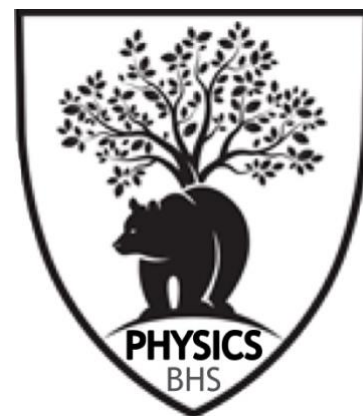


# The Berwickshire High School

## S1 Physics

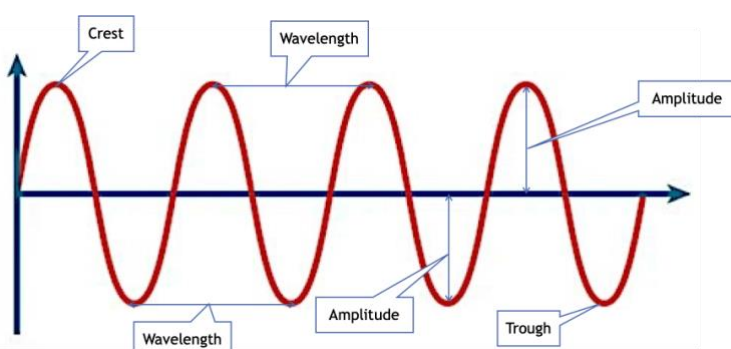

### Waves Knowledge Organiser



#### TABLE OF CONTENTS

Waves .....	1
Light .....	1
Reflection .....	2
Refraction and Lenses .....	3
Colour and the Spectrum .....	4
Electromagnetic Spectrum (EM Spectrum) .....	4
Sound.....	5

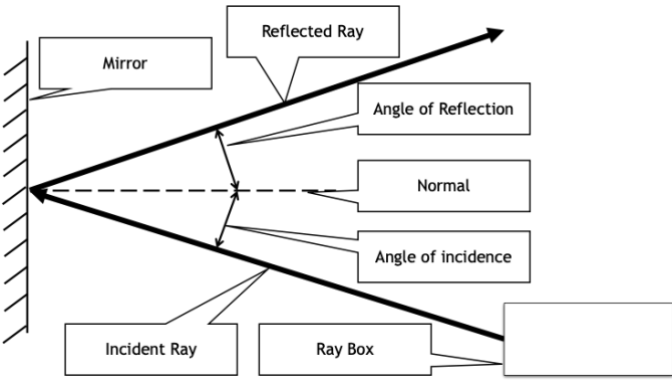
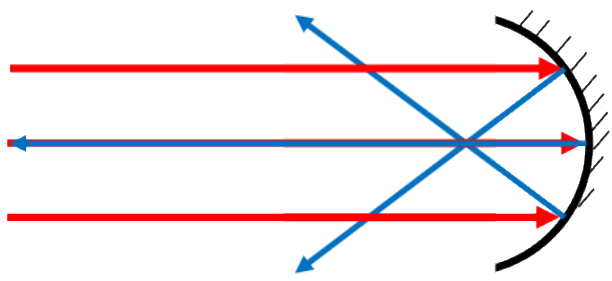
#### WAVES

<b>Wave</b>	A way of moving energy from one place to another without moving the material.
<b>Transverse Wave</b>	<p>The particles move <b>up and down</b> while the energy moves <b>side to side</b>. Examples: light, water.</p> 
<b>Longitudinal Wave</b>	<p>The particles move <b>back and forward</b> in the <b>same direction</b> as the energy. Example: sound.</p> 
<b>Amplitude</b>	The height of a wave from its middle to the top (crest) or bottom (trough).
<b>Wavelength (<math>\lambda</math>)</b>	The distance between two matching points on a wave (e.g. crest to crest).
<b>Crest / Trough</b>	Highest and lowest points of a transverse wave.

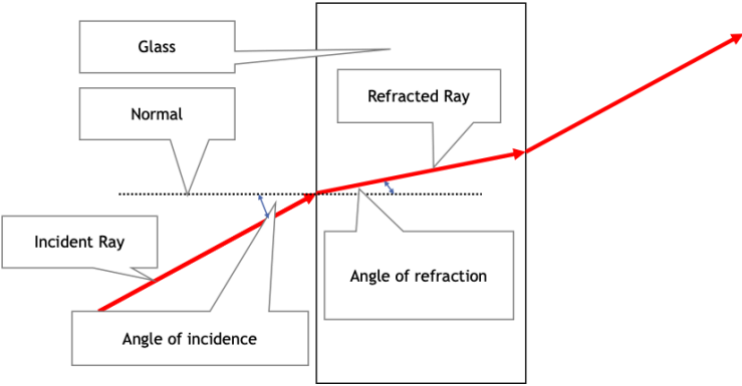
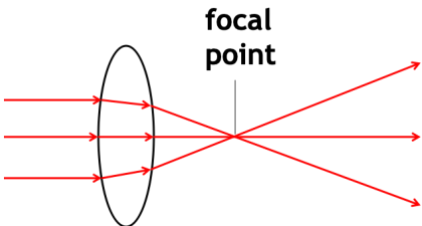
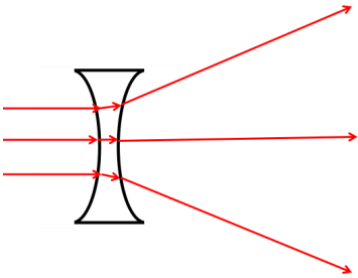
#### LIGHT

<b>Light</b>	A type of energy that travels in <b>straight lines</b> . Speed = 300,000,000 m/s.
<b>Luminous Object</b>	Gives out its own light (e.g. the Sun, a bulb).
<b>Non-Luminous Object</b>	Seen by <b>reflected light</b> (e.g. the Moon, a book).
<b>Seeing Things</b>	We see objects when <b>light reflects</b> from them into our eyes.

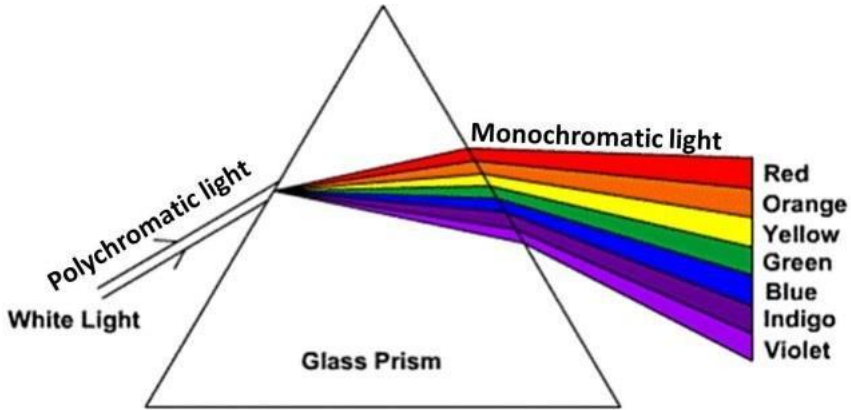
## REFLECTION

<b>Law of Reflection</b>	<p>The <b>angle of incidence</b> = <b>angle of reflection</b>.</p>  <p>The diagram shows a vertical line representing a mirror. A dashed horizontal line perpendicular to the mirror is labeled 'Normal'. An 'Incident Ray' is shown as a solid line hitting the mirror. A 'Reflected Ray' is shown as a solid line bouncing off the mirror. The 'Angle of Incidence' is the angle between the incident ray and the normal. The 'Angle of Reflection' is the angle between the reflected ray and the normal. A 'Ray Box' is shown emitting the incident ray.</p>
<b>Normal</b>	A <b>dashed line at 90°</b> to the mirror surface.
<b>Incident Ray</b>	The ray of light that <b>hits</b> the mirror.
<b>Reflected Ray</b>	The ray of light that <b>bounces off</b> the mirror.
<b>Curved Reflector</b>	<p>Reflects all rays to the <b>focal point</b>, where the energy is strongest.</p>  <p>The diagram shows a concave curved reflector. Three parallel red incident rays travel from left to right. They are reflected by the curved surface as blue rays that converge at a single point, the focal point.</p>
<b>Focal Point</b>	The point where reflected rays meet. Used in <b>satellite dishes</b> and <b>headlights</b> .

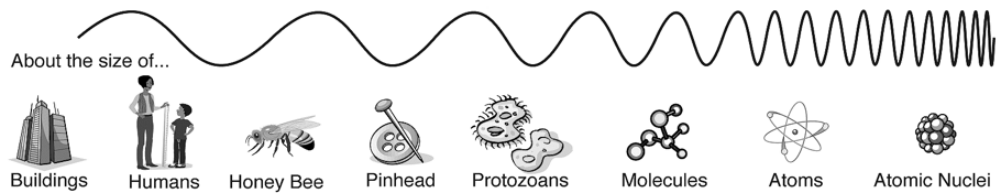
## 🔑 REFRACTION AND LENSES

<b>Refraction</b>	When light changes <b>speed and direction</b> as it passes through different materials like air, water, or glass.
<b>Angle of Refraction</b>	<p>The angle between the <b>bent ray</b> and the <b>normal</b>.</p> 
<b>Lenses</b>	Pieces of glass or plastic that <b>bend light</b> to help us see or focus images.
<b>Convex Lens</b>	<p>Curves <b>outwards</b> and <b>focuses</b> light rays to a point. Used in <b>magnifying glasses</b>, <b>cameras</b>, and <b>eyes</b>.</p> 
<b>Concave Lens</b>	<p>Curves <b>inwards</b> and <b>spreads out</b> light rays. Used in <b>projectors</b> and <b>telescopes</b>.</p> 

## COLOUR AND THE SPECTRUM

<b>Dispersion</b>	<p>When white light splits into different colours using a <b>prism</b>.</p> 
<b>Visible Spectrum</b>	The seven colours of light: <b>Red, Orange, Yellow, Green, Blue, Indigo, Violet (ROYGBIV)</b> .
<b>Primary Colours of Light</b>	<b>Red, Green, Blue.</b>
<b>Mixing Colours</b>	Red + Green = <b>Yellow</b> , Red + Blue = <b>Magenta</b> , Blue + Green = <b>Cyan</b> , All three = <b>White</b> .

## ELECTROMAGNETIC SPECTRUM (EM SPECTRUM)

<b>Electromagnetic Spectrum</b>	<div style="text-align: center;"> <span>Radio</span> <span>Microwave</span> <span>Infrared</span> <span>Visible</span> <span>Ultraviolet</span> <span>X-ray</span> <span>Gamma Ray</span> </div> 
<b>Radio Waves</b>	Longest wavelength. Used for <b>radio and TV signals</b> . No known health risks.
<b>Microwaves</b>	Used for <b>mobile phones and cooking</b> . Can cause <b>burns</b> with high exposure.
<b>Infrared (IR)</b>	Felt as <b>heat</b> ; used in <b>remote controls and thermal cameras</b> . Can cause <b>skin burns</b> .
<b>Visible Light</b>	What our eyes can see. Used for <b>sight and photography</b> . Very safe in normal amounts.
<b>Ultraviolet (UV)</b>	Used in <b>forensics and sterilising equipment</b> . Can cause <b>sunburn or skin cancer</b> .
<b>X-rays</b>	Used in <b>medical imaging</b> . High doses can <b>damage cells</b> .
<b>Gamma Rays</b>	Highest energy. Used for <b>cancer treatment and sterilisation</b> . Can <b>kill living cells</b> .

## SOUND

<b>Sound</b>	A <b>longitudinal wave</b> made by vibrations. Cannot travel in space.
<b>Speed of Sound</b>	<b>340 m/s</b> in air. <b>Speed = distance ÷ time.</b>
<b>Volume</b>	How <b>loud</b> a sound is; measured in <b>decibels (dB)</b> .
<b>Pitch</b>	How <b>high or low</b> a sound is; depends on how fast it vibrates ( <b>frequency</b> ).
<b>High Pitch</b>	Many waves per second (short wavelength).
<b>Low Pitch</b>	Fewer waves per second (long wavelength).
<b>Loud Sound</b>	Large amplitude.
<b>Quiet Sound</b>	Small amplitude.