

## Chapter 12. Sound

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- 11.1 Making sounds
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### New word list:

Eardrum pulse whistle oscilloscope compression rarefaction amplitude frequency period  
Instrument

pluck  
Drum  
Oud  
Echo

### 3.4 Sound

#### Core

- 1 Describe the production of sound by vibrating sources
- 2 Describe the longitudinal nature of sound waves
- 3 State the approximate range of frequencies audible to humans as 20 Hz to 20 000 Hz
- 4 Know that a medium is needed to transmit sound waves
- 5 Know that the speed of sound in air is approximately 330–350 m/s

#### Supplement

- 10 Describe compression and rarefaction
- 11 Know that, in general, sound travels faster in solids than in liquids and faster in liquids than in gases

*continued*

### 3.4 Sound continued

#### Core

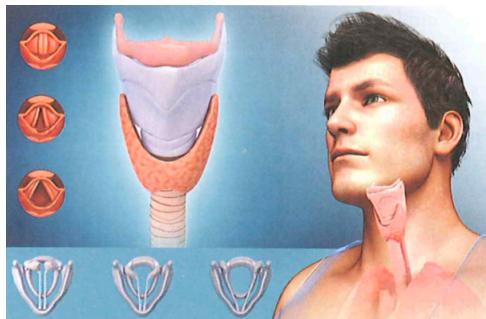
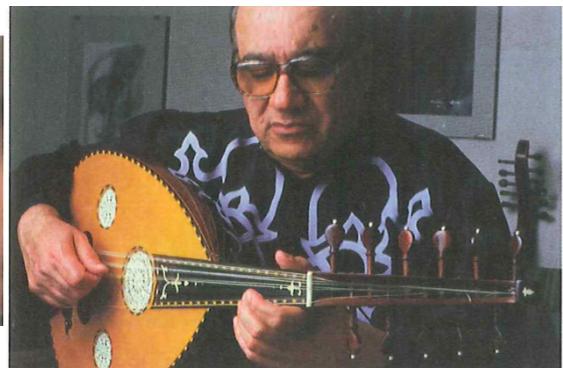
- 6 Describe a method involving a measurement of distance and time for determining the speed of sound in air
- 7 Describe how changes in amplitude and frequency affect the loudness and pitch of sound waves
- 8 Describe an echo as the reflection of sound waves
- 9 Define ultrasound as sound with a frequency higher than 20 kHz

#### Supplement

- 12 Describe the uses of ultrasound in non-destructive testing of materials, medical scanning of soft tissue and sonar including calculation of depth or distance from time and wave speed

## 11.1 Making sounds

How does musical instruments make sounds?



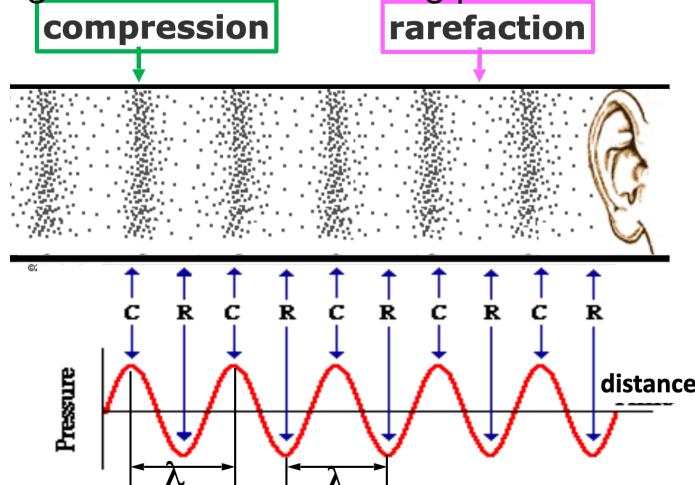
All sounds are caused by vibrations

## 11.2 How does sound travel



**Compression:** regions where the vibrating particles are closest together

**Rarefaction:** regions where the vibrating particles are furthest apart



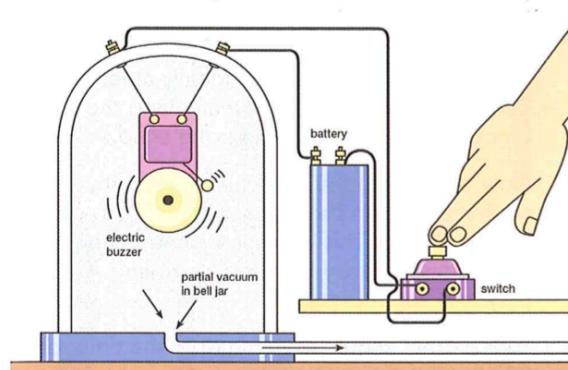
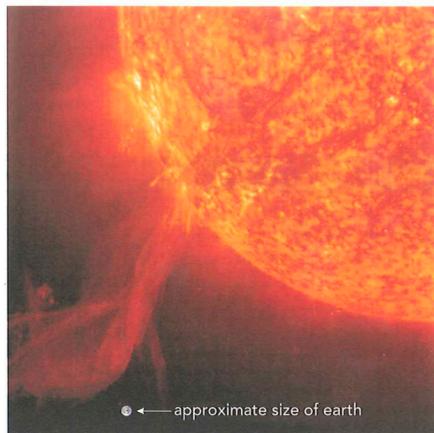
The medium particles oscillate backwards and forwards as the compressions and rarefactions pass through.

When a compression passes, the pressure rises. When a rarefaction passes, the pressure falls

### 11.3 The speed of sound

#### Sound vs light

Why do we always see the lightning first then hear the thunder?



**Sound can travel in solid, liquid, gas; cannot travel in vacuum.**

**Light can travel in vacuum.**

In vacuum, speed of light = 300000000m/s

In air, speed of sound = 330-350m/s

### Sound speed in different materials

| Medium       | Speed of sound(m/s) |
|--------------|---------------------|
| Rubber       | 60                  |
| Air at 0 °C  | 332                 |
| Air at 20 °C | 343                 |
| Air at 40 °C | 355                 |
| Lead         | 1210                |
| Gold         | 3240                |
| Glass        | 4540                |
| Copper       | 4600                |
| Aluminum     | 6320                |

In general, speed of sound

**in solid > in liquid > in gas.**

Particles are closer together => vibrations  
can be passed on more easily

### Exercise 12.1

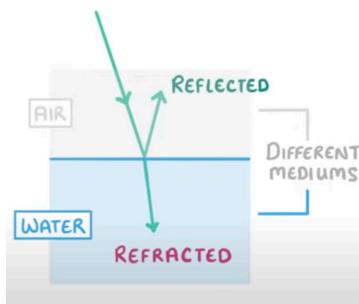
A boy sees lightning and hears the thunderclap 9 seconds later. Calculate how far away the storm is.

### Exercise 12.2

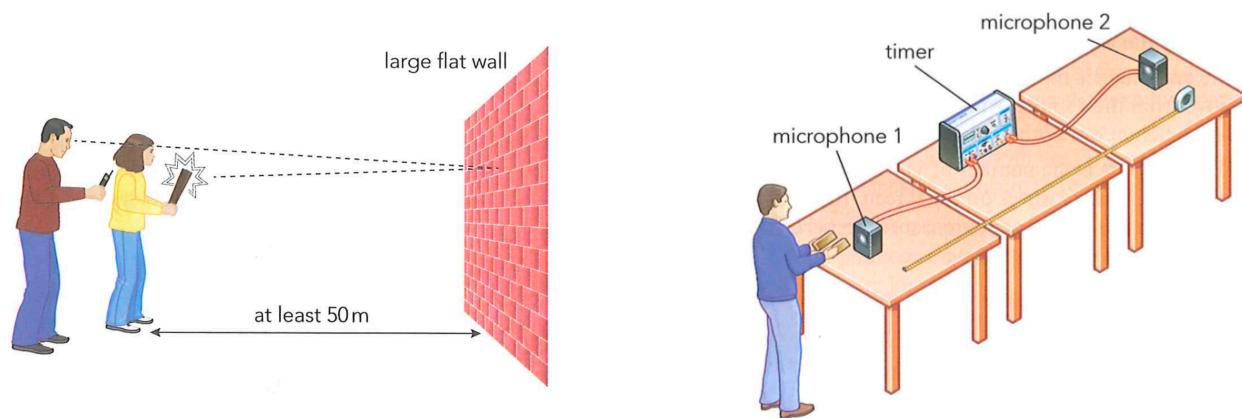
Sound travels at 1500m/s in fresh water and at 1530m/s in salt water. Explain the difference in speeds.

Sound is wave, wave can be ( ), sound wave being reflected causes ( )

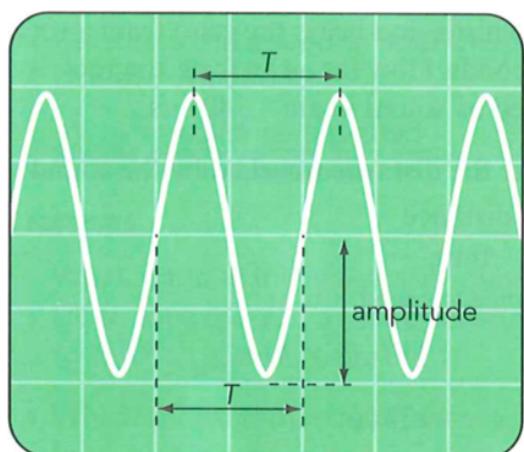
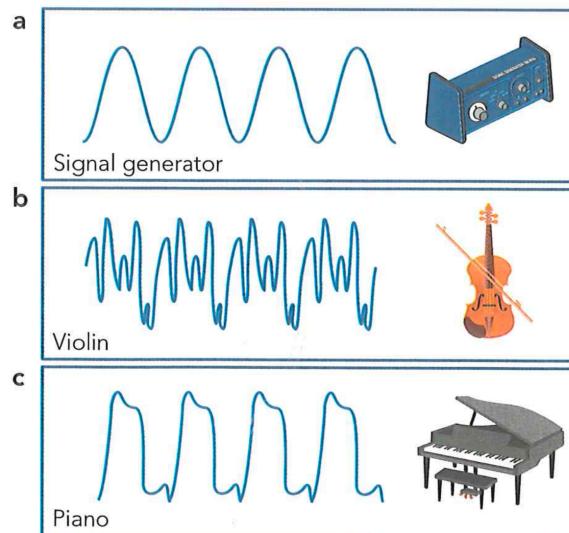
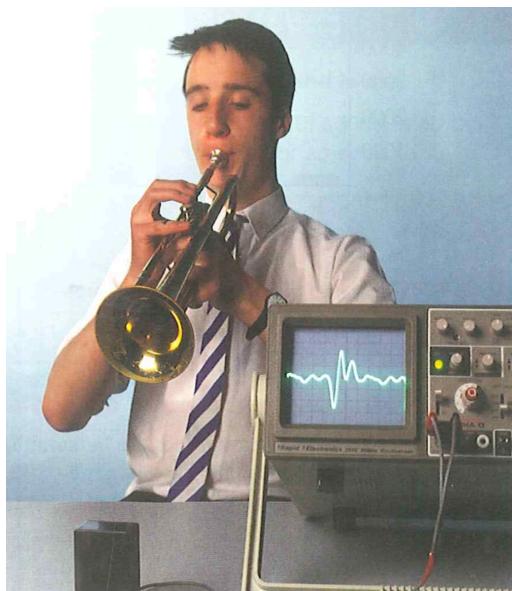
#### PARTIAL REFLECTION:



### Experiment: measuring the speed of sound in air



### 11.4 Seeing and hearing sounds



#### Amplitude: A

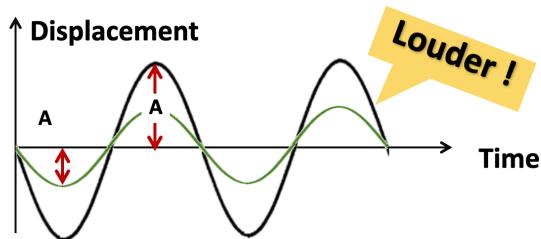
The furthest distance the particles move from their undisturbed position

#### Frequency: f

The number of vibrations each second.

#### Hertz: Hz

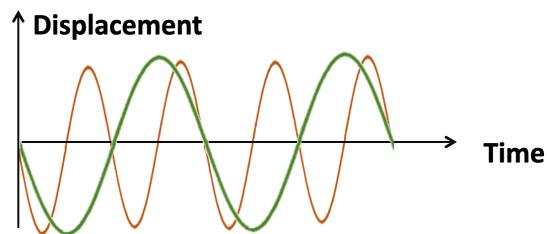
Unit of frequency,  $1\text{Hz} = 1$  wave per second



loudness => amplitude

**How quiet a sound is depends on the amplitude of the sound wave.**

**The greater the amplitude of the wave the louder the sound.**



pitch=> frequency

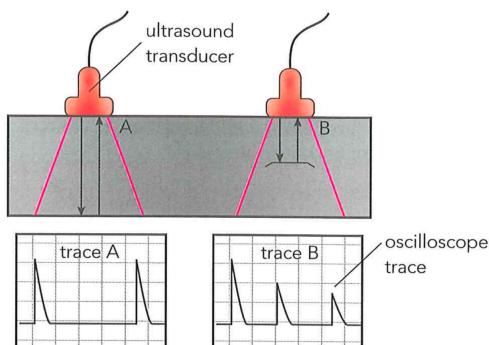
**The pitch of a note depends on the frequency of the wave.**

**The higher the frequency of the wave the higher the note.**

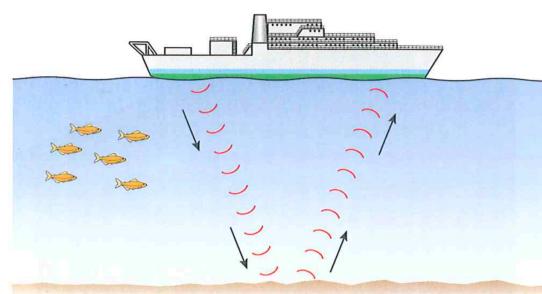
Frequencies that are audible to human:

**20Hz - 20kHz**

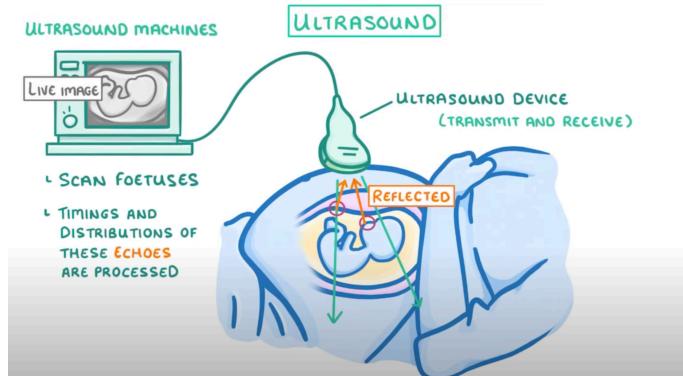
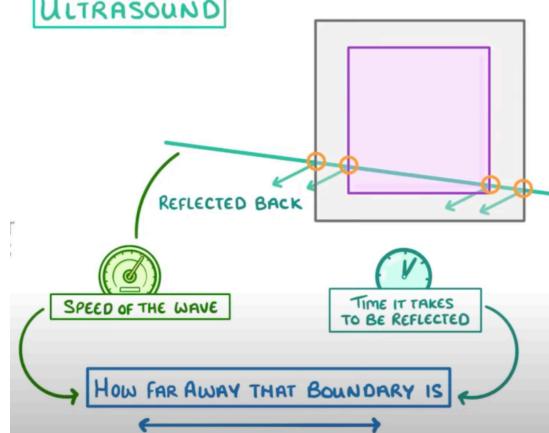
### Application of ultrasound



Material testing



Sonar



Medical ultrasound