5F CHANGING SOUNDS

Glossary

decibels (dB) - the units that sound is measured in

ear canal - the passage between the ear and the ear drum

ear drum - the thin skin within the ear that transmits vibrations to the middle ear

frequency – the number of times a sound wave vibrates in a second

high pitch – fast, high frequency vibrations give high pitched sounds

low pitch - slow, low frequency vibrations give low pitched sounds

muffle - to insulate a sound to make it quieter

note – a clear, pure sound e.g. a note played on a piano

percussion instruments instruments that vibrate to make a sound when they are hit, tapped, banged or shaken e.g. drum, tambourine

Percussion instruments



String instruments

Wind instruments





Sound is measured in decibels = dB



Pitch

Sound travels in sound waves. Lower pitched sounds vibrate with less frequency than higher pitched sounds

Pitch

pitch – the frequency of a note

sound insulator – a material that muffles sounds

sound source – the origin of a sound e.g. a musical instrument, a crying child

sound waves – the vibrations produced by a sound source



Tuning a guitar changes the **tension** of the strings, to change the pitch, making it higher or lower



Sound insulators can be used to muffle sound















The string **vibrates** to make a sound



instruments that make a sound when strings vibrate after they are hit, drawn or plucked e.g. violin, guitar

tension – a measure of how tight a string or skin is

tuning – the alteration of a sound producer such that the notes it makes are higher or lower pitched e.g. tightening the drum skin makes the sound higher pitched

vibration – the movement backwards and forwards of different sound producers e.g. a violin string, a drum skin, the column of air in a recorder

volume – how loud or soft a particular sound is





Sound sources are where a sound comes from. The volume is the loudness of a sound



wind instruments -

instruments that produce sounds when a column of air vibrates e.g. recorder, flute