

Question		Expected Answers	M	Additional Guidance
<b>1</b>				
	<b>a</b>	<b>i</b> method of producing coherent sources at $S_1$ and $S_2$ light (waves) from the two slits/sources must be coherent; that is, they must have a constant phase relationship/difference slits must be narrow/close together (so that diffraction patterns overlap) light (waves) from two slits must have similar amplitudes/intensities	B1 B1 B1  B1 B1	e.g. initial single slit    <b>max 3 marks</b> from 5 marking points
		<b>ii</b> <i>bright</i> : constructive interference occurs/waves add to give a maximum amplitude at the screen path difference between slits and screen is a whole/integer number of wavelengths/waves arrive in phase at screen <i>dark</i> : destructive interference occurs/waves add to give a minimum amplitude/zero at the screen path difference between slits and screen is an odd half number of wavelengths/waves arrive out of/in antiphase at screen	B1  B1  B1  B1	<b>accept</b> explanation in terms of distance or phase    <b>accept</b> explanation in terms of distance or phase
	<b>b</b>	<b>i</b> $7.4/5 = 1.48 \times 10^{-3}$ (m)	B1	<b>accept</b> 1.5 mm
		<b>ii</b> $\lambda = xd/L$ $= 1.48 \times 10^{-3} \times 0.6 \times 10^{-3}/1.5$ $= 5.9(2) \times 10^{-7}$ (m)	C1 C1 A1	using 1.5 mm gives 600 nm <b>ecf(b)(i)</b> e.g. $4.92 \times 10^{-7}$ for 1.23 mm <b>accept</b> 590 nm
	<b>c</b>	pattern/fringes vanish because there is now no interference from light from the two slits/AW light spreads out over whole/similar region light intensity (at screen) is less diffraction spreads light simple description of single slit pattern  further features of single slit pattern	B1 B1 B1 B1 B1 B1  B2	        e.g. bright in middle and dim at edges/sketch of bell shape <b>max 3 marks</b> from 8 marking points
		<b>Total question 6</b>	<b>14</b>	

Question		Expected Answers	M	Additional Guidance
<b>2</b>				
	<b>a</b>	reference to a transverse wave or to vibrations in plane normal to the direction of (energy) propagation <u>oscillations/vibrations</u> in one direction only/confined to single plane (containing the direction of propagation)	B1 B1	can be answered with suitable diagram(s) NOT the wave oscillating in one plane
	<b>b</b>	set up apparatus, e.g. tray of water on table with lamp/light from window rotate the filter rotation of filter changes the image intensity/brightness/AW correct orientation for maximum and minimum intensities of image  move head up or down to change angle of reflected light observed use of protractor to measure angles image/reflection becomes partially plane polarised/ image changes from bright to dim but does not disappear	B1 B1 B1 B1 B1 B1	QWC mark essential for full marks <b>allow</b> from bright to zero or vice versa transmission axis parallel to water surface for maximum and perpendicular for minimum can hold head still and move lamp  <b>max 3</b> from 6 marking points + <b>QWC mark</b>
	<b>c</b>	$I = I_0 \cos^2\theta$ where $I_0$ is the maximum intensity (of the polarised beam) when $\theta$ is zero maximum intensity transmitted/ image bright when $\theta$ is $90^\circ$ minimum/zero intensity transmitted/image dim/vanished	B1 B1 B1 B1	<b>allow</b> incident/original/initial for maximum
		<b>Total question 7</b>	<b>10</b>	

Question		Expected Answers	M	Additional Guidance
<b>3</b>				
	<b>a</b>	<b>i</b> travel through a vacuum	B1	<b>allow</b> travel at c (in a vacuum)
	<b>b</b>	<b>ii</b> A gamma; C uv; F microwave	B3	<b>allow</b> 1 mark for A radio; C ir; F X-ray
	<b>c</b>	<b>i</b> $3.0 \times 10^8 = 1.0 \times 10^9 \lambda$ $\lambda = 0.30 \text{ m}$ <b>ii</b> aerial length = $\lambda/2 = 0.15 \text{ m}$	C1 A1 A1	<b>allow</b> 0.3 no SF error <b>ecf (c)(i)</b>
		<b>iii</b> emitted wave is (plane) polarised detecting aerial will receive weaker signal/cos $\theta$ component when it is rotated (through angle $\theta$ )/AW signal falls to zero at $90^\circ$ and then rises to max again at $180^\circ$	B1  B1 B1	<b>allow</b> max signal initially/at $0^\circ$  <b>max 3 marks</b> from 4 marking points
	<b>d</b>	<b>i</b> UV-A causes tanning or skin ageing ; most of (99%) uv light; 400-31 UV-B causes damage or sunburn or skin cancer; 315-260 nm UV-C is filtered out by atmosphere/ozone layer; 260-100 nm	B1  B1 B1	accept values within ranges with tolerance of 20 nm <b>allow</b> $\lambda_A > \lambda_B > \lambda_C$ for 1 mark  <b>max 3 marks</b> from 7 marking points
		<b>ii</b> filters out/blocks/reflects/absorbs UV(-B)	B1	<b>allow</b> chemicals prevent sunburn/skin cancer <b>not</b> stops UV penetrating skin
	<b>e</b>	<u>energy</u> of the infra-red photon is less than the <u>work function</u> of the metal surface	B1 B1	<b>accept</b> frequency and threshold frequency <b>or</b> wavelength and threshold wavelength used correctly in place of energy and work function <b>1 mark</b> only: energy of the uv photon greater than work function with no mention of ir
		<b>Total question 5</b>	<b>16</b>	