

**sound**

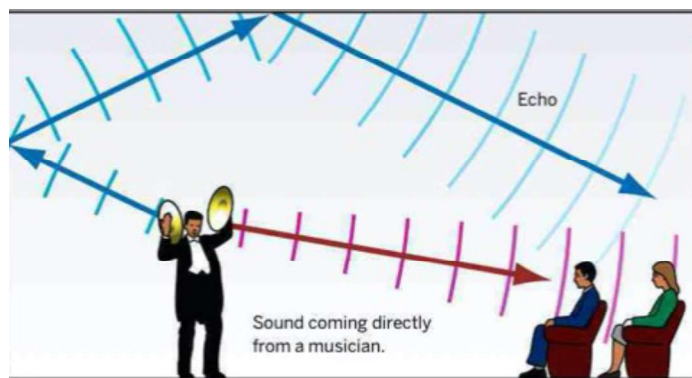
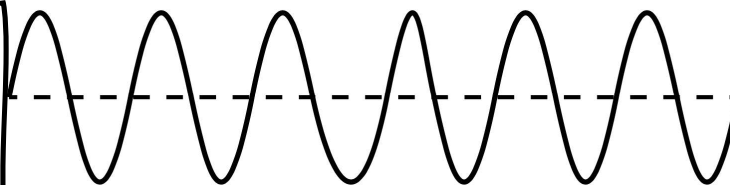
travels in **waves as vibrations**

sound waves can ONLY travel through a **medium**

A medium such as

- air (gas)
- water (liquid)
- wood (solid)

sound travels through anything with **particles** ✓

**sound**

is transfer of **energy**

vibrations create sound

regular and repeated movement of an object that moves backwards and forwards

sound can't travel in a vacuum (no particles) ✗

sound travels in air

340 metres each second

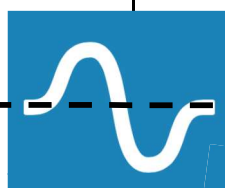
properties of sound**pitch**

(frequency)

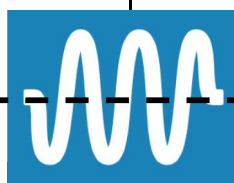
number of sound waves each second

sounds high or low

how frequent waves are

low pitch

low frequency = low number of waves each second (tuba)

high pitch

high frequency = high number of waves each second (trumpet)

3 things that affect

pitch

(frequency) of the sound wave

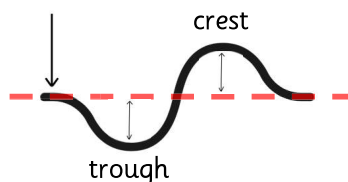
- size
- length
- tightness

of the thing that is vibrating

loudness

size of the sound waves

rest point
(where there would be no sound)



bigger the waves

more energy

louder it sounds

2 things that affect loudness

amount of energy

amount of stuff vibrating (larger sound boxes can make larger sounds)

**hearing**

sounds travel through a medium (air, water, wood) and enter your ear canal

sounds vibrate the ear drum, middle ear and inner ear

vibrations send messages to your brain

**sound fades**

vibrations get fainter as the distance from the source increases

the same amount of energy is spread over a larger area

