

# Year 4

## Unit: Sound

### Intent:

Identify how sounds are made, associating some of them with something vibrating.  
 Recognise that vibrations from sounds travel through a medium to the ear.  
 Find patterns between the pitch of a sound and features of the object that produced it.  
 Find patterns between the volume of a sound and the strength of the vibrations that produced it.

### Prior learning

EYFS – Explore how things work  
 EYFS – Describe what you see, hear, and feel whilst outside  
 Year 1 – Identify, name, draw, and label the basic parts of the human body and say which part of the body is associated with each sense.

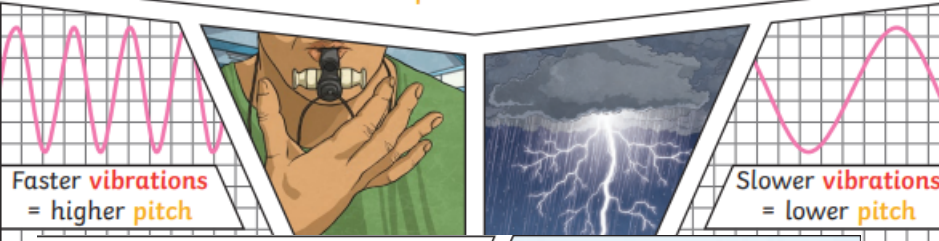
### Later learning (not in Year 4)

KS3 – Frequencies of sound waves, measured in Hertz; echoes, reflection and absorption of sound.  
 KS3 – Sound needs a medium to travel, the speed of sound in air, in water, in solids.  
 KS3 – Auditory range of humans and animals.

### Key Questions:

- What is a sound wave?
- What is the measure of how high or low a sound is?
- When a sound gets quieter, what happens to the sound wave?
- What is the size of a vibration called?
- What is the definition of 'soundproof'?
- Sound energy travels more easily though which type of particles?

**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.



If you throw a stone in a pond, it will produce ripples. As the ripples spread out across the pond, they become smaller. When sound **vibrations** spread out over a **distance**, the sound becomes quieter, just like ripples in a pond.



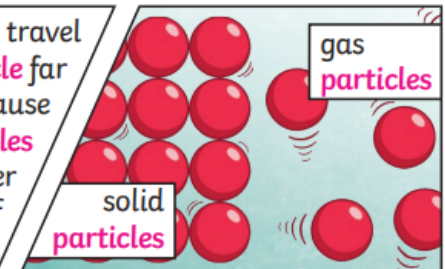
When you hit the drum, the drum skin **vibrates**. This makes the air **particles** closest to the drum start to **vibrate** as well.



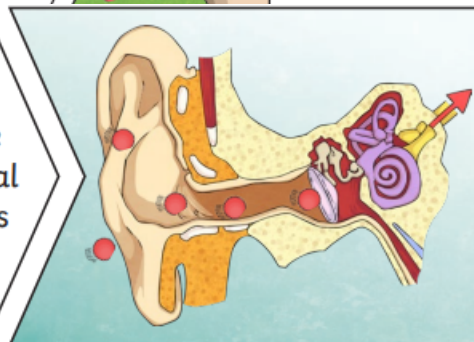
The **vibrations** then pass to the next air **particle**, then the next, then the next. This carries on until the air **particles** closest to your ear **vibrate**, passing the **vibrations** into your **ear**.



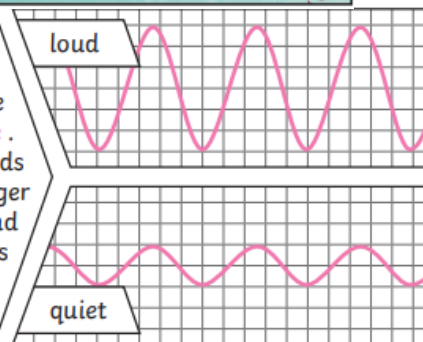
Sound energy can travel from **particle to particle** far easier in a solid because the **vibrating particles** are closer together than in other states of matter.



Inside your **ear**, the **vibrations** hit the **eardrum** and are then passed to the middle and then the inner **ear**. They are then changed into electrical signals and sent to your brain. Your brain tells you that you are hearing a sound.

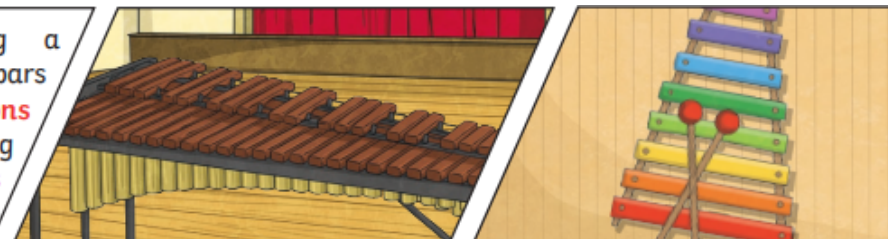


The size of the **vibration** is called the **amplitude**. Louder sounds have a larger **amplitude**, and quieter sounds have a smaller **amplitude**.



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.



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

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**.

### Vocabulary

<b>Absorb sound</b>	To take in sound energy. Absorbent materials have the effect of muffling sound.
<b>Amplitude</b>	The size of a vibration. A larger amplitude = a louder sound.
<b>Distance</b>	A measurement of length between two points.
<b>Ear</b>	An organ used for hearing.
<b>Eardrum</b>	A part of the ear, which is a thin, tough layer of tissue that is stretched out like a drum skin. It separates the outer ear from the middle and inner ear. Sound waves make the eardrum vibrate.
<b>Particles</b>	Solids, liquids, and gases are made of particles. They are so small we are unable to see them.
<b>Pitch</b>	How low or high a sound is.
<b>Soundproof</b>	To prevent sound from passing
<b>Sound wave</b>	Vibrations travelling from a sound source.
<b>Vacuum</b>	A space where there is nothing. There are no particles in a vacuum.
<b>Vibration</b>	A movement backwards and forwards.
<b>Volume</b>	The loudness of a sound.