

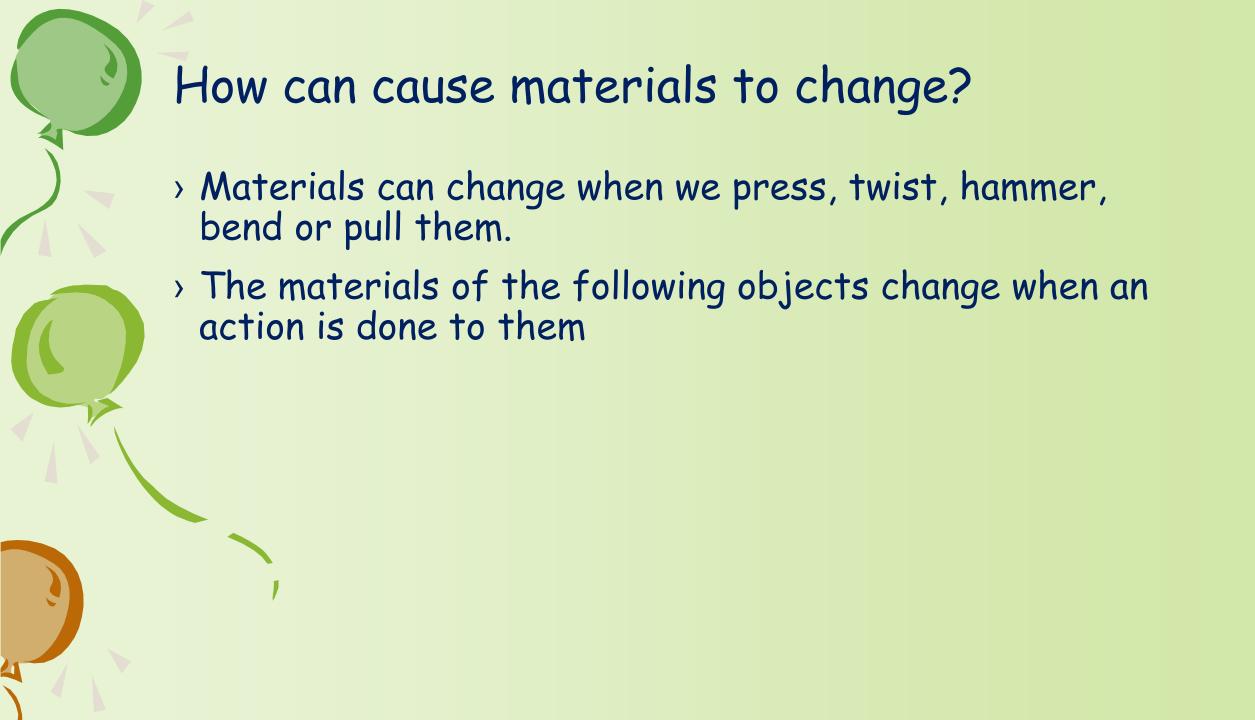
Let's find out:

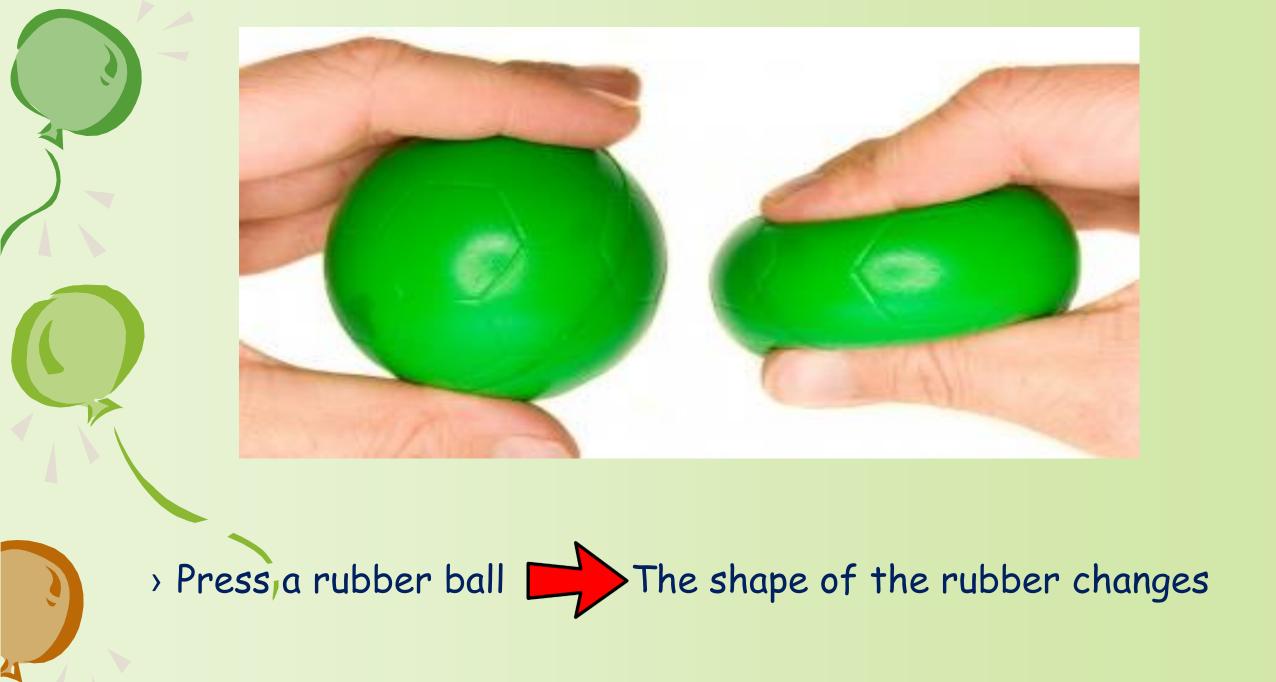
- > What causes physical changes in materials?
- > What are temporary and permanet changes?
- > How can physical changes be useful?
- > What physical changes can cause dangers and how can we prevent them?

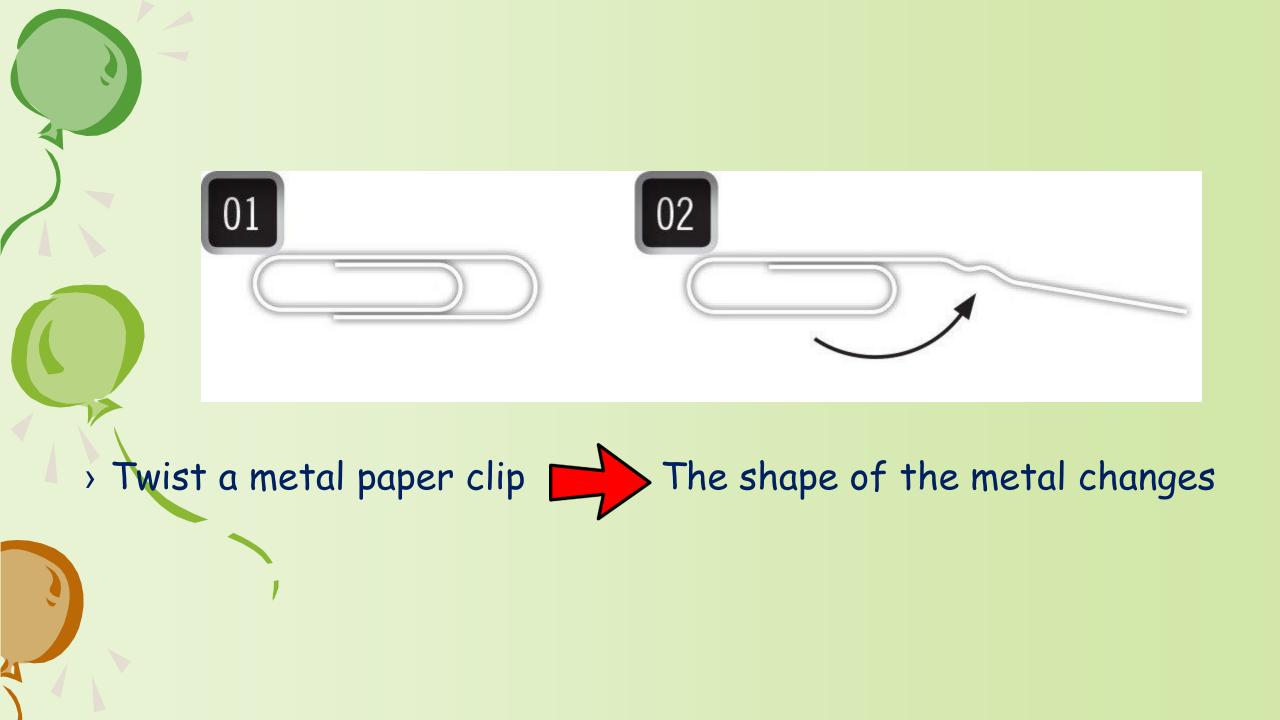


The glass is broken. Its shape has changed.

- What could have happened to the glass?
- Can the glass return to its original shape?
- Is this glass still useful?











Hammer a ceramic vase



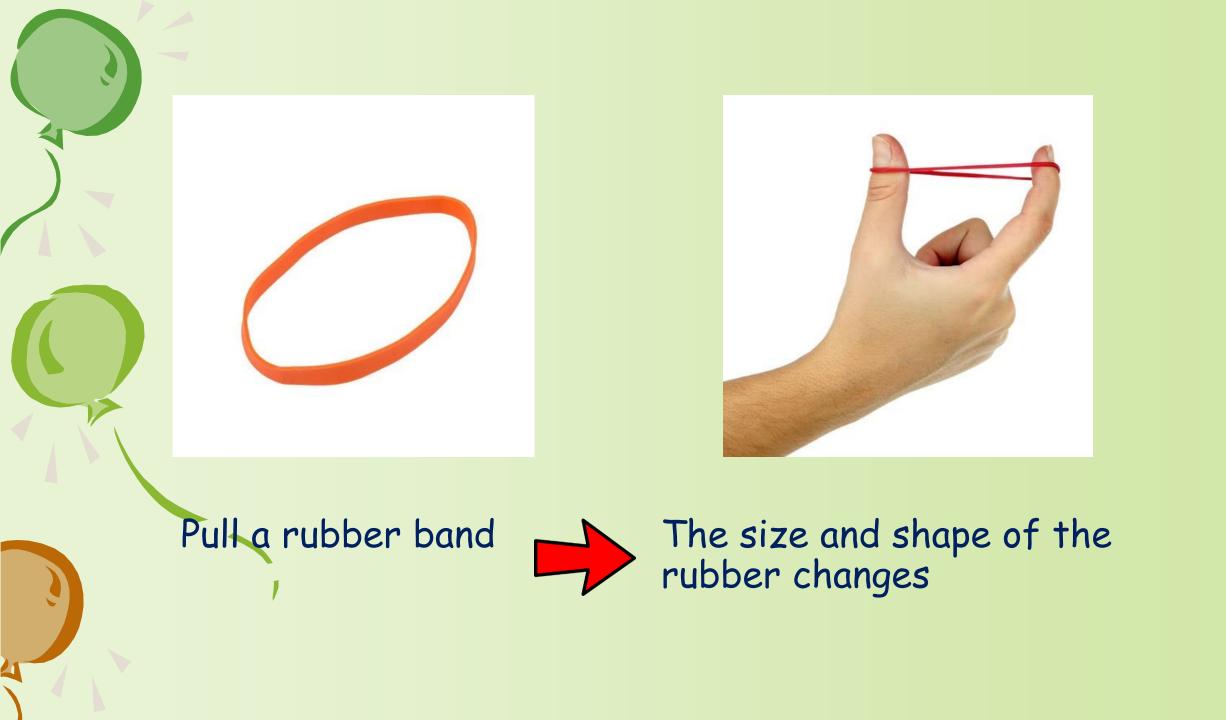
The shape of the ceramic vase changes



Bend a plastic spoon

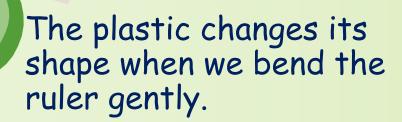


The shape of the plastic changes



Temporary changes.

- > Some materials, after they have changed physically, they can easily return to their original size and shape. These changes are temporary.
- > Examples of temporary changes:

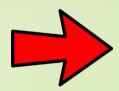




The ruler is curved.

> The plastic returns to its original shape

Release the ruler







The ruler becomes straight again

The plastic changes its shape when we press the ping-pong ball



Place the ping-pong ball in hot water



> The plastic returns to its original shape

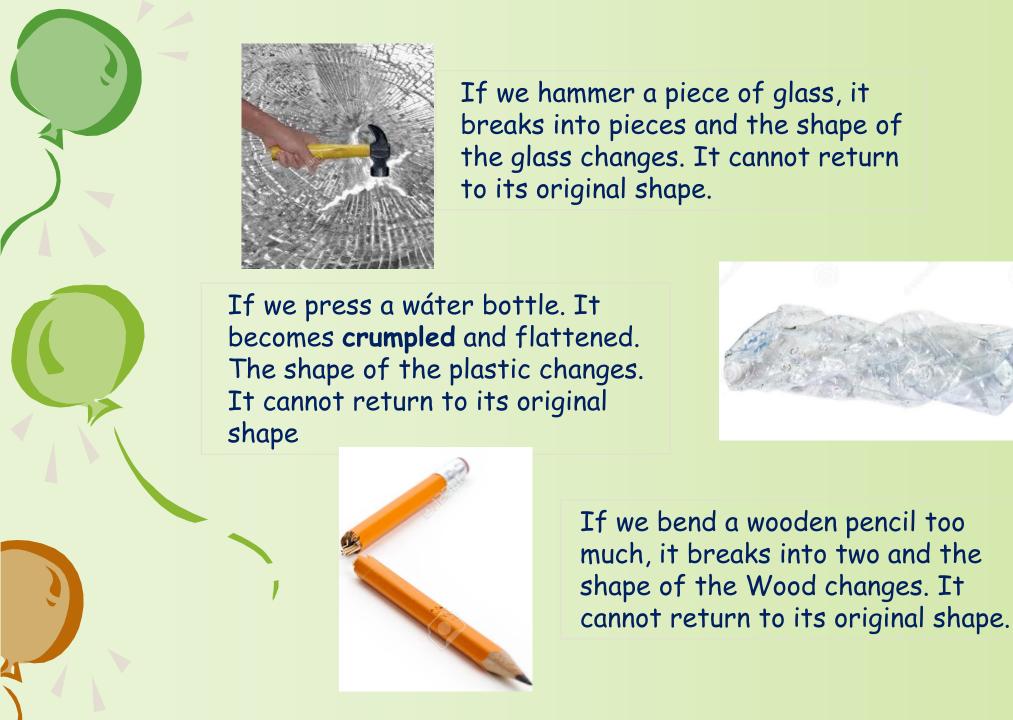


The ping-pong ball is dented



Permanent changes.

- Some materials, after they have changed physically, they cannot return to their original shape. These changes are permanent.
- > Examples of permanent changes:



Using physical changes in materials.

Some objects are useful to us if the materials can change physically

> Plastic.

Plastic wraps and plastic bags are useful. The plastic used to make these objects can bend and change its shape easily





This plastic wrap is used to wrap the apples.





Plastic bags are used to hold groceries and other shopping items.

Clay and rubber

Rubber bands and clay pots are also useful. Rubber and wet clay are useful materials because they can change their size and shape easily





The rubber band can be used to tie objects together because the rubber can change its size and shape.





Wet clay can change size and shape to become clay pots and other useful objects.

