



In This Module...

- Structure of matter
- Radiation
- · Ionizing and non-ionizing radiation
- Radioactive decay
- Common types of ionizing radiation
 - Alpha
 - Beta
 - Gamma
- · Activity and half-life

Nomenclature		
Atoms are often written	with the notation:	
Mass Number A Symbol Atomic Number (H for Hydrogen, C for Carbon, Pb for Lead, etc.)		
Another common notation is	Symbol-A	
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Radioactivity

In an *unstable* atom, the *nuclear forces* are not strong enough to hold the nucleus of the atom together.



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Unstable atoms want to become stable!



While becoming stable, *unstable* atoms emit *radiation*. This process is known as *radioactive decay*.







































Alpha Radiation

- Alpha particles are very heavy
 - Approximately 7,000 times as heavier than an electron.
- Alpha radiation is highly energetic.
 Alpha particle energies range between approximately 4 and 9 MeV.
- Because of its size, the alpha particle does not travel far in matter:

- Approximately 7 cm of air
- Stopped by a piece of paper
- Will not penetrate the dead outer layer of your skin

- Alpha decay results in the creation of a new atom which may also be radioactive.
- For example, Rn-222 emits an alpha particle during radioactive decay and becomes Po-218

$$^{222}_{86}Rn \rightarrow ^{218}_{84}Po + ^{4}_{2}He$$

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Beta Radiation

- Beta particles can carry either a positive or a negative electric charge
- Therefore, there are two kinds of beta radiation:
 - Positive beta (positron)
 - Negative beta (electron)



- Positrons carry one unit of positive electric charge
- Apart from the charge, other aspects of positrons are the same as those of an electron
- Electrons occur freely in nature
- · Positrons have only a transitory existence

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Beta Radiation Penetration

- Maximum energy values for beta particles vary from 18 keV for ³H to 4.81 MeV for ³⁸CI
- Beta particles are less ionizing than alpha particles and can travel farther in matter:
 - Approximately 200 cm in air
 - They can penetrate the skin
 - Approximately 0.2 cm in tissue
- A thin layer of plastic is an effective shield.









Beta Radiation

- When beta particles pass through matter, x-rays can be produced.
 - This is called *bremsstrahlung*, meaning "braking radiation"
- The higher the atomic number, the more bremsstrahlung will be produced.











Gamma Emission

- Gamma rays are emitted from the nuclei of radioactive atoms.
 - Unlike x-rays which are produced through electron interactions.
- The emission of a gamma ray is always preceded by either a beta decay or an alpha decay.









Gamma Rays and X-Rays

- Both gamma rays and x-rays are ionising radiation.
- Gamma rays and x-rays do not have a range.
 They can theoretically travel forever.
- However, as gamma rays and x-rays pass through matter, their *intensity* is reduced.





Activity

- The rate of radioactive decay is referred to as the *activity*.
 - The number of decays per unit of time.
- The SI unit of activity is the *becquerel* (Bq).
 One becquerel is one decay per second.
- The historic unit for activity is the *curie* (Ci).

1 Ci = 3.7 × 10¹⁰ Bq

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Activity

- Activity of 1 mg of U-238 is 10 Bq
- Activity of 1 mg of Am-241 is 1x108 Bq
- The drastic difference in activity between uranium-238 and americium-241 is related to a unique property of all radionuclides called the *half-life*

Half-Life

- The *half-life* of a radionuclide is the time required for it to lose 50% of its activity by radioactive decay.
- Each radionuclide has its own unique half-life, regardless of the quantity or form:
 - Solid
 - Liquid
 - Gas
 - Element or compound











Half-Life

- The half-life of a radioisotope is an **unalterable** property of the radioisotope.
- Half-lives range from microseconds to billions of years.
 - Uranium-238 4.5 x 10⁹ years
 - Cesium-137 30.07 years
 - Radon-222 3.8 days
 - Polonium-212 3.04 x 10⁻⁷ seconds

Half-Life Example

- Assume we have 1000 Bq of P-32.
- P-32 has a half-life of 14.3 days.

# of half-lives elapsed	Activity remaining
One half-life (14.3 days)	
Two half-lives (28.6 days)	
Three half-lives (42.9 days)	

Half-Life

- A good rule of thumb to remember is that after 7 half-lives the activity decreases to about 1% of the original value.
- After 10 half-lives the activity reduces to about 0.1% of the original value.



 Activity and half-life are related mathematically by the following equation:

$$\frac{A}{A_0} = \frac{1}{2^n} \qquad A = A_0 \frac{1}{2^n}$$

A is the activity remaining after n half-lives
A₀ is the original activity present