

## Key Vocabulary

sound source vibrate vibration travel  
 pitch (high/low) volume faint loud insulation

A sound produces **vibrations** which **travel** through a medium from the source to our ears.

Different mediums such as solids, liquids and gases can carry sound, but sound cannot **travel** through a vacuum (an area empty of matter).

The **vibrations** cause parts of our body inside our ears to vibrate, allowing us to hear (sense) the sound.

The loudness (**volume**) of the sound depends on the strength (size) of **vibrations** which decreases as they travel through the medium.

Sounds decrease in **volume** as you move away from the **source**.

A sound **insulator** is a material which blocks sound effectively.

**Pitch** is the **highness** or **lowness** of a sound and is affected by features of objects producing the sounds. For example, smaller objects usually produce higher **pitched** sounds.

**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.



<b>volume</b>	How loud or quiet something is
<b>vibration</b>	shaking back and forth of something
<b>sound wave</b>	Another name for the vibrations which cause sound
<b>pitch</b>	How high or low a sound is
<b>faint</b>	Something that is hard to hear
<b>insulation</b>	Something that stops sound