

Do we all hear the same things?

Key Vocabulary	
<b>vibration</b>	A movement backwards and forwards.
<b>sound wave</b>	Vibrations travelling from a sound source.
<b>volume</b>	The loudness of a sound.
<b>amplitude</b>	The size of a vibration. A larger amplitude = a louder sound.
<b>pitch</b>	How low or high a sound is.
<b>ear</b>	An organ used for hearing.
<b>particles</b>	Solids, liquids and gases are made of particles. They are so small we are unable to see them.
<b>distance</b>	A measurement of length between two points.
<b>soundproof</b>	To prevent sound from passing.
<b>absorb sound</b>	To take in sound energy. Absorbent materials have the effect of muffling sound.
<b>vacuum</b>	A space where there is nothing. There are no particles in a vacuum.

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.

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

How sound is made

Sound is caused by **vibration**. Vibration means **wobbling** very quickly back and forth. When you pluck a guitar string, or hit a drumskin, you can see the material vibrate. This causes the **air** touching the string to vibrate, which causes air further away to vibrate, which causes the air near your **ear** to vibrate, which your brain experiences as **sound**. The moving vibration is called a **sound wave**.



The vibrating **guitar** causes the **air** to vibrate. This vibrating air is called a **sound wave**. When the air near your **ears** vibrates, your brain experiences a **sound**.



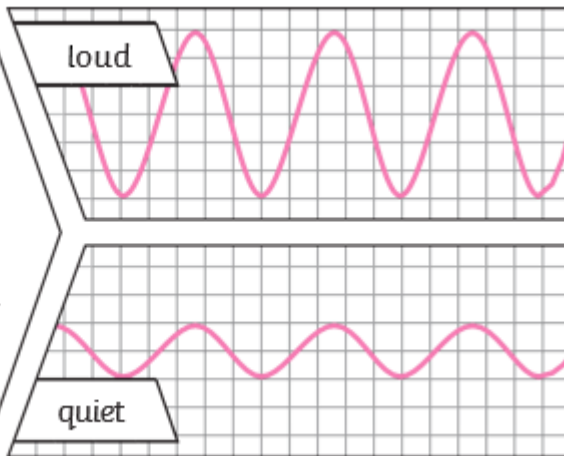
When you hit the drum, the drum skin **vibrates**. This makes the air **particles** closest to the drum start to **vibrate** as well.



The **vibrations** then pass to the next air **particle**, then the next, then the next. This carries on until the air **particles** closest to your ear **vibrate**, passing the **vibrations** into your **ear**.



The size of the **vibration** is called the **amplitude**. Louder sounds have a larger **amplitude**, and quieter sounds have a smaller **amplitude**.



**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.



You can change the **pitch** of a sound in different ways depending on the type of instrument you are playing.

For example, if you are playing a xylophone, striking the smaller bars with the beater causes faster **vibrations** and so a higher **pitched** note. Striking the larger bars causes slower **vibrations** and produces a lower note.



### How our ears work

When a sound wave reaches our ear, our **outer ear** (the part that we can see on the side of our heads) funnels the sound into our heads down the **ear canal**. At the end of the ear canal is the **eardrum**, which is waterproof and airtight. Past the ear canal is the **middle ear**. Inside the middle ear are the **hammer**, **anvil** and **stirrup** (the three smallest bones in the body) which vibrate and pass the sound waves to the **inner ear**, which contains the **cochlea**, which turns the vibrations into **electrical signals**. These signals travel down the **auditory nerve** to the **brain**, which experiences the signal as **sound**.

