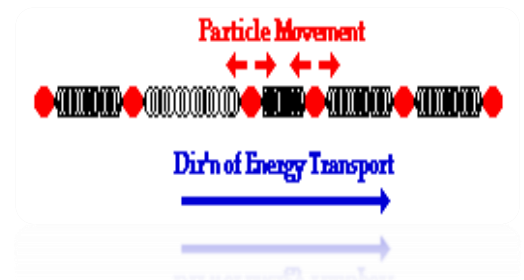
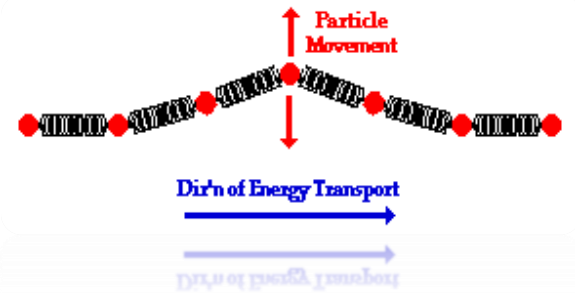


**What is a Wave?**

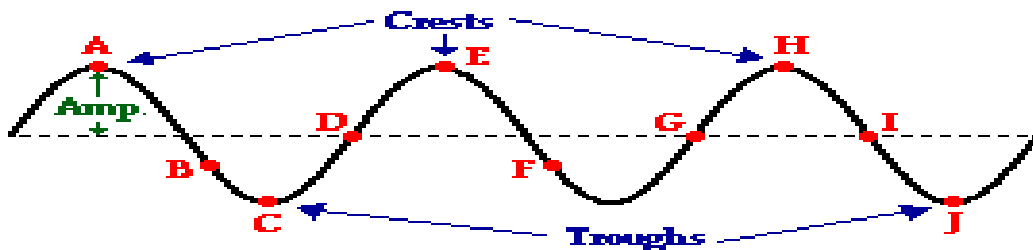
- A disturbance that transfers \_\_\_\_\_, not \_\_\_\_\_ through space.
- **Pulse** – A \_\_\_\_\_ disturbance moving through a medium.
- **Medium** – A substance or material which carries a wave.
- **Wave** – A \_\_\_\_\_ disturbance moving through a medium.

**Types of Waves**

- **Transverse** – A wave that occurs when the medium moves or vibrates \_\_\_\_\_ to the direction of the wave motion.
- **Longitudinal** – A wave that occurs when the medium moves or vibrates \_\_\_\_\_ to the direction of the wave motion.



**Anatomy of a Wave (Transverse)**



- **Dashed Line** – the rest position, *no disturbances*.
- **Crest** – maximum \_\_\_\_\_ peak.
- **Trough** – maximum \_\_\_\_\_ peak.
- **Amplitude** - \_\_\_\_\_ of the wave or the amount of \_\_\_\_\_ a wave carries.
- **Wavelength** – The distance between 2 successive points in phase.
  - Crest to crest
  - Trough to trough
  - One crest and one trough

## Math Vocabulary & Equations

- **Frequency** – The number of complete vibrational cycles of a medium per a given amount of time; *the number of crests that pass per second*.
  - **Symbol:**  $f$
  - **Units:** waves/second, Hertz (Hz)
  - **Equation:**
    - *If period is unknown:* Count the number of crests that pass and divide by time.
    - *If period is known:*  $f = 1/T$
- **Period** – The time for a particle on a medium to make one complete vibrational cycle; *the time for the wave to go from crest back to crest*.
  - **Symbol:**  $T$
  - **Units:** second (s)
  - **Equation:**
    - *If frequency is unknown:* Identify the time it takes for one cycle of the wave in seconds.
    - *If frequency is known:*  $T = 1/f$
- **Speed** – Answers the question of \_\_\_\_\_ the wave moves. Must know a \_\_\_\_\_ traveled in meters and length of \_\_\_\_\_ in seconds.
  - **Symbol:**  $s$
  - **Units:** meters/seconds (m/s)
  - **Equation:**  $s = d/t$
  - **Example 1**
    - A marine weather station detects waves that travel a distance of 50.0 meters in 21.8 seconds. Determine the speed of these waves.
  - **Example 2**
    - [Tsunamis](#) are much different than rogue waves. While rogue waves and other waves are generated by winds, tsunamis originate from geological events such as movements of tectonic plates. Tsunamis tend to travel very fast. A tsunami generated off the coast of Chile in 1990 is estimated to have traveled approximately 6200 miles to Hawaii in 15 hours. Determine the speed in mi/hr and m/s. (1 km = 0.62 miles)
- **Wave Equation** – Used to solve for the speed of a wave if the wavelength and frequency of a wave are known.
  - **Symbol:**  $s$
  - **Units:** meters/seconds (m/s)
  - **Equation:**  $s = \lambda f$
  - **Relationship:** Wavelength is \_\_\_\_\_ proportional to frequency.
  - **Example 1**
    - A sound wave has a frequency of 262 Hz and a wavelength measured at 1.29 m.
      - a) What is the speed of the wave?
      - b) How long will it take to travel the length of a 91.4-m football field.
      - c) What is the period of the wave?

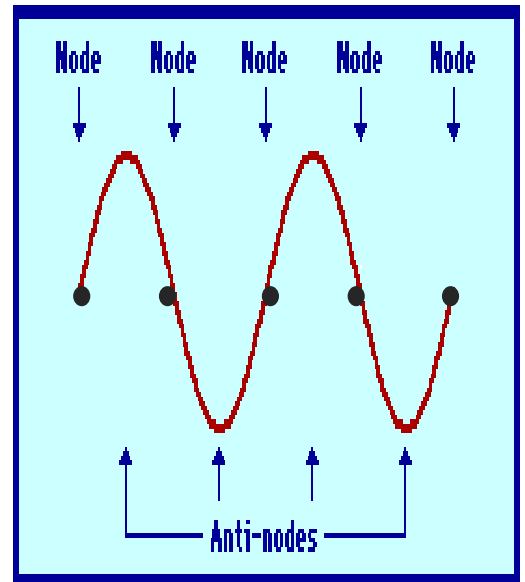
## Factors Affecting Wave Speed

- The speed of a wave \_\_\_\_\_ depend on the \_\_\_\_\_ of the wave.
- The speed of a wave \_\_\_\_\_ depend on the \_\_\_\_\_ through which the wave is moving.
- The speed of the wave is not affected by a change in \_\_\_\_\_ as long as the medium remains the same.

Speed of a Wave				
Trial	Tension (N)	Frequency (Hz)	Wavelength (m)	Speed (m/s)
1	2.0	4.05	4.00	16.2
2	2.0	8.03	2.00	16.1
3	2.0	12.30	1.33	16.4
4	2.0	16.2	1.00	16.2
5	2.0	20.2	0.800	16.2
6	5.0	12.8	2.00	25.6
7	5.0	19.3	1.33	25.7
8	5.0	25.5	1.00	25.5

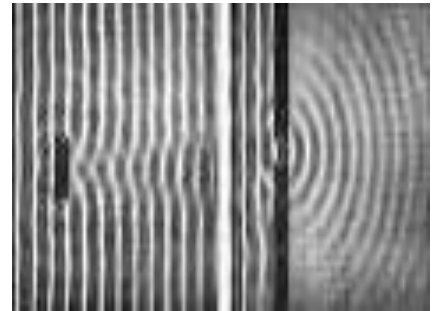
## Standing Waves

- A \_\_\_\_\_ that results when a wave is \_\_\_\_\_ to a given space in a medium.
  - The wave pattern is *only produced* when one end of the rope is *vibrated at just the right frequency*.
- **Nodes** – areas of \_\_\_\_\_.
  - destructive interference
- **Antinodes** – areas of \_\_\_\_\_.
  - constructive interference

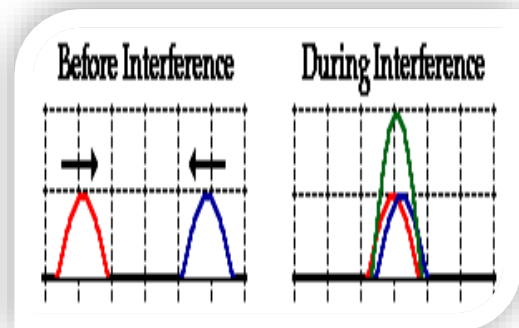
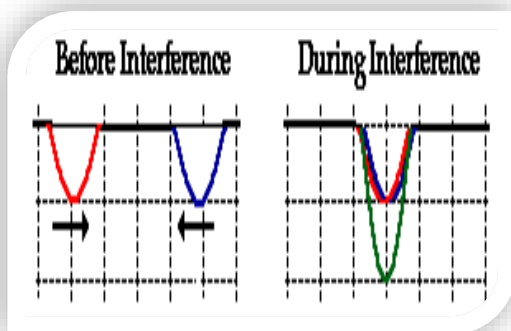


## Wave Behaviors

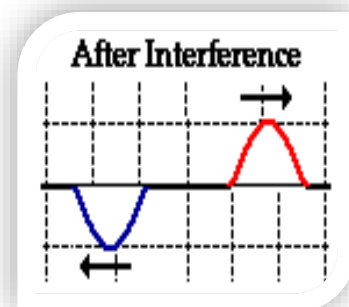
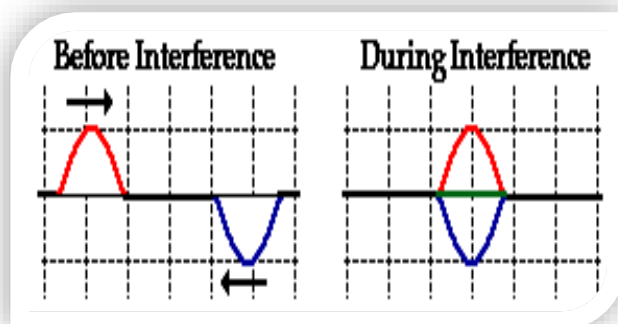
- **Diffraction** – Involves a change in direction of waves as they pass through an \_\_\_\_\_ or around a \_\_\_\_\_ in their path.



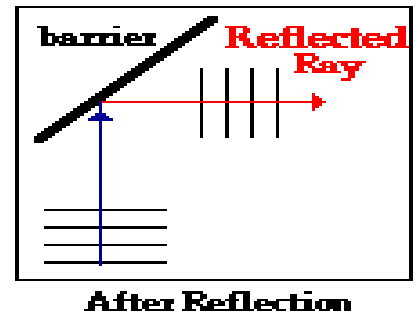
- **Interference** – When two waves interfere, they \_\_\_\_\_ to form a \_\_\_\_\_ wave. The waves continue to \_\_\_\_\_ through one another after interference. This is also known as the **principle of superposition**.
  - **Constructive Interference** – Occurs when interfering waves have displacements in the \_\_\_\_\_ direction.
    - **Amplitudes** \_\_\_\_\_.



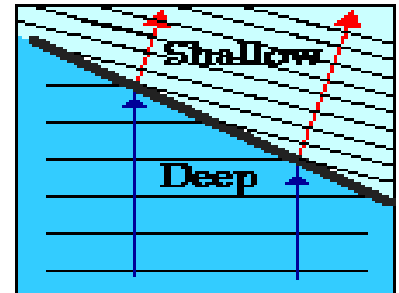
- **Destructive Interference** – Occurs when interfering waves have displacements in the \_\_\_\_\_ direction.
  - **Amplitudes** \_\_\_\_\_.



- **Reflection** – When waves reach a barrier they bounce off and head in a different direction. The \_\_\_\_\_ at which the waves approach the barrier will always \_\_\_\_\_ the angle at which they reflect off the barrier.

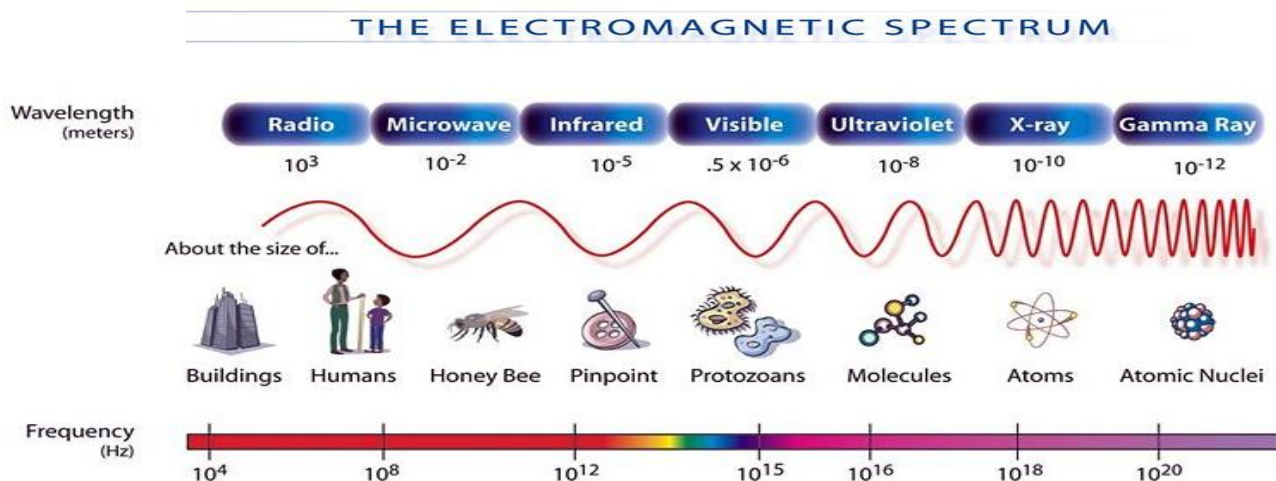


- **Refraction** – Involves a change in direction of the waves as they pass from one \_\_\_\_\_ to another (due to a change in speed).



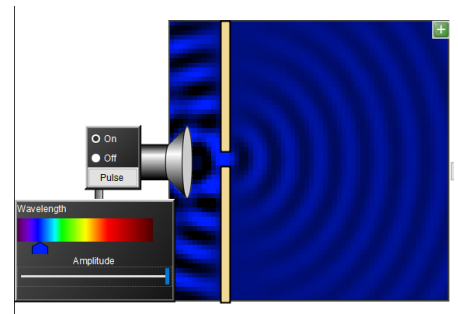
## The Nature of Light Waves

- **Sources of Light**
  - \_\_\_\_\_ – A source of light; a body that emits its own light waves.
  - \_\_\_\_\_ – Reflects light waves.
- Before the 17<sup>th</sup> century people thought light was instant.
- Early experiments showed light had a finite speed (Roemer).
  - The generally accepted value is  $3.0 \times 10^8$  m/s (186,000 miles/second)
- Light is an \_\_\_\_\_, a wave produced by a vibrating electric charge.
  - *Light can be thought of as a wave or as a particle!*
  - Electromagnetic waves are capable of transporting energy though the vacuum of outer space.
  - Electromagnetic waves are listed on the spectrum by varying frequencies & wavelengths.



## Wave Behaviors & Light Waves

- **Diffraction** – Occurs when light bends around a barrier while traveling in the same medium.
  - *Example:* Seeing light come from down the hall of another room in your house.

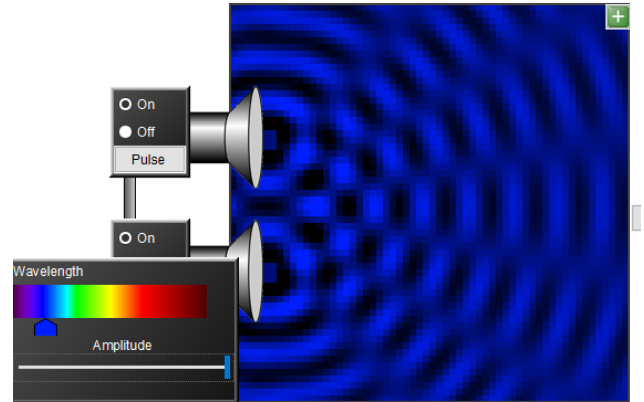


- **Constructive Interference** – Occurs when either 2 \_\_\_\_\_ or 2 \_\_\_\_\_ meet in the same medium.

- A bright spot or band is the result.

- **Destructive Interference** – Occurs when \_\_\_\_\_ meet \_\_\_\_\_ in the same medium.

- A dark spot or band (“fuzz” in simulations) is the result.



- **Reflection** – Occurs when light bounces off a barrier.

- The \_\_\_\_\_ always bounces off the barrier at an \_\_\_\_\_ angle to the \_\_\_\_\_.

- **Reflection in a Plane Mirror Lab**

- Produces \_\_\_\_\_ images.
- Images are \_\_\_\_\_.
- Images are the \_\_\_\_\_ as the object.
- The \_\_\_\_\_ behind the mirror \_\_\_\_\_ the \_\_\_\_\_ in front of the mirror.
- Produces \_\_\_\_\_ images (formed in areas where light does not actually reach).

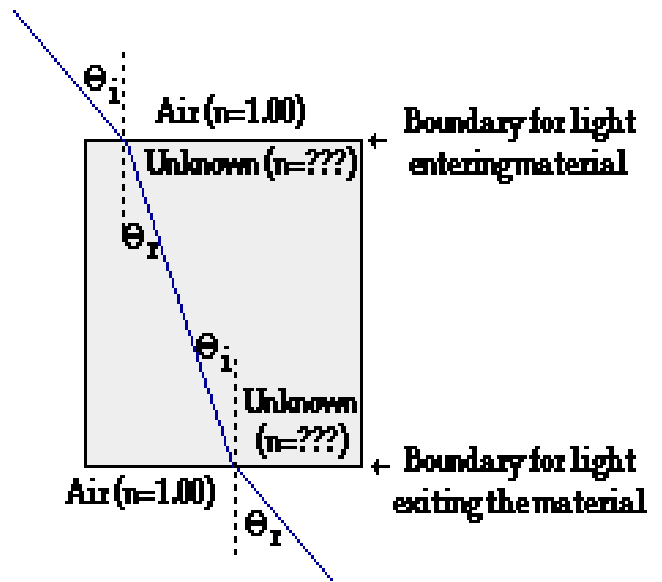
- **Refraction** – Occurs when light enters a new medium and changes direction due to a change of speed upon entering the new medium.

- The tendency of a ray of light to bend one direction or another is dependent upon whether the light wave \_\_\_\_\_ or \_\_\_\_\_ upon crossing the boundary.

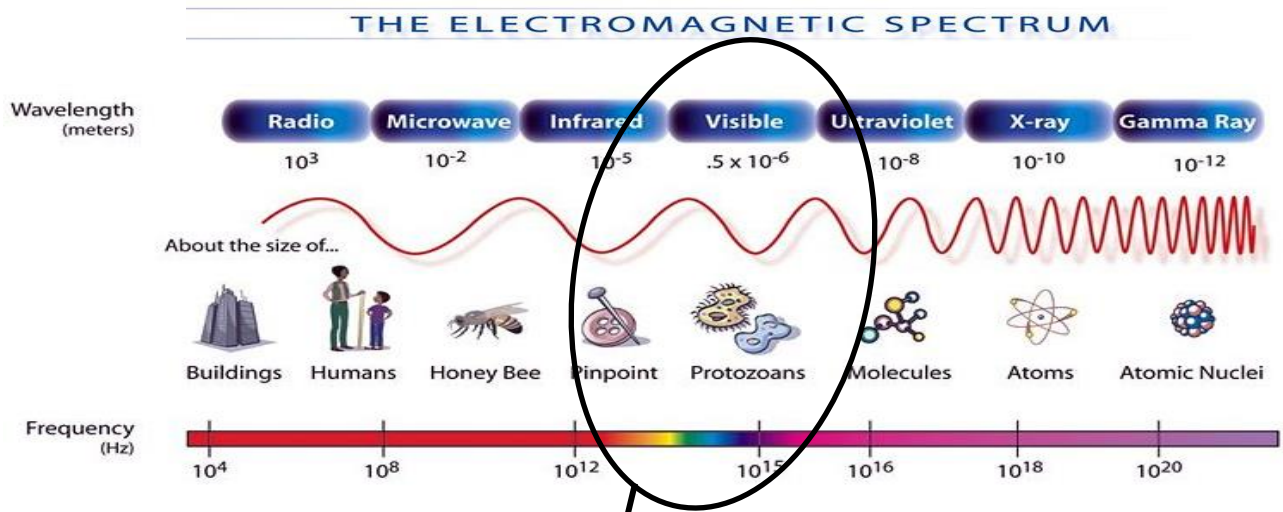
- This change of speed is the result of the *optical density* of the material.
- **Index of Refraction** is a numerical value that relates the speed of light in a vacuum to the speed of light in the material.

○ **Refraction in a Glass Plate Lab**

- If light travels from a \_\_\_\_\_ medium to a \_\_\_\_\_ medium (i.e. air to glass), then the light ray will bend \_\_\_\_\_ the normal.
- If light travels from a \_\_\_\_\_ medium to a \_\_\_\_\_ medium (i.e. glass to air), then the light ray will bend \_\_\_\_\_ from the normal.

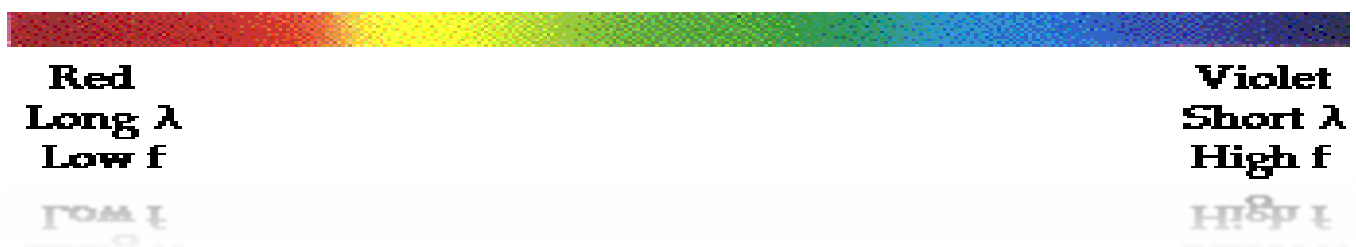


**Electromagnetic Spectrum & Visible Light**



- Exists as a narrow band of frequencies that our eyes can detect.
- When light of a \_\_\_\_\_ strikes the retina of our eye, we perceive that specific color.

**The Visible Light Spectrum**



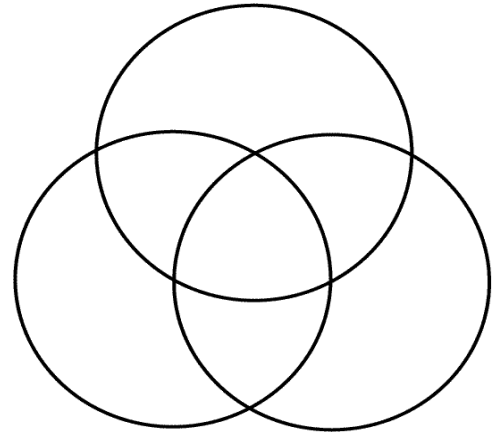
## Light & Color Addition

- When you look at an object the color you see is associated with a certain \_\_\_\_\_(s).
- The \_\_\_\_\_ together (or \_\_\_\_\_) of two or three of the three primary colors of light with varying degrees of intensity can produce a wide range of other colors.

- **Primary Colors –**

- **Secondary Colors –**

- **Complimentary Colors –**

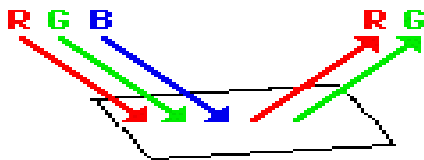


## Light & Color Subtraction

- \_\_\_\_\_ are materials added to substances such as clothing, paints, paper, etc. that will \_\_\_\_\_ specific frequencies of light in order to produce a desired appearance.
  - **REMEMBER...**what *you see* is the *reflection* of that wavelength/frequency, every other color is **absorbed!**

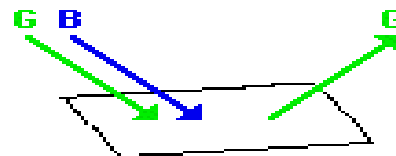
- The color appearance of an object is determined by beginning with a single color or mixture of colors and identifying which color or colors of light are \_\_\_\_\_ from the original set.
  - **Examples**

### Color Subtraction



**Absorbs Blue  
Appears Yellow**

### Color Subtraction

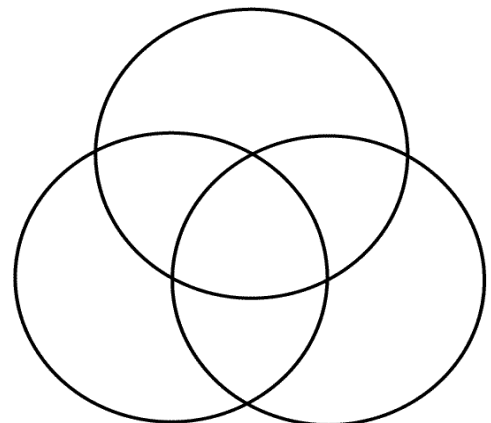


**Absorbs Red  
Appears Cyan**

- **Primary Pigments –**

- **Secondary Pigments –**

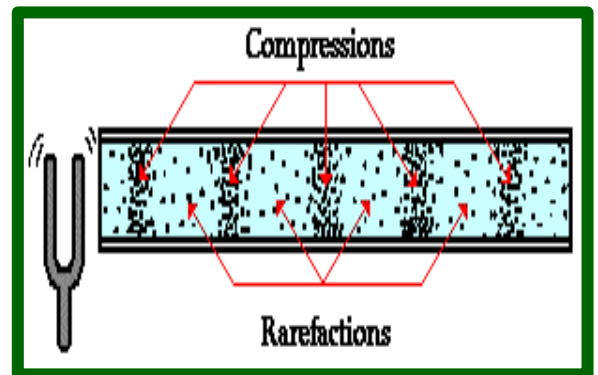
- **Complimentary Colors –**





## The Nature of Sound Waves

- Sound waves are created by a \_\_\_\_\_ source that creates disturbances in surrounding \_\_\_\_\_.
- Sound needs a \_\_\_\_\_ to travel from one location to another, thus making sound a type of \_\_\_\_\_ wave.
- Sound waves fall under the category of \_\_\_\_\_.
- As a sound wave travels, air particles can become compressed or open.
  - \_\_\_\_\_ - regions where the air particles are compressed together.
  - \_\_\_\_\_ - regions where the air particles are spread apart.



## Sound Properties

- \_\_\_\_\_ – the sensation of frequencies.
  - High pitch =
  - Low pitch =
- \_\_\_\_\_ – the amount of energy transported.
  - Large amplitude =
  - Small amplitude =

## Speed of Sound

- Use the same formulas for other waves.
- **Example 1** – A tuning fork produces a sound wave in air with a frequency of 261.6 Hz. At room temperature the speed of sound is 343 m/s. What is the wavelength?

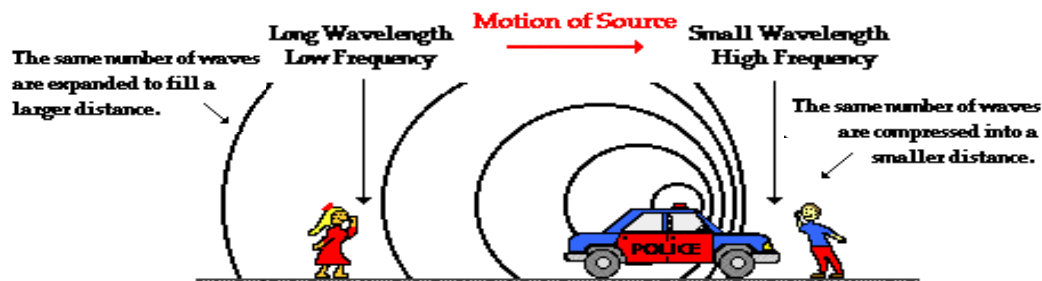
- **Factors Affecting Wave Speed**
  - Properties of the \_\_\_\_\_.
  - Materials they move through.

## Wave Behaviors & Sound Waves

- **Constructive Interference** – Occurs when either 2 \_\_\_\_\_ or 2 \_\_\_\_\_ meet.
  - The loud sound produced can be heard is the result of an \_\_\_\_\_.
- **Destructive Interference** – Occurs when \_\_\_\_\_ meet \_\_\_\_\_.
  - Continuous canceling will result in no sound being heard and this is the result of a \_\_\_\_\_.
- **Diffraction** – Occurs when sound bends around a barrier.
  - *Example: Hearing sound coming from down the hall.*
- **Reflection** – Occurs when sound bounces off a barrier.
  - *Examples: Hearing an echo, Animals using echolocation.*
- **Refraction**
  - *Example: Sound amplification on a cool night due to air density.*

## Doppler Effect (Behavior of Light & Sound Waves)

- Occurs whenever the source of waves is \_\_\_\_\_ with respect to an observer.
- There is an *apparent* \_\_\_\_\_ shift for observers who the source is moving toward.
  - Higher frequency = higher pitch.
- There is an *apparent* \_\_\_\_\_ shift for observers who the source is moving away from.
  - Lower frequency = lower pitch.



## Resonance (Behavior of Sound Waves)

- Occurs when one object is vibrating at the \_\_\_\_\_ natural frequency of a second object and forces the second object into \_\_\_\_\_.
- The result of resonance is a \_\_\_\_\_ sound.