



Explore Screen

Students build an understanding of solution concentration by varying amounts of solute, solvent, and solution. Experimenting with several different chemicals in solid and concentrated solution form, students can develop qualitative and quantitative relationships.

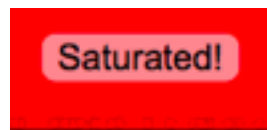
The screenshot shows the PhET Concentration simulation interface. A central beaker contains a pink liquid. A faucet on the left is labeled 'ADD pure water by pulling lever'. A dropper above the beaker is labeled 'CHOOSE solid or concentrated solute'. A control panel at the top right shows 'Solute: Drink mix' and options for 'Solid' and 'Solution'. A callout box 'PICK your solute' lists various chemicals. A digital display shows 'Concentration (mol/L) 1.640'. A callout box 'READ molarity by dragging probe into beaker solution' points to a probe. A 'Remove Solute' button is highlighted, with a callout box 'REMOVE all solute without removing water'. An 'Evaporation' slider is set to 'none', with a callout box 'REMOVE water without changing temperature'. A callout box 'DISPENSE solute by shaking' points to the beaker. A callout box 'Solution color darkness indicates concentration' points to the pink liquid. A callout box 'DRAIN solution' points to the faucet.

Complex Controls

- The maximum amount of solute that can be added to the beaker is 6 moles; the shaker or dropper will not dispense any more solute. You can remove some solute with the drain faucet or you can remove all of the solute by clicking: 
- The dropper will add concentrated solution of the solute. The concentration of the solution in the dropper can be measured by putting the probe below the dropper, then press the red button to read in the stream. See the table below for concentrations. 

Model Simplifications

- Simplified equation for concentration: Moles of Solute / Volume of Solvent, instead of volume of solution. This simplification is reasonable because the solute particles have small mass, variations in volume could lead to student confusion, and implementation complexity doesn't align with HTML5.
- The temperature of the solution is constant for each solute and dropper solution. All of the solutions are at 25°C except the drink mix, which is at 20°C.
- When the moles of solute per liter of water is above the saturation point, the solution will saturate and small crystals will form at the bottom of the beaker. The solubility limit values used in the simulation are from the CRC Handbook of Chemistry and Physics 91st edition, online: <http://www.hbcpnetbase.com>



Solute	Formula	Molar mass (g/mol)	Color	Solubility in water (mol/L)	Dropper solution (mol/L)
Drink mix (sucrose)	$C_{12}H_{22}O_{11}$	342.296	red	5.96 @ 20 °C	5.50
Cobalt (II) nitrate	$Co(NO_3)_2$	182.942	red	5.64 @ 25 °C	5.00
Cobalt chloride	$CoCl_2$	129.839	pink	4.33 @ 25 °C	4.00
Potassium dichromate	$K_2Cr_2O_7$	294.185	orange	0.51 @ 25 °C	0.50
Potassium chromate	K_2CrO_4	194.191	yellow	3.35 @ 25 °C	3.00
Nickel (II) chloride	$NiCl_2$	129.599	green	5.21 @ 25 °C	5.00
Copper sulfate	$CuSO_4$	159.609	blue	1.38 @ 25 °C	1.00
Potassium permanganate	$KMnO_4$	158.034	purple	0.48 @ 25 °C	0.40

See all activities for Concentration [here](#).

For more tips on using PhET sims with your students, see [Tips for Using PhET](#).