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| <ol style="list-style-type: none"><li>1. Optics Observations</li><li>2. Waves</li></ol> |
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<b>Optics Observations</b>
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**Station #1: Prisms**

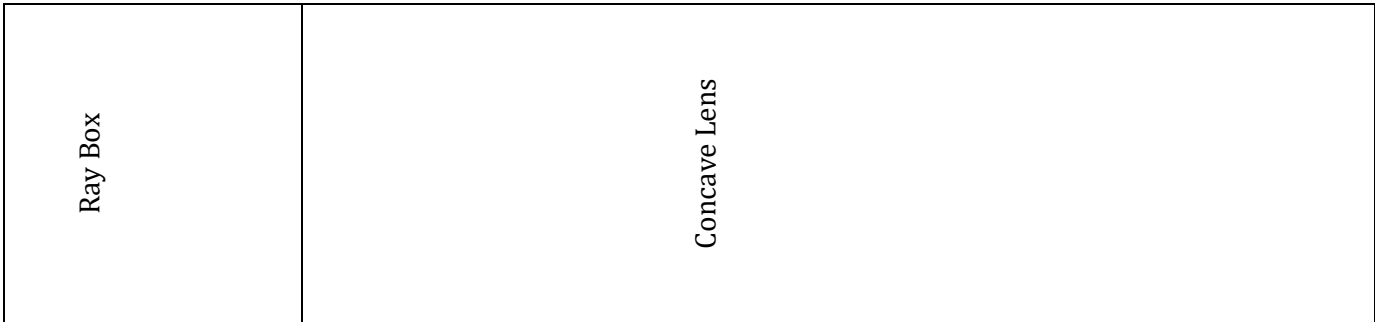
Place one prism in front of a ray box. Can you find the rainbow?

What are the colours of the rainbow?

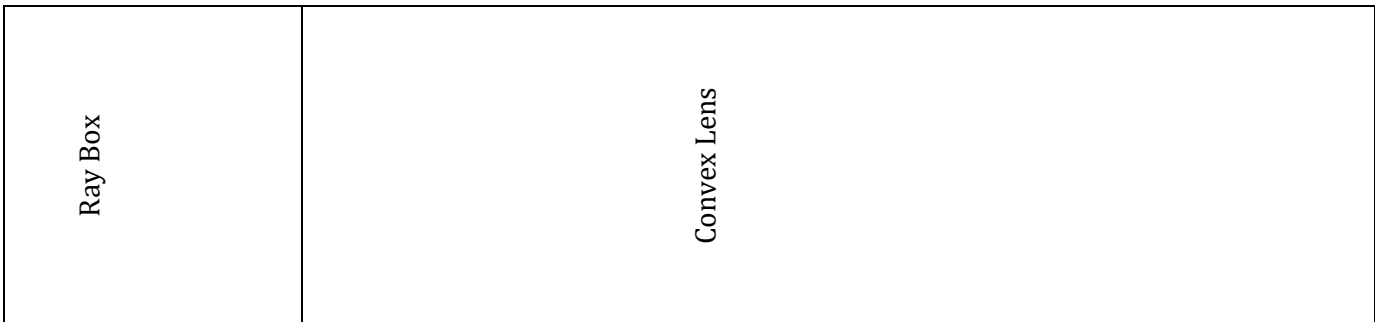
\_\_\_\_\_

**Station #2: Lenses**

Use a ray box and see what happens when you place a **concave (caved in) lens** in front of the light. Draw what you see.



Use a ray box and see what happens when you place a **convex (curved out) lens** in front of the light. Draw what you see.



### **Station #3: Mirrors**

Use a ray box and see what happens when you place a **concave (caved in) mirror** in front of the light. Draw what you see.

Ray Box	Concave Mirror
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Use a ray box and see what happens when you place a **convex (curved out) mirror** in front of the light. Draw what you see.

Ray Box	Convex Mirror
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### **Station #4: Curved Mirrors & Lenses**

A **concave mirror** is a mirror that is caved in. Hold it close to your face.

Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

Now hold the concave mirror an arm's length away.

- Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

A **convex mirror** is a mirror that is curved out. Hold it close to your face.

- Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

Now hold the convex mirror an arm's length away.

- Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

A **concave lens** is a lens that is caved in. Use it to look at this text.

Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

Now hold up the concave lens to look at an object on the other side of the room.

- Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

A **convex lens** is a lens that is curved out. Use it to look at this text.

- Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

Now hold the convex lens to look at an object on the other side of the room.

- Does the image seem: *larger*   *smaller*   //   *upright*   *upside down*

## Waves

Can you name a few waves?

What is a wave?

- Disturbance or movement that \_\_\_\_\_ through matter or space.
- Doesn't cause any \_\_\_\_\_.
  - Example:



- This energy must move through a \_\_\_\_\_.
- The medium can be \_\_\_\_\_, \_\_\_\_\_, or \_\_\_\_\_.
  - Examples of mediums:

Typically, there are two types of waves:

<b>Transverse Wave</b>	<b>Compression Wave</b>
Definition: <ul style="list-style-type: none"><li>•</li></ul>	Definition: <ul style="list-style-type: none"><li>•</li></ul>
Example:	Example:
Diagram:	Diagram:

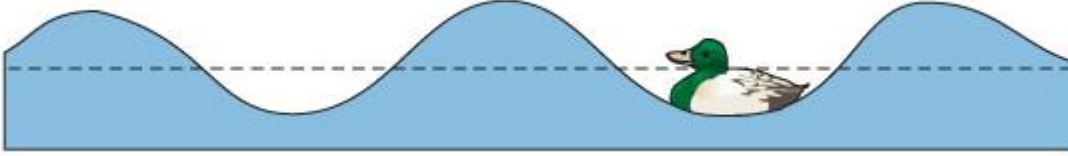
We will be focusing more on TRANSVERSE waves

Characteristics of a wave:

**Crest:** the \_\_\_\_\_ point in a wave.

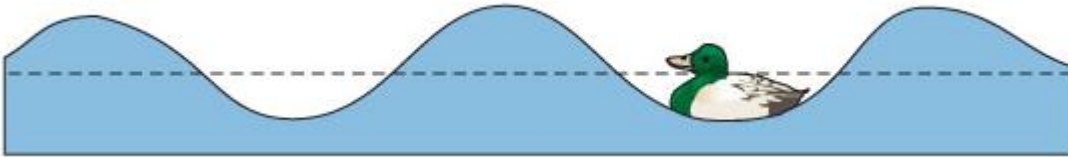
**Trough:** the \_\_\_\_\_ point in a wave.

Label the crest and trough on the following diagram:



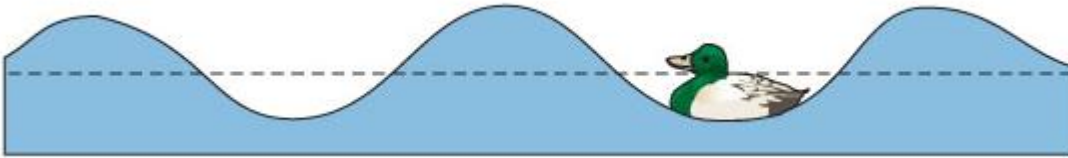
**Rest Position:** the level of water \_\_\_\_\_ the \_\_\_\_\_ and \_\_\_\_\_.

Label the rest position on the following diagram:



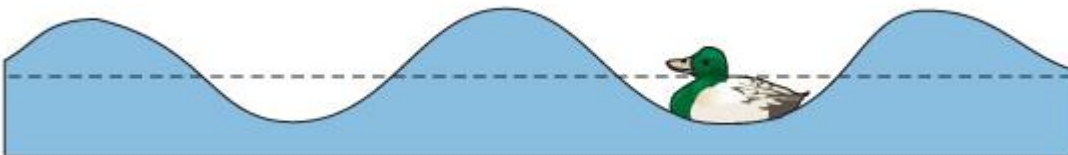
**Amplitude:** the \_\_\_\_\_ of the \_\_\_\_\_ or \_\_\_\_\_ of the \_\_\_\_\_ as measured from its \_\_\_\_\_.

Label the amplitude on the following diagram:

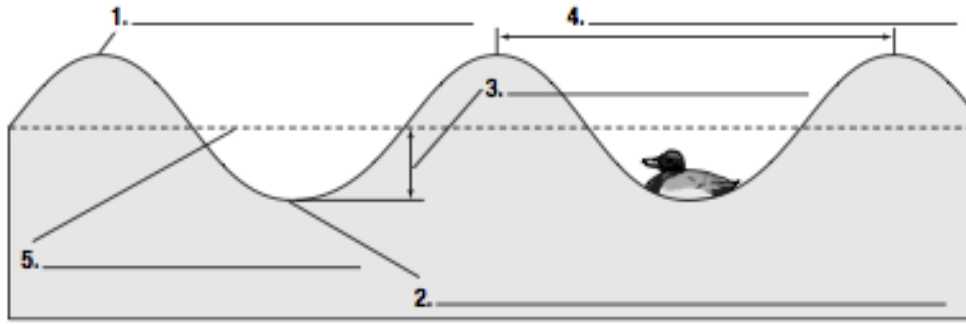


**Wavelength:** the \_\_\_\_\_ from \_\_\_\_\_ to \_\_\_\_\_ or \_\_\_\_\_.

Label the wavelength on the following diagram:



Label the following diagram:

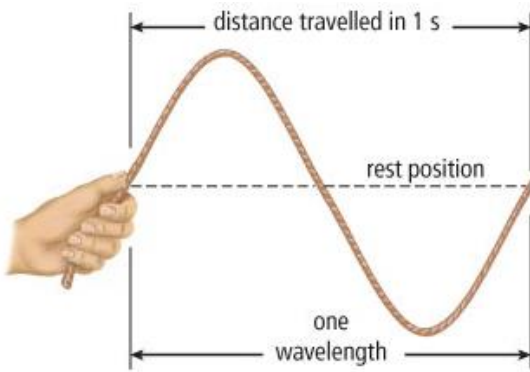


- Crest
- Trough
- Rest position
- Amplitude
- Wavelength

**Frequency:**

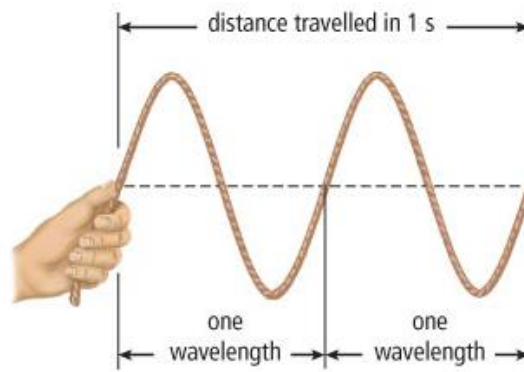
- How often does something occur?
- The number of \_\_\_\_\_ in a given time.

Frequency is measured in \_\_\_\_\_ (\_\_\_\_) or \_\_\_\_\_.



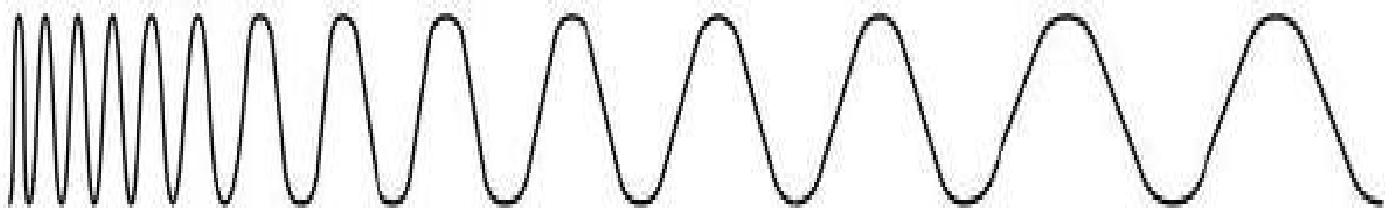
(a)

Frequency: \_\_\_\_ Hz



(b)

Frequency: \_\_\_\_ Hz



WAVELENGTH: long / short

FREQUENCY: high / low

WAVELENGTH: long / short

FREQUENCY: high / low

When one value increases as the other decreases, this is called an \_\_\_\_\_ relationship.

<b>Bouncer A:</b>	<b>Bouncer B:</b>
Number of bounces:	Number of bounces:
Time:	Time:
Frequency (bounces per second):	Frequency (bounces per second):

**Who had the higher frequency?**

**Use the following equation to calculate frequency (in hertz) for each of the examples below:**

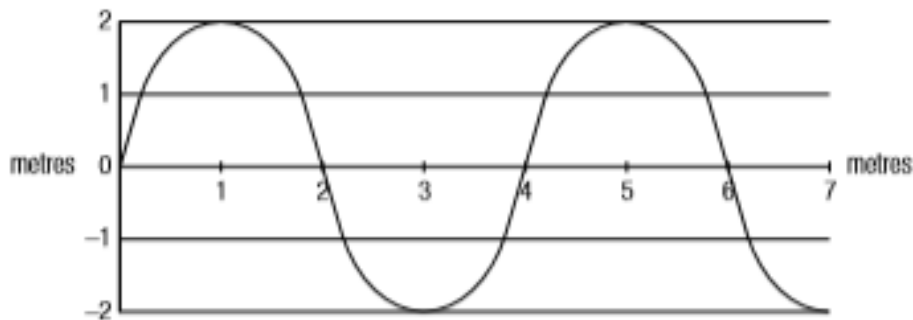
$$Frequency = \text{cycles per second}$$

- a) Pendulum: 24 swings in 6 seconds.
- b) Merry-go-round: 12 revolutions per 2 min.
- c) Flashing red light at an intersection: 30 flashes in 0.5 min.
- d) Heart rate: 18 beats per 20 second.
- e) Car drive shaft: 2000 rpm (revolutions per minute)

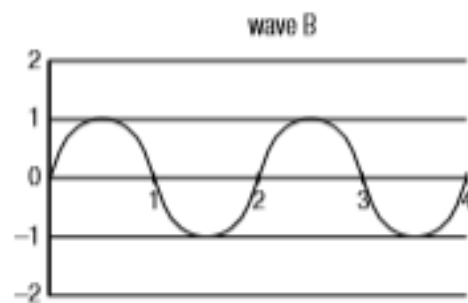
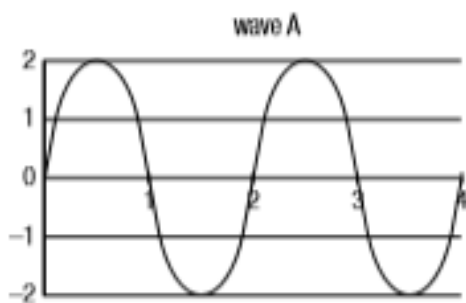
# Characteristics of waves

Use the information in the graphs to answer the questions.

- How long is the wavelength of the wave below? \_\_\_\_\_
- How large is the amplitude of the wave below? \_\_\_\_\_



- Which wave below has the smaller amplitude, A or B? \_\_\_\_\_
- Which wave carries more energy, A or B? \_\_\_\_\_



- What is the same for waves X and Y below: amplitude, wavelength, or frequency?  
\_\_\_\_\_
- Which wave has a greater frequency, X or Y? \_\_\_\_\_
- Which wave has a longer wavelength, X or Y? \_\_\_\_\_

