

# Wave and Sound Notes

## Wave Types and Characteristics

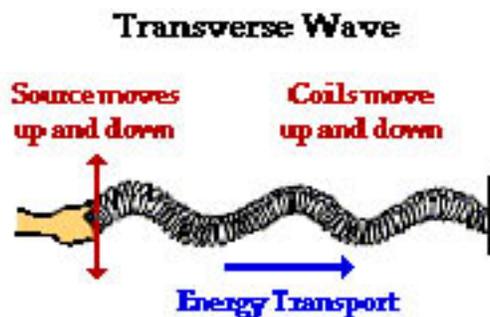
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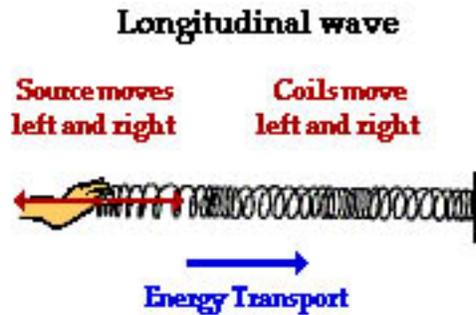
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Electromagnetic Waves	Mechanical Waves
Do not need matter to transfer energy Are transverse waves Example: light, x-rays, radio waves etc...	Needs matter to transfer energy through various mediums. o <b>Medium</b> ---substance or matter through which a wave travels Examples: sound waves, ocean waves, earthquakes

o **Transverse waves**--- waves where energy causes matter to move in right angle directions (Ex. ocean waves, light waves, microwaves)



**Compressional waves**--- waves where the energy causes matter to move forward and backward in the wave's direction (ex. sound waves, seismic waves)



## 4 Properties of Waves

- o **Amplitude**--- in a transverse wave, half the distance from crest to trough OR the distance from rest position to crest.
- o **Frequency**--- number of wavelengths that pass a given point (reference point) in one second; measured in hertz (Hz)
  - o **Wavelength**--- in a transverse wave, the distance between the tops of two adjacent crests; for a compressional wave, the distance from the centers of adjacent compressions
  - o **Speed**---the rate at which a wave travels through a particular medium
- o **Medium**---substance or matter through which a wave travels

## SOUND NOTES

o **Sound**---compression wave created by vibrations received by an ear

- Must travel through matter --- Does not travel through space
- Does not travel in straight lines --- I can hear kids in the hall!
  - Speed of sound at room temp. 20° C is 768 mph.
- Speed increases in higher temperatures and decreases in lower temperatures.  
(Why?)
  - Speed is faster in a solid, slower in a gas (Why?)
- Speed of sound is significantly slower than the speed of light (700 million mph)

o **Loudness**---amplitude or intensity of a sound wave

o **Decibel**---a scale to describe the energy carried by sound waves

Common decibel levels

20 = whisper

60 = conversation

**90 = sustained exposure can cause damage to ears**

100 = snowmobile/motorcycle

103 = limit of MP3 players

115 = rock concert

**130 = pain threshold**

o **Pitch**---the human perception of the frequency of sound (high frequency = high pitch)

Humans can hear between 20 Hz ----> 20,000 Hz

Dogs can hear between 40 Hz ----> 60,000 Hz

Bats can hear between 40 Hz ----> 120,000 Hz