

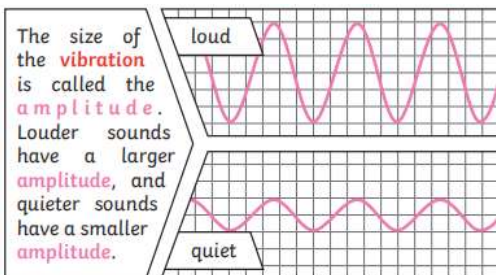
# Sound

Unit Vocabulary – Join them up with the correct definition once you have learned it,

vibration	A space where there is nothing. There are no particles in a vacuum.
sound wave	The size of a vibration.
volume	A part of the ear which is a thin, tough layer of tissue that is stretched out like a drum skin. It separates the outer ear from the middle and inner ear.
amplitude	How low or high a sound is.
pitch	Vibrations travelling from a sound source.
particles	To take in sound energy. To muffle sound.
absorb	The loudness of a sound.
vacuum	A quick movement back and forth
ear drum	Solids, liquids and gases are made of these. They are so small we are unable to see them

## Key Knowledge

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



**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.

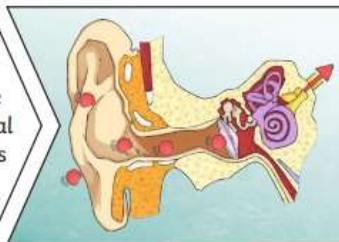


## Key Knowledge

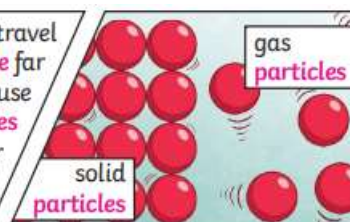
Sound can travel through solids, liquids and gases. Sound travels as a **wave**, **vibrating** the **particles** in the medium it is travelling in. Sound cannot travel through a vacuum.



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.



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.



## Scientific Enquiries

- identify how sounds are made, associating some of them with something vibrating
- recognise that vibrations from sounds travel through a medium to the ear
- find patterns between the pitch of a sound and features of the object that produced it
- find patterns between the volume of a sound and the strength of the vibrations that produced it
- recognise that sounds get fainter as the distance from the sound source increases

