P6 – Waves

Transverse Waves

- Oscillations (vibrations) **perpendicular** to direction of energy transfer.

Examples:

- Electromagnetic waves
- Ripples on water.

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- **Examples:**
- Sound waves

Sound waves have areas of compression and rarefaction.

Compression = particles pushed closer together Rarefaction = particles are further apart

Properties of Waves

Amplitude – maximum displacement from undisturbed position.

Wavelength – distance from a point on one wave to the equivalent point on the next wave.

Frequency – number of waves passing a point each second. Frequency is measured in Hertz (Hz) 1Hz = 1 wave per second.

Wave speed – the speed at which energy is transferred through a medium.

Measuring speed of sound waves in air

- Stand 50m from a large flat wall.

- One person claps/bangs bricks

- Measure time taken to hear the echo.

- Calculate speed of sound using:

Speed = distance x time

- Remember distance is double (in this case, 100m) as it travels to the wall and back.

- Take several measurements and calculate the mean to reduce error.

This is unlikely to produce an accurate value for sound in air (330 m/s) as the reaction time of the person operating the stopwatch is likely to be a significant proportion of the time measurement.

P6 – Waves – Required Practical – investigating wave in a solid and a ripple tank

Measuring waves in a liquid Equipment

- Ripple tank
- Measuring ruler
- Stop watch

Method

- 1. Set up the equipment as shown and turn on the motor to produce low frequency waves so that they are able to be counted.
- 2. Adjust the lamp until pattern is seen clearly on white screen underneath
- 3. Use a ruler to measure the length of a number of waves (e.g 10) and divide the length by the number of waves to give wavelength. This improves the accuracy of the measurement.
- 4. Record the waves using a camera or mobile phone. Count the number of waves passing a point in 10 seconds using a stopwatch and slowing the recording down.
- 5. Divide the number of waves counted by the time to give frequency.
- 6. Use v = $f \times \lambda$ to calculate the wave speed. Repeat for different frequencies of the motor.

Measuring waves in a solid

Equipment

• string, vibration generator, hanging mass set and pulley

Method

- 1. Set up the equipment as shown.
- 2. Turn on the vibration generator
- 3. Adjust the length of the string until a standing wave is achieved
- 4. The frequency can be read from the vibration generator
- 5. Measure as many complete waves as possible using a rule
- 6. Divide the length by the number of waves to give wavelength
- 7. Calculate speed using $v = f \times \lambda$

Conclusion:

In both experiments, when you increase the frequency, the wavelength decreases – the speed remains the same in the same medium

P6 – Waves

The Electromagnetic Spectrum

- All **transverse waves**

- Transfer energy from the source of waves to an absorber.
- All travel at the same **velocity** through a vacuum or air **speed of light**.
- Speed of light = 300,000,000 m/s

Ray diagrams

- You need to construct **ray diagrams** to show how a wave is **refracted** at the boundary of a different medium.
- Less dense \rightarrow More dense (e.g. air to glass) - Ray **slows down** and bends **towards the normal** line.

More dense \rightarrow Less dense (e.g. glass to air)

- Ray **speeds up** and bends **away from the normal** line.

The ray bends because different parts of the wavefront cross the boundary at slightly different times –

If wave hits medium at an angle of 90° then the ray will slow down but will not be refracted.

Radio waves (HT only)

- Radio waves can be produced by **oscillations** in **electrical circuits**.
- Those radio waves can travel for long distances to receivers.

- When absorbed by the receiver, the radio wave creates an **alternating current** with same **frequency** as the wave itself.

- This is how TV and radio are broadcast.

P6 – Waves – Required Practical – Infrared radiation

Aim

Investigate how the amount of infrared radiation **emitted** (given out) by a surface depends on the nature of that surface.

In this investigation you are finding out which type of surface emits the most infrared radiation:

- **- Dark and matt**
- **- Dark and shiny**
- **- Light and matt**
- **- Light and shiny**

Method

- 1. Place **Leslie cube** on a heat proof mat.
- 2. Once the kettle has boiled, fill the Leslie cube with water.
- 3. Hold the infrared thermometer 5cm from the first surface
- 4. Record the temperature
- 5. Repeat the experiment three times on each surface and calculate mean for each surface.

Independent variable: surface

Dependent variable: temperature of the air (infrared radiation emitted)

Control variables: Temperature of the water inside, the distance between the cube surface ad the infrared

thermometer

In this investigation you are finding out which type of surface absorbs the most infrared radiation:

- 1. Fill a black and a silver can with water from the tap.
- 2. Take the temperature of the water in each can
- 3. Place the infrared thermometer 5cm from the cans
- 4. Leave for at least 10 minutes
- 5. Record the temperature of the water in each can and calculate the rise in temperature

Independent variable: surface of the can **Dependent variable:** Temperature increase of the water (infrared radiation absorbed) **Control variables:** Temperature of the water inside, the distance between the cube surface ad the infrared thermometer

Conclusion

Method

Black matt surfaces absorb and emit the most infrared radiation.

White/silver and shiny surfaces are poor emitters and poor absorbers of infrared radiation