

A.T.O.M.G.

from *Ensonglopedia of Science*

Music and lyrics by John Hinton

Arranged by: Michael Hinton

Didactically ♩ = 120

'Atom' - from the Greek words
'A', meaning 'not', and 'temnein',
'to cut', because it was thought...

that a-toms were un-brea-ka-ble and ut-ter-ly un-sha-ka-ble, no
 4 part of them was ta-ka-ble, their one-ness un-mis-ta-ka-ble, but
 6 now we know they're brea-ka-ble, and we do it quite a lot. An
 10 as-tro-naut has tril-li-ons of tril-li-ons of a-toms and that's just in a sin-gle strand of
 13 arm-pit hair. So hold on to your no-ses and let us see what hap-pens if we take a trip in
 17 there. *faster* ♩ = 160 A - T - O - M, im-pos-si-ble to count 'cause there's so
 21 ma-ny of them. A - T - O - M - I - C, so small that they are to-tal-ly im-
 25 *a little faster* ♩ = 172 pos-si-ble to see. So let's dive down to the depths of the a-tom, it's a
 30 world so wild that it's dif-fi-cult to fa-thom, the ti-ny things ra-cing round the out-side are e-
 34 lec-trons, five or six fem-to-me-tres wide. A sim-ple fact that you've

37

 got to em-brace is that most of an a-tom is emp-ty space. If an a-tom was as big as West-

41

 - min-ster Ca-thed-ral, the nu-cle-us would be a ba-by bee bu-sy buz-zing in the

44

 mid-dle. A - T - O - M, im-pos-si-ble to count 'cause there's so

48

 ma-ny of them. A - T - O - M - I - C, so small that they are to-tal-ly im-

52

 pos-si-ble to see. Now back to the bee. That bee is made of had-rons which are

55

 pro-tons or neu-trons which are held to-ge - ther with the help of glu-ons. Now we're

58

 get-ting quite ad-vanced for the bright-er sparks, but had-rons ac-tual-ly con-

61

 sist of quarks. And of what sort of thing do those quarks com-prise? Well, if

64

 you can tell us that, you'll win the No - bel prize.

69

 A - T - O - M. E-ven air is li-te-ral-ly swarm-ing with them.

73

 A - T - O - M - G, I can't be-lieve that there are oh so

76

 ma-ny ma-ny tril-li-ons of tril-li-ons of those things in me. A - to - m!

Slow and ecclesiastical