

Sound

Physics



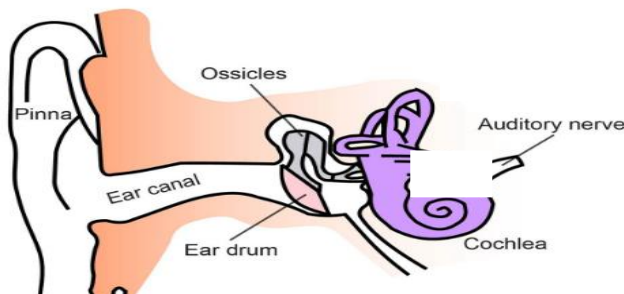
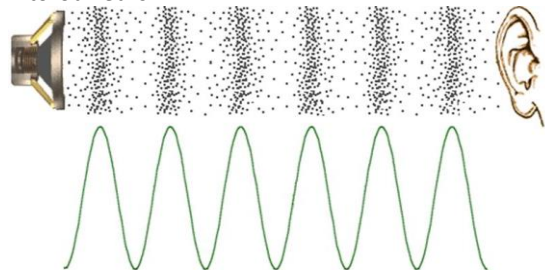
What should I already know?

That sounds can be loud and quiet.
Identify and compare different materials.

Diagrams

Vibrations travels through the air as a sound wave into our ears.

The ear is made up of many parts that help us hear.



Vocabulary

Vibrate



Causing something to move back and forth very quickly.

Sound waves



Vibrating energy that travel back and forth to the each in the form of a wave.

Pitch



How high or low a sound is.

Volume



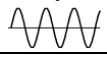
How loud or quiet a sound is.

High pitch



A sharp sound produced when an object vibrated quickly.

Low pitch



A deep sound produced when an object vibrated slowly.

Quiet



Making little or no sound.

Loud



Making a large amount of sound.

Insulating



To cover an object with material to reduce the movement of heat, sound or electricity.

Sound proofing



Preventing the movement of sound by insulating.

Quick Facts



Sound is created when an object vibrates.

Vibrations travels through the air as a sound wave into our ears.

Musical instruments vibrate to make sound.
You can pluck, bank or blow an instrument.

Sound can travel through solids, liquids and gases.

When the vibrations enter the ear, they travels through different parts of the ear until it reaches the brain.

The brain tells you that you are hearing a sound and what that sound is.

Sounds get quieter as the distance between the sound source and your ear.

If the vibrations have a lot of energy, then they are loud but if they have little energy then the sound is quiet.

Pitch is how high or low a sound is.

High sounds can be quiet or loud, and low sounds can be quiet or loud too.

The size, length and tightness of the object that is vibrating will also affect the pitch of the sound it produces.

Sometimes for safety reasons, sound needs to be absorbed and reduced. This is known as soundproofing.

Working Scientifically



Questioning,
Planning and
Enquiring



Investigating



Observing and
Recording



Concluding and
Evaluating