

- Go to the LINK on my blog for PHYSICS CLASSROOM
<https://www.physicsclassroom.com/Physics-Interactives/Waves-and-Sound>

1. TAP link for a SLINKY LAB INTERACTIVE

** LAUNCH NOW & LAUNCH TOOL

** Tap on arrows (upper left) to make full screen

- TAP on pulse and -1 watch what happens
 - TAP on +1 watch what happens
 - TAP on >> to pause
 - TAP on >> to play again
 - Drag density down, drag tension about .5cm up, click +2
 - Where are the 2 slinky wave parts? _____
 - Move dampening to .05 What happens? _____
 - TAP on CONTINUOUS, FREE END, DENSITY & TENSION half-way up, DAMPEN .02
 - Decrease the TENSION to the bottom. DESCRIBE _____
 - Increase the DENSITY to the top. DESCRIBE _____
 - What happens when DENSITY & TENSION are at the top, and DAMPEN is 0?
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- FIXED END, CONTINUOUS, DENSITY & TENSION HIGH UP, DAMPEN IS 0, AND WAVE PERIOD IS TO THE RIGHT. DESCRIBE _____
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- By moving only 1 button, how can you bring the wave back to the center, barely moving? _____

2. Return to Wave page.

TAP link for SIMPLE WAVE SIMULATOR

** LAUNCH NOW & LAUNCH TOOL

** Tap on arrows (upper left) to make full screen

- Watch for 5 seconds, then PAUSE
- Make sure you are on REAL TIME
- Move FREQUENCY up to about halfway about 0.5 Hz watch for about 5 seconds
- What happens when the WAVE SPEED is moved up to 200 cm/s _____
- What happens when the AMPLITUDE is moved to 1 cm _____
- Move AMPLITUDE back to 2 cm
- What is amplitude? _____
- Tap SHOW WAVE AS SOUND box
- Move WAVE SPEED back to about 1.60 cm/s
- Tap on FAST SPEED
- Tap on SLOW SPEED
- What is it called as the groups of air molecules are pressed together? _____