**Motion and design**

**List 3**

**engineer-**trained person who designs or builds

**mass**-amount of matter in an object

**physical change**-alteration in the form, but not in the material

**chemical change**-process that alters form and composition

**solid**-state of matter that has definite shape

**liquid**-a substance that flows, a fluid

**gas**-invisible state of matter, like air

**vapor**-small particles of moisture in the air

**matter**-is anything that has a mass and a volume (the amount of space it takes up). It is made up of atoms or molecules

**physical property**-is something you can see or observe about matter without having to change the kind of matter it is.

**Law of Conservation** - A law that states that matter **cannot** be created or destroyed by ordinary means **BUT** it can certainly be changed.

**Heat**-If something is hot, it will move faster than something that is cold.

* **Fast Molecules = Heat**
* **Slow Molecules = Cold**