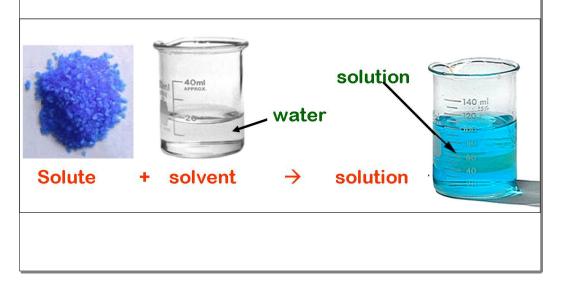
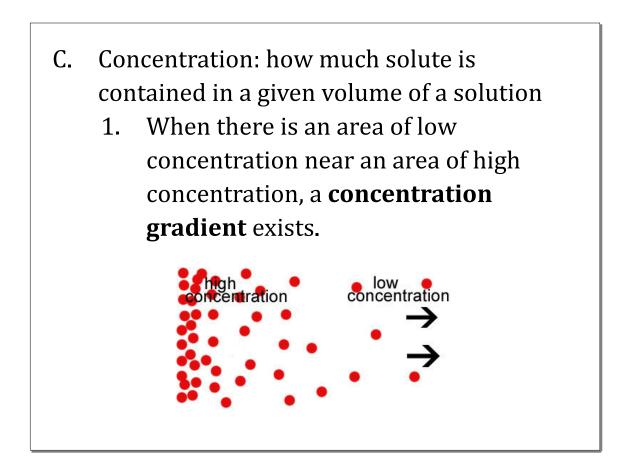
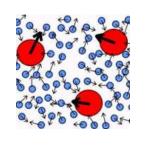


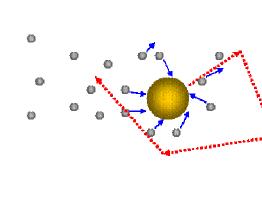
- 1. **Solute:** particles that are dissolved
- 2. **Solvent:** substance that dissolves particles—water is the universal solvent

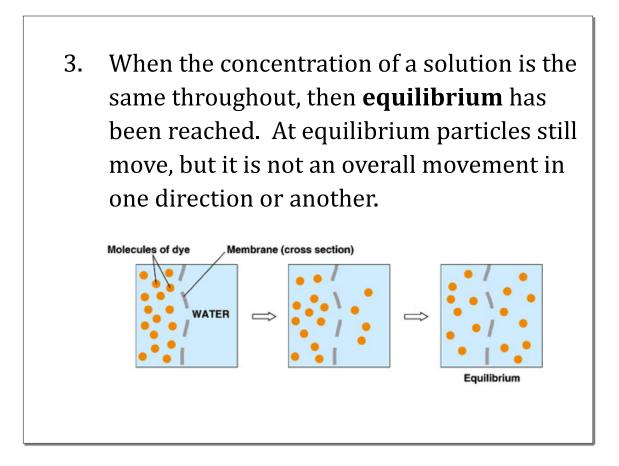


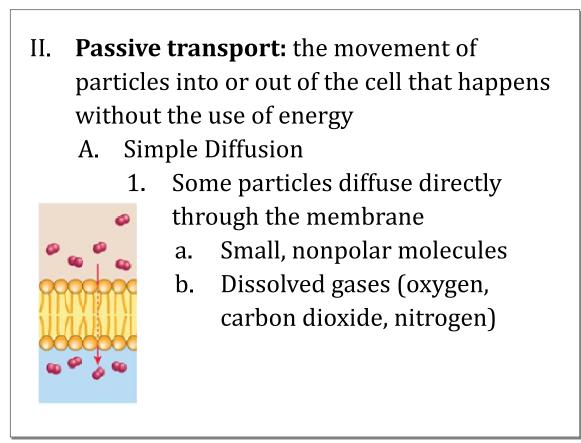


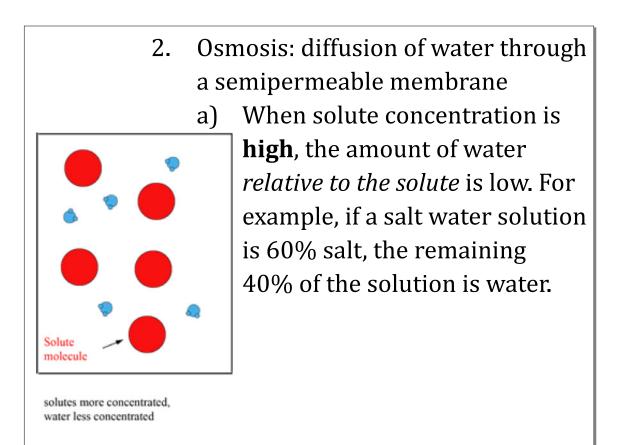
2. Particles will natural move from an area of high concentration to an area of low concentration. This is because of the random motion of the individual atoms and molecules that make up all matter.



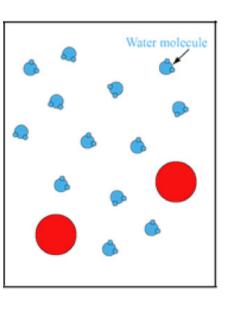








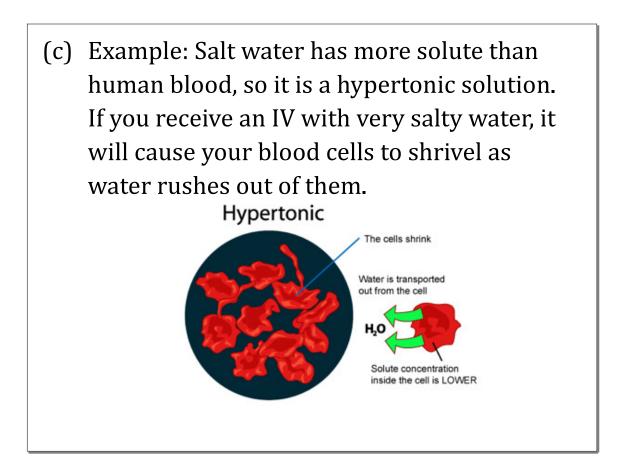
b) When the solute concentration is **low**, the amount of water *relative to the solute* is low. In the same salt water example, if the solution is only 20% salt then we know that it is 80% water.



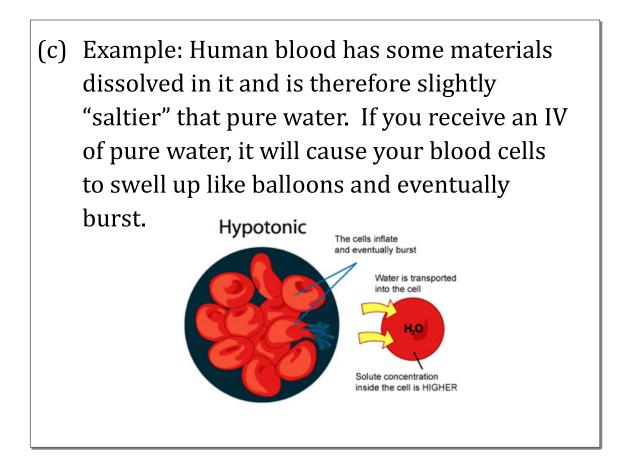
solutes less concentrated, water more concentrated

c) Since we know that particles tend to move from an area of high concentration to an area of low concentration, water molecules will flow from an area of high *water* concentration (as in, a dilute solution) to an area of low *water* concentration (a concentrated solution).

- d) Descriptions of solutions
 - Hypertonic: a solution that has a higher solute concentration than the object (normally a cell) it is being compared to
 - (a) Water moves from where there is more water/is more dilute (inside the cell) to the area where there is less water/more concentrated in solute (the surrounding solution)
 - (b) Cell will shrivel



- Hypotonic: a solution that has a lower
 solute concentration than the object (cell) it
 is being compared to
 - (a) Water moves from where there is more water/is more dilute (the solution) to the area where there is less water/more concentrated in solute
 - (b) Cell will swell, and perhaps burst



- Isotonic: a solution that has the same solute concentration as the object (cell) it is being compared to
 - (a) Since an isotonic solution has the same concentration as the cell, there is no net water movement in either direction; water molecules move in and out of the cell at the same rate.
 - (b) Cell remains same size/normal shape

