Chemical Compound of the Day

Wednesday, Jan. 4

**H2O**

* Clear liquid at room temperature
* Solid state is less dense than liquid state
* "Universal solvent"
* Occurs naturally
* Covers 3/4 of the Earth

Thursday, Jan. 5

**NaOH**

* Colorless solid
* Very soluble in water
* Hygroscopic (absorbs moisture from the air)
* Important industrial chemical
* Does not occur naturally
* Other names: Caustic soda; lye

Friday, Jan. 6

**NaCl**

* Colorless solid at room temperature
* Commonly known as table salt
* Occurs naturally in vast deposits
* Present in sea water

Monday, Jan. 9

**NH3­**

* Colorless gas at room temperature
* Characteristic strong odor
* Byproduct of decomposition
* Converted to urea in humans during digestion
* Used in fertilizers

Tuesday, Jan. 10

**NaClO**

* White solid at room temperature
* Bleaching and disinfecting agent
* Highly corrosive at high concentrations
* Used to disinfect drinking water and chlorinate pools
* Found in chloroform

Wednesday, Jan. 11

**CH4**

* Colorless gas at room temperature
* Most abundant organic compound on Earth
* Extremely flammable
* Used in gas stoves and in Bunsen burners
* Cows can produce up to 500 liters of methane in one day

Thursday, Jan. 12

**CaCO3**

* White solid at room temperature
* Very common compound
* Used as an antacid to relieve heartburn and indigestion
* Found in the shells of marine organisms and chicken
* Found in marble and sometimes used in plasters

Tuesday, Jan. 17

**CO**

* Colorless, odorless gas at room temp.
* Slightly lighter than air
* Toxic at high concentrations
* Produced during partial combustion of carbon products (such as CH4)
* Complete combustion creates CO2

Friday, Jan. 20

**PbCrO4**

* Bright yellow solid at room temp.
* Used to be used to dye paints
* Toxic at high concentrations
* Carcinogen
* Up until the late 1800's, it was used to color bright yellow candies!

Monday, Feb. 6

**O2**

* Clear gas at room temperature
* Diatomic molecule held together by covalent bonds
* Most abundant element in the human body
* Necessary for combustion