## TranSverse Waves: Student Activity Sheet

Name: $\qquad$ Date: $\qquad$

## Transverse Waves

1. Go to https://ciblearning.org/wave/wave-on-a-string/wave-on-a-string_en.html

Challenge 1

1. Find and list 13 things that you can change or do with the simulation.

## Challenge 2

1. Use the wave simulator to make a wave in which:

- Both ends touch the dotted yellow line
- No ball is completely below the line
- The amplitude setting is between 20 and 100

TIP: Use the step function to get the green ball on the far left of the dotted yellow line and a red ball on the far right of the dotted yellow line.
2. Record your amplitude and frequency.

| Amplitude | Frequency |
| :---: | :---: |
|  |  |

## Challenge 3

1. Make a wave that looks like this:

2. Record your amplitude and frequency.

| Amplitude | Frequency |
| :---: | :---: |
|  |  |

3. Make a wave that looks like this:

4. Record your amplitude and frequency.

| Amplitude | Frequency |
| :---: | :---: |
|  |  |

5. What is the relationship between the frequency setting of the first wave (Challenge 2) and the new waves (Challenge 3)?
6. What do you notice about this wave? $\qquad$

## Challenge 4

1. The crest is the high point of a wave. A trough is a low point of a wave. Without using the computer to look at the wave, draw a wave that would be made by setting the frequency to 20 .
2. Set the frequency at 20, run, and pause. Compare the wave to your prediction. What do you notice about the wave?
3. A wave cycle is one complete wave shape. There are two complete cycles in the wave from Challenge 4. Without using the words "complete wave shape," write your own definition of a wave cycle so that someone else could identify a cycle when they see one. You may use the wave simulator to check and revise your definition as needed. Your cycle above starts on the dotted yellow line, but a cycle can start anywhere on a wave.

4. What part, or fraction, of a cycle does this figure represent? $\qquad$


This figure represents $1 / 2$ of a cycle.
5. Explain if these waves represent one full cycle.

and

6. Set your frequency controls to 30,40 , and 50 . At each setting report how many crests and troughs are showing and how many cycles are chowing.

| Frequency | \# of Crests and Troughs | \# of Cycles |
| :---: | :--- | :---: |
| $\mathbf{3 0}$ |  |  |
| 40 |  |  |
| 50 |  |  |

## Challenge 5

1. How could you measure the length of one whole cycle? $\qquad$
2. After you have chosen a way to measure one cycle, measure and record one whole cycle.
3. Use a different starting point and measure one cycle again. Did you get the same result? $\qquad$
4. Using a frequency setting of 20 , measure and record the length of one whole cycle. $\qquad$
Wavelength is the length of a wave's complete shape.

## Challenge 6

1. Set the amplitude to 80 , run a wave, and pause it.
2. Measure the height in centimeters of a crest, measuring from the dotted centerline. You may use the reference line as a tool. Height $=$ $\qquad$


Amplitude is the distance from the center point of a wave to the highest or lowest point of a wave. It is NOT measured from lowest to highest points.
3. So far you have measured the lengths and heights of waves. It is also important to know how fast a transverse wave moves up and down (or side to side). What additional tool or tools would you need to measure how quickly a wave rises and falls?

## Challenge 7

1. You will use the timer in the wave simulator to time one cycle of a wave. The timer looks like this:

2. Set the frequency to 30 .
3. Use the step function and any marker you choose to stop the wave in a position where you can know when you finish a whole cycle.
4. When you are ready to measure, reset the time to 0 .
5. Use the step function to step through one cycle.
6. Record the time it took for a whole cycle.

You have just now measured the period of a wave. The period of a wave is the time it takes for a wave's shape to repeat. Frequency is the number of cycles of a wave that occur in a given amount of time. It is also the number of periods in a second. Frequency is often given as the number of cycles per second.

