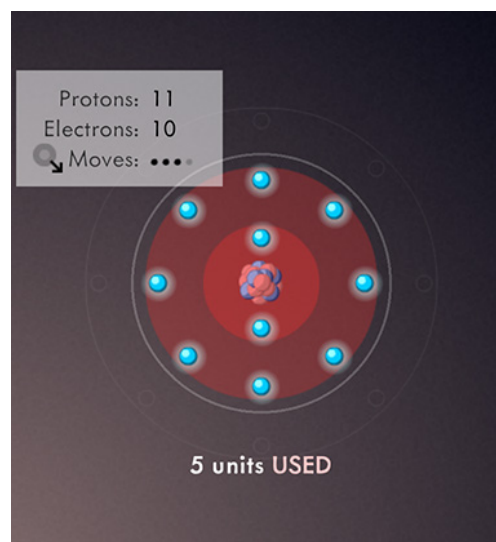
Ions: Chemistry Connections

CHEMISTRY CONCEPT: **Cation formation**

Player can form a positive ion (cation) by removing electrons from the valence shell.



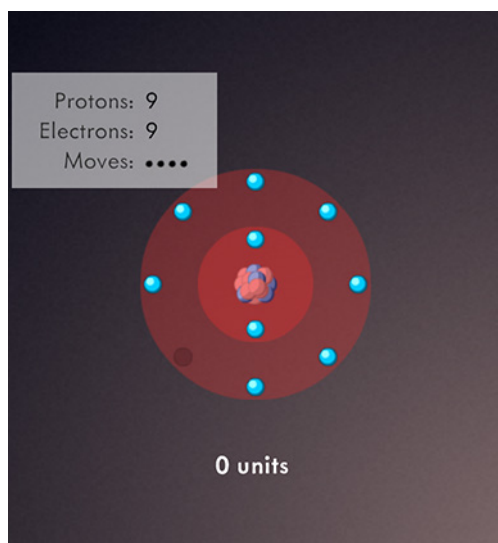
Sodium (Na)



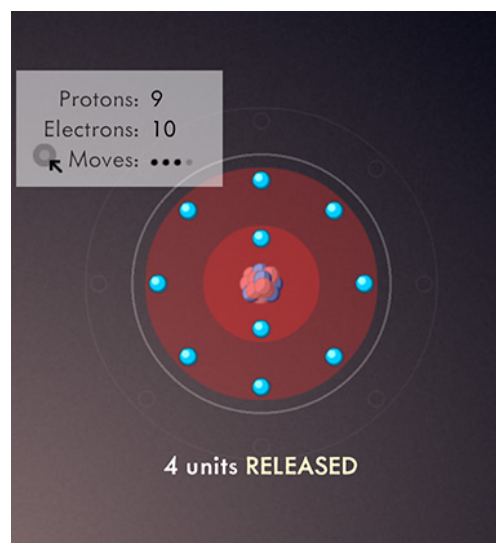
Sodium Ion (Na⁺)
valence electron removed

CHEMISTRY CONCEPT: **Anion formation**

Player can form a negative ion (anion) by adding electrons to the valence shell.



Fluorine (F)

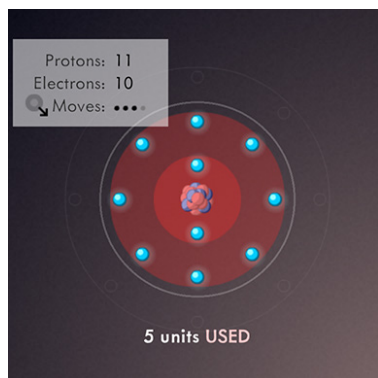


Fluoride (F⁻)
valence electron added

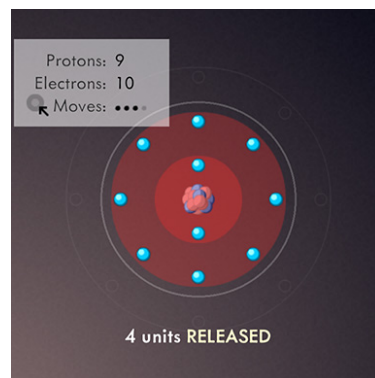
Ions: Chemistry Connections (cont.)

CHEMISTRY CONCEPT: **Octet rule**

Players can add or remove electrons to create a complete set of valence electrons.



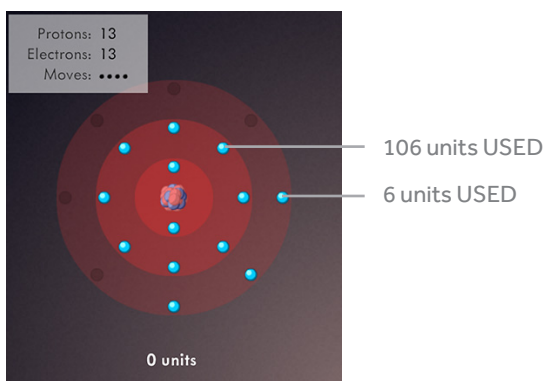
Electron removed to satisfy octet rule (8 valence electrons)



Electron added to satisfy octet rule (8 valence electrons)

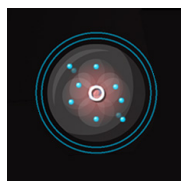
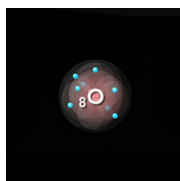
CHEMISTRY CONCEPT: **Core electrons are held more strongly than valence electrons.**

Player will need more energy to remove an inner electron than a valence electron.

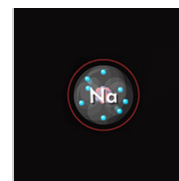


CHEMISTRY CONCEPT: **Ionic radii**

Player can observe difference in radii between ion and parent atom.



Anions are *larger* than their parent atoms.



Cations are *smaller* than their parent atoms.

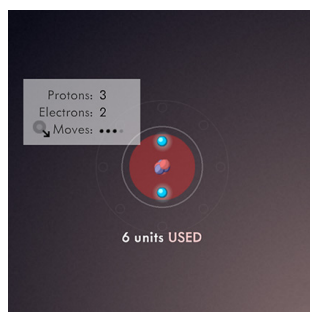
Ions: Chemistry Connections (cont.)

CHEMISTRY CONCEPT: **Periodic trend: Ionization energy**

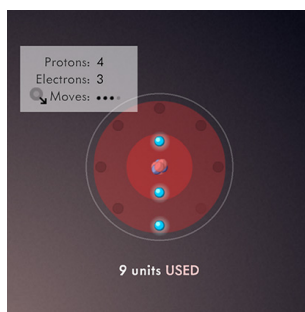
Player can observe that energy (ionization energy) is required to remove electrons from an atom.

Ionization energy increases across a period.

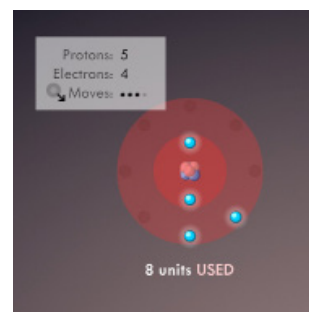
Energy units used increase
across Period II



Lithium



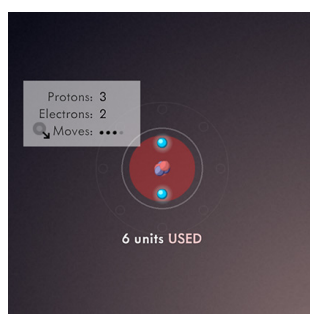
Beryllium



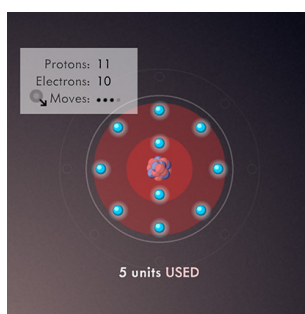
Boron

Ionization energy decrease
down a group.

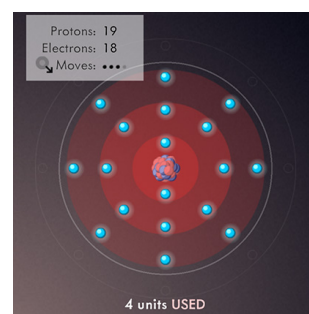
Energy units used decrease
across Group I



Lithium



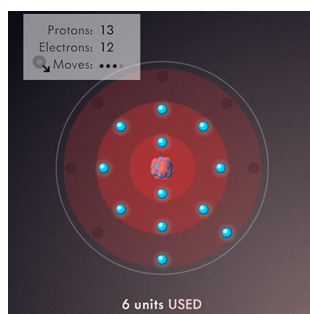
Sodium



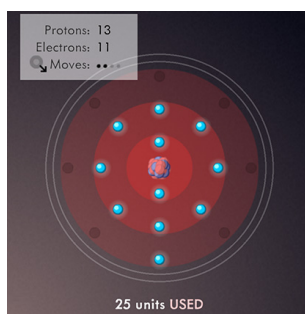
Potassium

Ionization energy increases upon removal of 2nd and 3rd electrons from an atom.

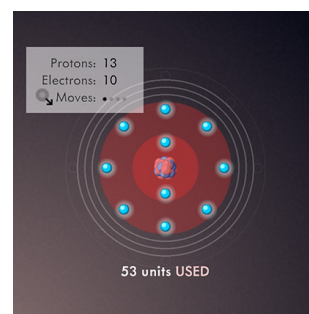
Energy units used increase
upon removal of each valence
electron from Aluminum



First Ionization Energy



Second Ionization Energy



Third Ionization Energy

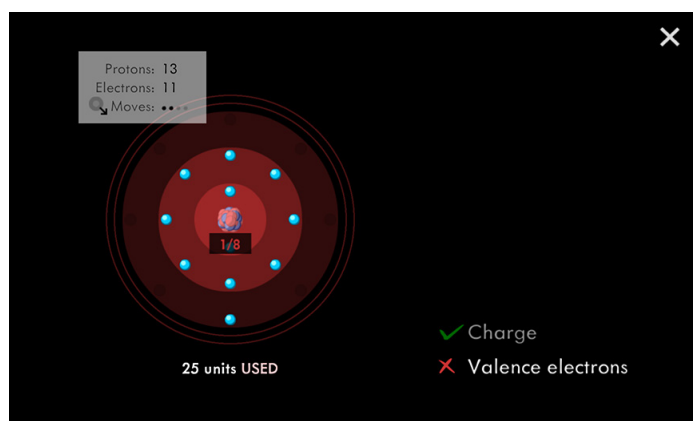
Ions: In-Game Feedback

Sandbox Check

- Add/Remove Mode
Once an electron has been added or removed, the ion is locked into add or remove mode.
- Cannot Add/Remove more than 4 Electrons
After adding/removing 4 electrons, the ion is locked.
- Valence Electron Check
Octet rule must be satisfied.

Challenge Level Check

To check work in a challenge level, players can drag an 'ionization mode' atom to a chosen target. Ion will be checked against the target based on key chemistry content, as outlined below.



Incorrect



Correct