



SCIENCE CAREER  
ADVENTURES



# **Amy the Chemist: Heating and Cooling**

# Who is Amy?



**Hi everyone! My name is Amy, and I'm a chemist. A chemist is a type of scientist that learns about what things are made of, or what happens when things are mixed together. For example, a chemist can mix butter, corn syrup, sugar, and food coloring and make laffy taffy candy!**

# Tools I Use



## Safety goggles:

It is important to wear protective goggles when I work with the chemicals in case they spill or explode.



## Notebook:

I use my notebook to write down notes about the chemicals I use and what happens when I mix different chemicals together.



## Beaker:

A beaker is a glass container that is used to pour and mix liquids. Beakers can come in all shapes and sizes.



# What I am Working On

Right now, I work at Sweet Tooth Company. Sweet Tooth is a company that makes desserts that are sold in stores! Sweet Tooth hired me to create new recipes for desserts.

Today, I am going to make a recipe for a new type of lollipop! To make a recipe, I am going to follow four steps!

**Step  
1**

Choose what ingredients I want to use and how much of each ingredient.

**Step  
2**

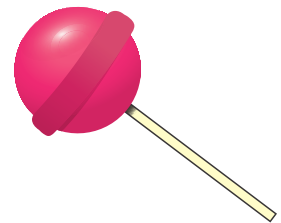
Combine sugar, corn syrup, water, and food coloring into a bowl.

**Step  
3**

Heat the ingredients on a stove.

**Step  
4**

Wait for the candy to cool. Then, try it and see how it tastes!



# Step 1

First, I am going to choose what ingredients I want to use and how much of each ingredient!



1 cup of sugar



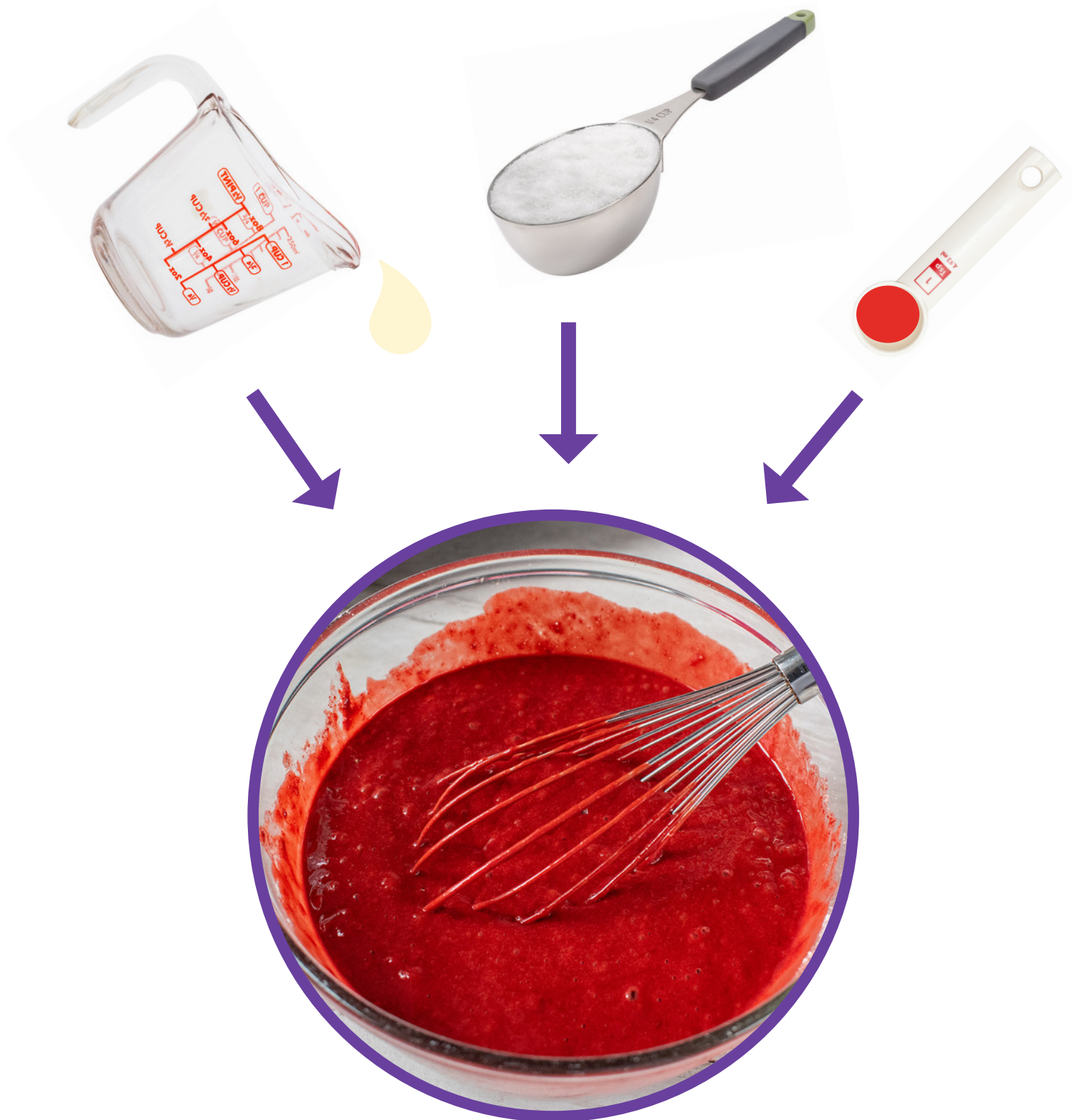
1/3 cup of  
corn syrup



1 teaspoon of red food  
coloring. That way my  
candies will be red!

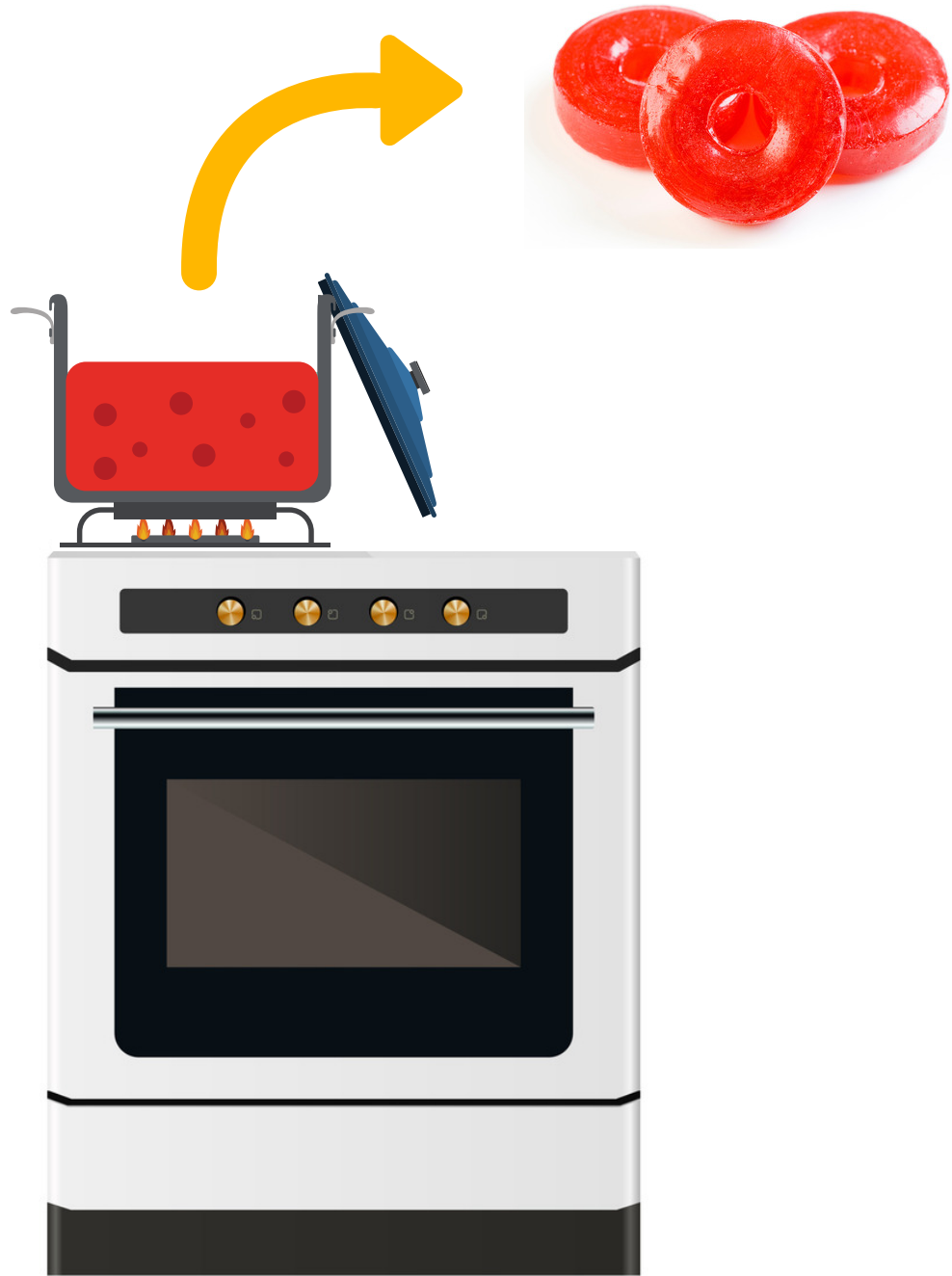
## Step 2

Next, I am going to combine all of the ingredients into a bowl and stir!



# Step 3

Then, I am going to heat all of the ingredients on the stove. When the ingredients are heated, they form a hard candy!



# Step 4

Lastly, I am going to try my candy! I text Olivia to see if she wants to try the candy, too! Olivia is also a chemist. Check out our text messages!

