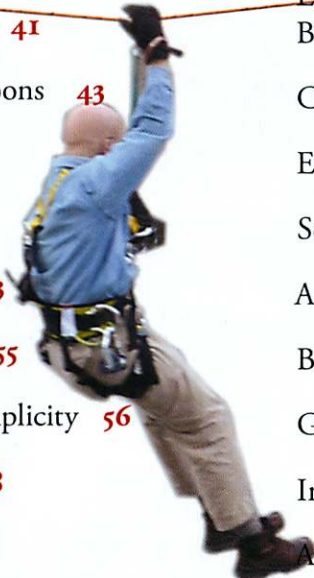



CONTENTS



Introduction	9	Air Cannons	76
Scene One, Take One	14	Pressure & Force	77
States of Matter	18	Work, Time, Distance, and Energy	79
Plasma	22	Fire Stunts	82
Changes in States of Matter	24	Insulation	84
Fire & Chemical Reactions	26	Explosions: More Ways to Blow Things Up	88
Combining Systems	41	Chemical Reactions	93
Carbon & Hydrocarbons	43	Electric Circuits	105
Hemoglobin	50	Series and Parallel Circuits	106
Gravity	52	Atmospherics	112
Compressing Gases	53	Bringing It All Together	142
Components of Air	55	Getting Work	158
Einstein's Rule of Simplicity	56	Important Science Concepts	162
Simple Machines	58	Appendix	174
Pulleys	62	Index	187
Tensile Strength	68	Contacts & Resources	193
Tension	69	End Credits	195
Blowing Things Up	75		