

Question	Answer	Mark
1(a)(i)	Sketch of <u>curved</u> optic fibre with light ray undergoing at least one total internal reflection	<b>B1</b>
(a)(ii)	Light travels down (optic) fibres into or out of body  To examine internal organ / part Light travels both ways into and out of body OR To destroy (cancerous) cells by heating OR Endoscope / fibre bundle inserted into body To view internal organ body part OR for keyhole surgery	<b>B1</b>  <b>B1</b> <b>B1</b>  <b>(B1)</b> <b>(B1)</b>  <b>(B1)</b> <b>(B1)</b>
(b)	Light in air: $3 \times 10^8 \text{ m/s}$ Microwaves in vacuum: $3 \times 10^8 \text{ m/s}$ Sound in steel: $6000 \text{ m/s}$	<b>B1</b> <b>B1</b> <b>B1</b>
(c)	$n = \text{speed in air} / \text{speed in glass (or rearranged)}$ OR $1.5 = 3 \times 10^8 / \text{speed in glass (or rearranged)}$ $2.0 \times 10^8 \text{ m/s}$	<b>C1</b> <b>A1</b>
		<b>Total: 9</b>

- 2 (a) clear attempt at semi circles, at least 3 [1]  
same wavelength as incoming wavefronts, by eye [1]
- (b) speed  $\div$  wavelength or  $20 \div 2.5$  or  $v = f\lambda$  [1]  
8 Hz or  $8 \text{ s}^{-1}$  or 8 waves/second [1]
- (c) candidate's (b) OR "the same" OR nothing [1]
- (d) low frequency signals have longer wavelength (than high frequency signals) OR [1]  
high frequency signals have shorter wavelength
- low frequency signals / long wavelength signals diffract more OR [1]  
low frequency / short wavelength signals diffract less

- 3 (a) (i) X-rays B1
- (ii) Infra-red B1
- (b) (i)  $v = f\lambda$  in any form OR  $v = f\lambda$  OR  $3.0 \times 10^8 \div (2.45 \times 10^9)$  C1  
0.12 m A1
- (ii)  $(Q =) ml$  OR  $150 \times 330$  C1  
49000 (J) OR 49000 (J) OR 50000 (J)
- $P = Q/t$  in any form OR  $(t =) Q/P$  OR  $(0.65 \times 1100)$  OR 715 C1  
69 s A1

**[Total: 8]**

- 4 (a) (i)  $2.0 - 4.0 \times 10^8$  m/s \*Unit penalty applies B1
- (ii)  $(f =) v/\lambda$  or  $3.0 \times 10^8 / 4.0 \times 10^{-7}$  ecf from 6(a)(i) C1  
 $7.5 \times 10^{14}$  Hz \*Unit penalty applies ecf from 6(a)(i) A1
- (b) (i)  $55^\circ$  \*Unit penalty applies B1
- (ii)  $\sin i/\sin r = n$  or  $\sin 55^\circ/1.5$  or 0.54610 ecf from 6(b)(i) C1  
 $33^\circ$  \*Unit penalty applies ecf from 6(b)(i) A1 **[6]**

\*Apply unit penalty once onl

- 5 (a) (i) light of a single wavelength / frequency ignore 'one colour' B1
- (ii)  $n = \sin i / \sin r$  OR  $1.52 = \sin 50 / \sin r$  OR  $\sin r = \sin 50 / 1.52$  C1  
 $30.26^\circ$  at least 2 s.f. A1
- (iii) ray closer to normal in block B1  
ray parallel to incident ray emerging from block B1
- (b) (i)  $n = v_A / v_G$  OR  $n = 1.54 / v_G$  OR  $v_G = 3 \times 10^8 / 1.54$  C1  
 $1.948 \times 10^8 \text{ m/s}$
- (ii) ray with smaller angle of refraction than red in block i.e. violet ray under red ray B1  
emerging ray parallel to incident ray B1 [9]
- 6 (a) (i) sound B1
- (ii) particle OR mechanical OR compression OR longitudinal B1  
OR matter wave
- (iii) ultra violet/uv B1
- (b)  $v = f\lambda$  OR  $\lambda = v/f$  B1  
 $3.0 \times 10^8 / 2.5 \times 10^8$  OR  $3.0 \times 10^8 = 2.5 \times 10^8 \lambda$  C1  
1.2 m A1

**[Total: 6]**

- 7 (a) red ray refracted away from normal B1  
violet ray refracted more than red ray in prism B1  
violet ray further refracted from red ray to screen B1 **3**
- (b)  $1.52 = \sin 40^\circ / \sin r$  M1  
 $\sin r = \sin 40^\circ / 1.52 (= 0.423)$  C1  
 $r = 25^\circ$  A1 **3**
- (c) (i)  $3 \times 10^8$  m/s A1  
(ii) same as (i) A1 **2**  
**[8]**

8	(a) (i)	x-rays or gamma ra	B1	<b>2</b>
	(ii)	infra red or radio	B1	
	(b)	$f = v/\lambda$ or $3 \times 10^8 / 1 \times 10^{-12}$ $= 3 \times 10^{20}$ Hz	C1 A1	<b>2</b>
(c)	$3 \times 10^8$ m/s	1	<b>1</b> <b>[5]</b>	

- 9 (a) expect two internal reflections at sensible angles **1** **1**
- (b) angle of incidence at Y greater than critical angle **1**  
total internal reflection occurs **1** **2**
- (c) (i) frequency = velocity/wavelength or  $1.9 \times 10^8 / 3.2 \times 10^{-7}$  **1**  
 $= 5.9 \times 10^{14}$  Hz **1**
- (ii) refractive index =  $3/1.9$  or  $1.9/3$  **1**  
 $= 1.58$  (no e.c.f.) **1** **4**  
**(7)**