

# Edexcel GCSE Physics

## Topic 4: Waves

### Notes

(Content in bold is for Higher Tier only)



## Waves and Energy

- Waves transfer energy without transferring matter
- This is shown in the sea, where buoys stay still despite waves passing by them – the waves move, but not the particles

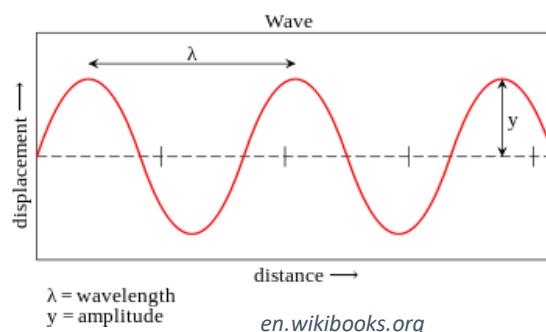
Wavelength	– distance between the <b>same</b> points on two consecutive waves,
Amplitude	– distance from equilibrium line to the <b>maximum displacement</b> (crest or trough)
Frequency	– the number of waves that pass a <b>single point per second</b>
Period	– the time taken for a whole wave to completely pass a single point
Wavefront	– the plane in which the wave travels (i.e. the direction of the wave)

$$\text{velocity} = \text{frequency} \times \text{wavelength} = v = f\lambda$$

Wave speed (metre/second, m/s) = frequency (hertz, Hz) × wavelength (metre, m)

## Relationships

- Increase frequency, velocity increases
- Wavelength increases, velocity increases
- Period is inversely proportional to frequency
- Smaller period, higher frequency, greater velocity



## Types of Waves

- Transverse waves
  - o Light, or any **electromagnetic wave**, seismic S waves, water waves
  - o Has peaks and troughs
  - o Vibrations are at **right angles** to the direction of travel
- Longitudinal waves
  - o Sound waves, seismic P waves
  - o Has **compressions and rarefactions**
  - o Vibrations are in the **same direction** as the direction of travel

## Measuring velocity

- Sound in air
  - o Make a noise at ~50m from a solid wall, and record time for the echo to be heard, then use speed = distance/time
  - o Have two microphones connected to a datalogger at a large distance apart, and record the time difference between a sound passing from one to the other – then use speed = distance/time
- Ripples on water surface
  - o Use a **stroboscope**, which has the same frequency as the water waves, then measure distance between the 'fixed' ripples and use  $v = f\lambda$
  - o Move a pencil along the paper at the same speed as a wavefront, and measure the time taken to draw this line and the length of the line – then use speed = distance/time



## Refraction

- Waves pass from one medium to another
- If passing into a more optically denser medium (from air to glass)
  - o The wave will be refracted at the boundary and will change direction to bend towards the normal
  - o **Speed decreases**
  - o **Wavelength decreases**
  - o **Energy of a wave is constant, and energy is directly linked to frequency of a wave. So if frequency is constant and speed decreases, wavelength must also decrease**
- **The light bends closer to the normal**

## Reflection

- Waves will reflect off a flat surface  
(Physics Only)
- The smoother the surface, the stronger the reflected wave is
- Rough surfaces scatter the light in all directions, so appear matt and not reflective
- The angle of incidence = angle of reflection
- Light will reflect if the object is opaque and is not absorbed by the material
  - o The electrons will absorb the light energy, then reemit it as a reflected wave

## Transmission (Physics Only)

- Waves will pass through a transparent material
- The more transparent, the more light will pass through the material
- It can still refract, but the process of passing through the material and still emerging is transmission

## Absorption (Physics Only)

- If the frequency of light matches the energy levels of the electrons
- The light will be absorbed by the electrons and not reemitted
- They will be absorbed, and then reemitted over time as heat
- So that particular frequency has been absorbed
- If a material appears green, only green light has been reflected, and the rest of the frequencies in visible light have been absorbed

## Effect of Wavelength

- **Different substances may absorb, transmit, refract or reflect waves depending on their wavelength**
  - o **Glass transmits/refracts visible light**
  - o **Reflects UV**

## The Ear (Physics only)

- **Outer ear collects the sound and channels it down the ear canal**
- **As it travels down, it still is a pressure air wave**
- **The sound waves hit the eardrum**
  - o **Tightly stretched membrane which vibrates as the incoming pressure waves reach it**
  - o **The eardrum vibrates at the same frequency as the sound wave**
  - o **The small bones connected to this also vibrate at the same frequency (stirrup bone)**
- **Vibrations of the bones transmitted to the fluid in the inner ear (the cochlea)**
- **Compression waves are thus transferred to the fluid**



- The small bones act as an amplifier of the sound waves the eardrum receives
- As the fluid moves due to the compression waves, the **small hairs** that line the cochlea move too
- Each hair is sensitive to **different sound frequencies**, so some move more than others for certain frequencies
  - The hairs each come from a nerve cell
- When a certain frequency is received, the hair attuned to that specific frequency moves a lot, **releasing an electrical impulse** to the brain, which interprets this to a sound
- The higher the frequency, the more energy the wave has – which would damage cells in the ear more quickly, and would not be able to work effectively long-term
  - This, and the fact that we have evolved not needing to hear very high or low frequencies, means the ear only works for a limited frequency range

### Ultrasound (Physics only)

- This is a sound wave with a higher frequency than 20 000Hz
- Uses:
  - Sonar
    - Pulse of ultrasound is sent below a ship, and the **time taken for it to reflect** and reach the ship can be used to **calculate the depth**
    - This is used to work out whether there is a shoal of fish below the ship
    - Or how far the seabed is below the ship
  - Foetal Scanning
    - **Non-invasive and not harmful**
    - Used to create an image of the foetus, allowing measurements to be made to check the foetus is developing normally
    - This works because ultrasound waves partially reflect at each surface boundary, this can be used to work out the distances and therefore an image of the foetus

### Infrasound (Physics Only)

- Infrasound is the opposite of ultrasound – it is a sound wave with a frequency lower than 20Hz – also known as seismic waves. There are two: P and S waves
  - This is used to explore the Earth's core
  - **P waves are longitudinal**, and can pass through solids and liquids
  - **S waves are transverse**, only passing through solids (these move slower too)
  - On the opposite side of the Earth to an earthquake, only P waves are detected, suggesting the core of the Earth is liquid – hence no S waves can penetrate it

