



Year 3/4 Science: Sound



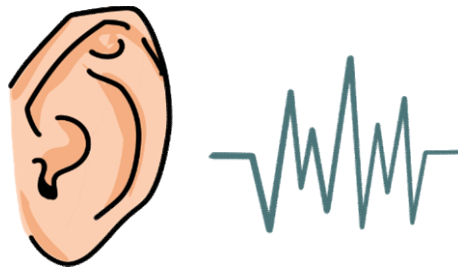
Subject Specific Skills

- 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.
- Recognise that sounds get fainter as the distance from the sound source increases.

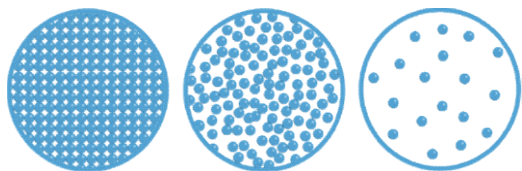
Prior Learning

- Sound is not taught as a separate topic in KS1 science however children may have some knowledge of pitch and volume through their music lessons.
- In KS2, children continue to explore sound through music (in their music lessons) and in the topic on light, children may compare how fast sound travels compared to light.

Sounds are made when objects vibrate. The **vibration** makes the air around vibrate, and the air vibrations enter your **ear**. You hear the **vibrations** as **sounds**. You cannot always see the vibrations, but if something is making a **sound**, a part of it is vibrating. The **vibrations** travel in all directions and they don't travel in **straight lines**.



The vibrations caused by the sound can travel through the air (**gas**) but can also travel through **liquids** and **solids**.



solid

liquid

gas

Key Vocabulary

Vibrate/vibrations - forward and backward movement of an object (usually rapidly).

volume - how loud or quiet a sound is.

pitch - how high or low a sound is.

pinna - the outer portion of the ear (ear flap).

cochlea - the sound reception part of the inner ear.

eardrum - the membrane which collects sound from the pinna and passes it to the inner ear.

Sounds can be **high** or **low**. We call this the **pitch**. The pitch of a sound is how high or low the **sound** is. A high sound has a high pitch and a low sound has a low pitch. The pitch of a sound is due to how many times the object **vibrates** each second. The higher the number of vibrations the higher the **pitch**.

We can change the **pitch** of the **sound** we make on different instruments.

