

Isotopes

- Two atoms are isotopes if they have the same number of protons, but they have different numbers of neutrons.
- This means that:
 - Isotopes are atoms of the **same element**.
 - Isotopes have **different atomic masses**.
 - Isotopes have **different number of neutrons**.

Isotope Notation

- When using isotope notation we use:
 - Z to represent atomic number
 - A to represent mass number

To find the number of neutrons, N, subtract the atomic number from the mass number:

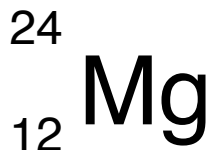
$$N = A - Z$$



Example Using Magnesium:

- Magnesium has 3 isotopes, here is how they compare.

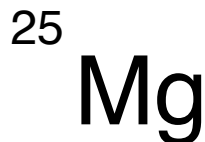
Using isotope notation, they are:



P=

E=

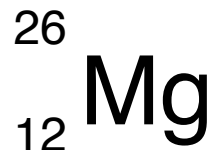
N=



P=

E=

N=



P=

E=

N=

- They have different number of neutrons and different atomic masses.

The Role of the Neutron

- As the atom grows, the number of neutrons increases more rapidly.
 - In larger atoms neutrons have a stabilizing effect (act as glue that hold atoms together).

Average Atomic Mass

- In the periodic table, the atomic mass of element is given in atomic mass units(u).
- To determine the atomic mass of an element, you must determine the *average atomic mass*.

Isotopic Abundance (% Abundance)

- ***Isotopic Abundance*** is the amount of a given isotope of an element that exists in nature, expressed as a percentage of the total amount of this element.

Calculating Average Atomic Mass

$$\text{Average Atomic Mass} = \frac{(\text{Isotope 1 Abundance})(\text{Mass Isotope 1})}{100} + \frac{(\text{Isotope 2 Abundance})(\text{Mass Isotope 2})}{100} \dots$$

*Remember isotope abundance is represented as a percentage, so it is expressed as a decimal.

Example: Using the information in the table below to calculate the average atomic mass of copper

Isotope	Mass(u)	Isotopic Abundance (%)
copper-63	62.93	69.2
copper-65	64.93	30.8

Example: Using the information in the table below to calculate the average atomic mass of iron

Isotope	Mass(u)	Isotopic Abundance (%)
Iron-56	56.00	5.10
Iron-55	55.00	3.15
Iron-54	54.00	91.75