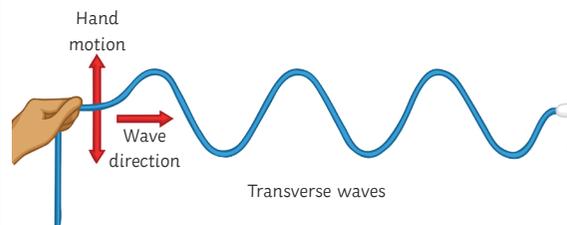


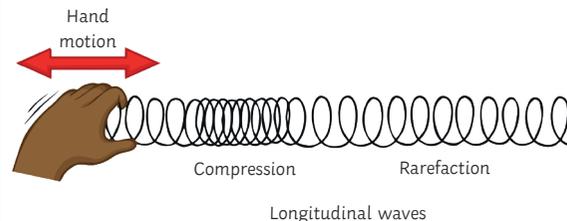
### Transverse and Longitudinal Waves

Waves can be either **transverse** or **longitudinal**.

In a transverse wave, the vibrations are at a right angle (**perpendicular**) to the direction of the energy transfer. The wave has **peaks** (or **crests**) and **troughs**. Examples include **water waves** and **light waves**.



In a longitudinal wave, the vibrations are in the same direction (**parallel**) as the energy transfer. The wave has areas of **compression** and **rarefaction**. Examples of this type of wave are **sound waves**.

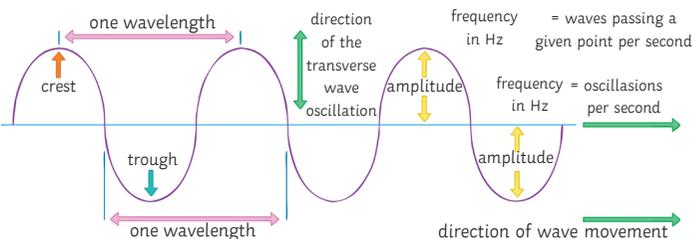


When a wave travels, energy is transferred but the matter itself does not move. Particles of water or air vibrate and transfer energy but do not move with the wave.

This can be shown by placing a cork in a tank of water and generating ripples across the surface. The cork will bob up and down on the **oscillations** of the wave but will not travel across the tank.



### Properties of Waves



The **frequency** of a wave is the number of waves which pass a given point every second.

$$\text{time period (s)} = 1 \div \text{frequency (Hz)}$$

$$t = 1 \div f$$

The **wave speed** is how quickly the energy is transferred through a medium (how quickly the wave travels).

$$\text{wave speed (m/s)} = \text{frequency (Hz)} \times \text{wavelength (m)}$$

$$v = f \times \lambda$$

The speed of **sound waves** travelling through air can be measured by a simple method. One person stands a measured distance from a large flat wall, e.g. 100m. The person then claps and another person measures the time taken to hear the echo. The speed of the sound can then be calculated using the equation

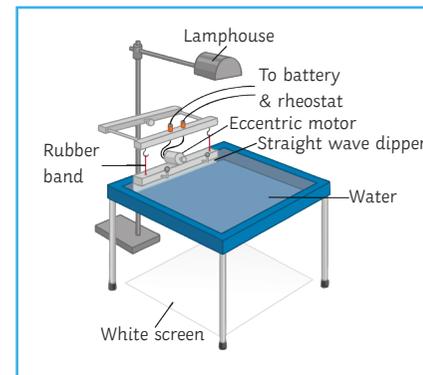
$$\text{speed} = \text{distance} \times \text{time.}$$

Remember the distance will be double because the wave has travelled to the wall and back again. It is important to take several measurements and calculate the average to reduce the likelihood of human error.

### Required Practical Investigation 8

Aim: make observations and identify the suitability of apparatus to measure the frequency, wavelength and speed of waves in a ripple tank and waves in a solid, and take appropriate measurements.

The **ripple tank apparatus** shown is the most commonly used for this investigation. It is likely you will work in groups or observe the investigation as a demonstration by your teacher.



**Method** (assuming the apparatus is already set-up):

Turn on the power and observe the waves. Make any necessary adjustments to the equipment so that the waves are clear to observe (alter the voltage supplying the motor). **N.B. The lowest frequency setting on the motor will ensure that the waves measurements can be made more easily.**

To measure the **wavelength**, use the metre ruler and make an estimate quickly. You may want to use a **stroboscope** and freeze the wave patterns to make measurements.

**Record 10 wavelengths** and calculate the **average** value.

To measure the wave **frequency**, mark a given point onto the white paper and **count** the number of waves which pass the point within **10 seconds**. Divide your answer by 10 to find the number of **waves per second**.

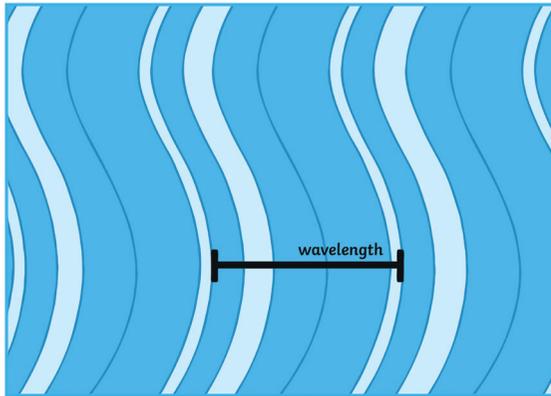
**Record 10 frequencies** and calculate the **average** value.

To calculate the wave speed, use this formula:

$$\text{speed} = \text{frequency} \times \text{wavelength}$$

## AQA GCSE Physics (Combined Science) Unit 6: Waves

**Remember:** the wavelength is the distance between one peak (or crest) of a wave and the next peak.



### Required Practical Investigation 9

**Aim:** investigate the reflection of light by different types of surface and the refraction of light by different substances.

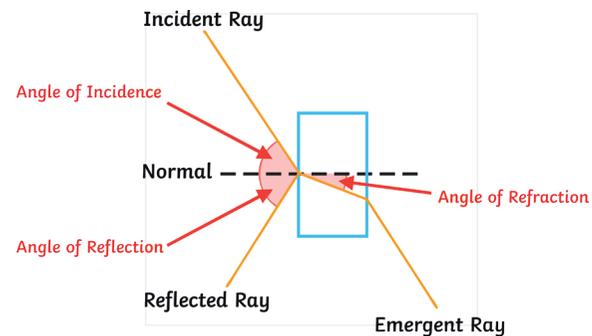
**Method:**

1. In a darkened room, set up the ray box on a flat surface and insert the filter to produce a single ray of light.
2. Place a glass block in the centre of a piece of plain A3 paper.
3. Draw a line around the glass block.
4. Draw a line at 90° to the glass block and label the line normal, as shown in the diagram.
5. Position the ray box so the ray of light hits the glass at an angle.
6. Using a pencil, draw the incidence, reflected and emergent rays as shown in the diagram.
7. Remove the glass block and draw the refracted ray going through the block.

8. Using a protractor, measure the angles of incidence, reflection and refraction. Record your results.
9. Repeat the experiment by placing a clear acrylic block on the A3 paper in the same position as the glass block.
10. The incident ray must follow the same line as before. Draw the reflected and refracted rays and measure using a protractor.
11. Collect four sets of results from other members of the class.

The law of reflection states:

**angle of incidence = angle of reflection**



**Risk assessment:**

The ray box will become hot during use and may cause minor burns. To prevent this, you should not touch the lamp and ensure you allow time for the ray box to cool after use.

You will be working in a semi-dark environment which means there is a higher risk of trips or falls. You should ensure your working space is clear of bags and coats, and that stools are tucked under desks before you start your investigation.

### Required Practical Investigation 10

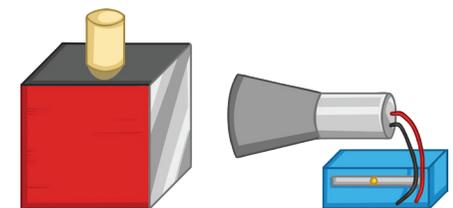
**Aim:** investigate how the amount of infrared radiation absorbed or radiated by a surface depends on the nature of that surface.

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 the **Leslie cube** on a heatproof mat.
2. Once the kettle has boiled, fill the Leslie cube with hot water.
3. Ensuring that the **thermometer** or the **infrared detector** is an **equal distance** from each of the surfaces (in turn) on the Leslie cube, measure the amount of infrared radiation emitted.
4. Repeat the experiment twice more to collect three results for each surface.





### Properties of Electromagnetic Waves

You should be able to complete or construct a **ray diagram** to show how a wave is **refracted** at the boundary of a different medium.

As the wave moves **to** a more dense medium (e.g. from gas to solid), it slows down and bends so that the angle from the normal becomes smaller. The angle of incidence is larger than the angle of refraction.

As the wave moves **from** a more dense medium (e.g. from solid to gas), it speeds up and bends so that the angle from the normal becomes larger. The angle of refraction is larger than the angle of incidence.

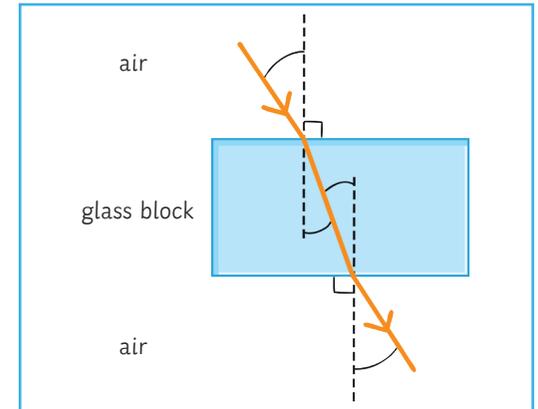
The angle at which a wave enters the glass block is equal to the angle that it leaves the glass block (when entering and leaving the same medium); however, if a wave crosses a boundary between two mediums at an angle of  $90^\circ$ , then it will not change direction but instead carry on in a straight line.

**Gamma rays** occur as the result of changes to the nuclei of atoms and atoms themselves. It is a form of radiation and the waves can be generated and absorbed across a wide range of frequencies.

**UV, X-rays** and **gamma** are all types of **radiation** and can be **harmful** to human health; they cause damage to human body tissues. The severity of the damage caused depends on the dose of radiation a tissue or cell is exposed to. **Radiographers** and dentists who routinely carry out X-ray examinations wear a device to monitor the amount of exposure and ensure they are within a **safe limit**.

X-rays and gamma rays are **ionising** and can cause **mutations** to genes which may result in **cancer**.

**UV waves** can cause the skin to burn and age prematurely. UV exposure also increases the risk of developing **skin cancer**.



### Radio Waves (Higher tier only)

**Oscillations** in **electrical circuits** can produce **radio waves** which when absorbed by a conductor, produce an **alternating current**.

The alternating current has the same **frequency** as the radio wave and so information can be coded for transmission. This is how **television** and **radio** are broadcast.