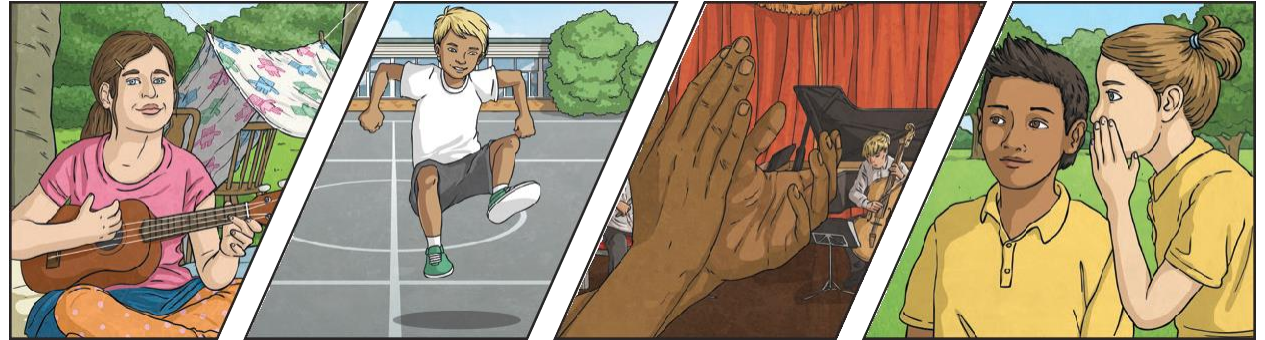


## Key Vocabulary

<b>vibration</b>	A movement backwards and forwards.
<b>sound wave</b>	<b>Vibrations</b> travelling from a sound source.
<b>volume</b>	The loudness of a sound.
<b>amplitude</b>	The size of a <b>vibration</b> . A larger <b>amplitude</b> = a louder sound.
<b>pitch</b>	How low or high a sound is.

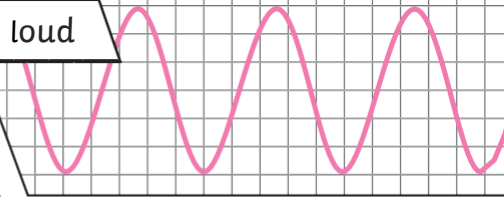
## Key Knowledge

Sound is a type of energy. Sounds are created by **vibrations**. The louder the sound, the bigger the **vibration**.

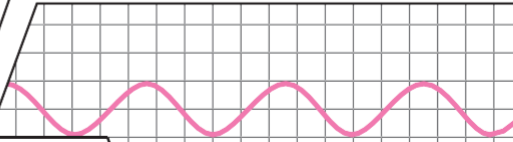


The size of the **vibration** is called the **amplitude**. Louder sounds have a larger **amplitude**, and quieter sounds have a smaller **amplitude**.

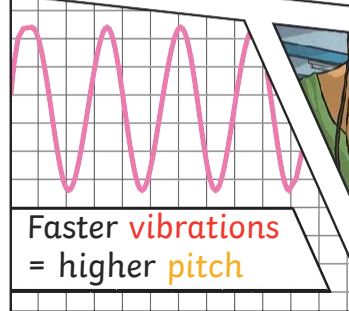
loud



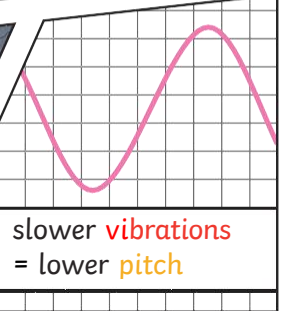
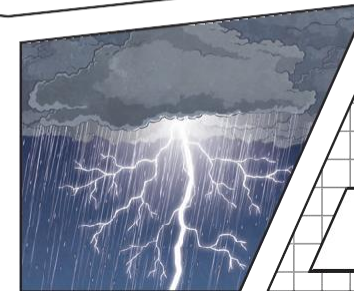
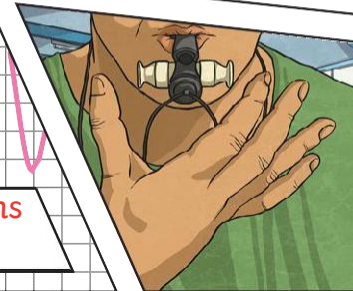
quiet



**Pitch** is a measure of how high or low a sound is. A whistle being blown creates a high-**pitched** sound. A rumble of thunder is an example of a low-**pitched** sound.



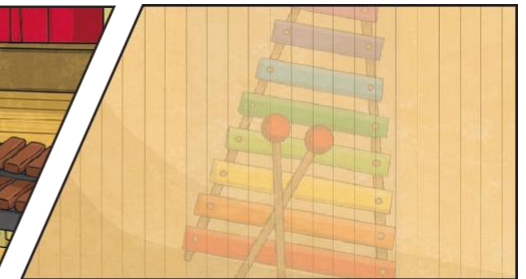
Faster **vibrations** = higher **pitch**



slower **vibrations** = lower **pitch**

You can change the **pitch** of a sound in different ways depending on the type of instrument you are playing.

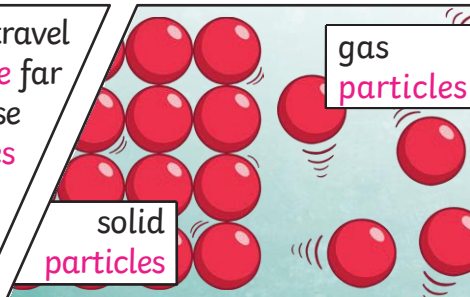
For example, if you are playing a xylophone, striking the smaller bars with the beater causes faster **vibrations** and so a higher **pitched** note. Striking the larger bars causes slower **vibrations** and produces a lower note.



## Key Vocabulary

<b>ear</b>	An organ used for hearing.
<b>particles</b>	Solids, liquids and gases are made of <b>particles</b> . They are so small we are unable to see them.
<b>distance</b>	A measurement of length between two points.
<b>soundproof</b>	To prevent sound from passing.
<b>absorb sound</b>	To take in sound energy. Absorbent materials have the effect of muffling sound.
<b>vacuum</b>	A space where there is nothing. There are no <b>particles</b> in a vacuum.
<b>eardrum</b>	A part of the <b>ear</b> which is a thin, tough layer of tissue that is stretched out like a drum skin. It separates the outer <b>ear</b> from the middle and inner <b>ear</b> . <b>Sound waves</b> make the <b>eardrum vibrate</b> .

Sound energy can travel from **particle to particle** far easier in a solid because the **vibrating particles** are closer together than in other states of matter.



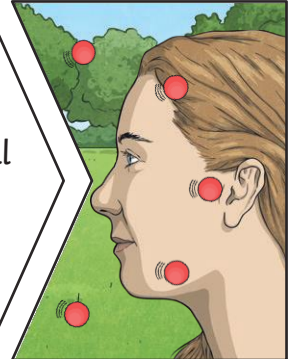
## Key Knowledge

Sound can travel through solids, liquids and gases. Sound travels as a **wave**, **vibrating** the **particles** in the medium it is travelling in. Sound cannot travel through a vacuum.

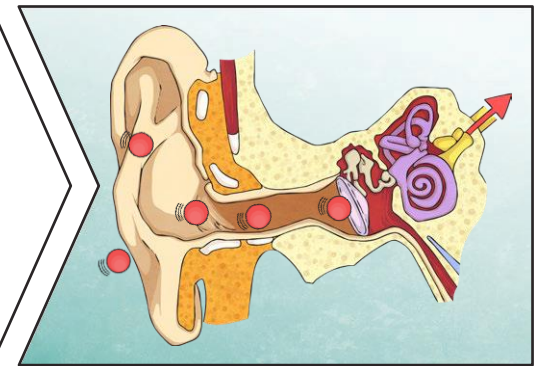
When you hit the drum, the drum skin **vibrates**. This makes the air **particles** closest to the drum start to **vibrate** as well.



The **vibrations** then pass to the next air **particle**, then the next, then the next. This carries on until the air **particles** closest to your ear **vibrate**, passing the **vibrations** into your **ear**.



Inside your **ear**, the **vibrations** hit the **eardrum** and are then passed to the middle and then the inner **ear**. They are then changed into electrical signals and sent to your brain. Your brain tells you that you are hearing a sound.



If you throw a stone in a pond, it will produce ripples. As the ripples spread out across the pond, they become smaller. When sound **vibrations** spread out over a **distance**, the sound becomes quieter, just like ripples in a pond.

