Sound

Carclaze Primary School Science Knowledge Organiser

Year 4



Prior learning to reactivate

This is the first time this subject is taught within the Primary Curriculum.

 Hearing is one of the five senses and that we hear sound (EYFS)

Key learning

Sounds are made when something vibrates.

Vibrations from sounds cause waves which travel through a medium (for example, the air, water) to the ear.

Some mediums are more effective at allowing sounds to travel through them than others.

The **pitch** of a sound (how high or low it is) depends on the **speed** of the vibrations.

The **volume** of a sound (how loud or quiet it is) depends on the **size** of vibrations.

Sounds get fainter as the distance from the sound source increases.

Key vocabulary	
Amplitude	A measure which shows how strong a sound wave is.
Medium	The space or material through which sound waves travel (e.g. solid, liquid or gas).
Pitch	How high or low a sound is.
Sound	Something that can be heard. Made by vibrations.
Sound source	Where a sound comes from.
Speed	How quickly something happens.
Vibration	Invisible waves of movement back and forth.
Volume	How loud or quiet a sound is.
Waves	How sound travels, through invisible vibrations.

SCIENTIFIC SKILLS

By the end of the year, children should be able to...

- Ask their own questions relating to the topic
- Make predictions about the outcomes of investigations
- Set up simple practical investigations
- Be able to identify simple ways in which a fair test can be created
- Make simple observations, including through the use of a range of recording/measurement equipment
- Gather and record data
- Present data in a variety of ways, including diagrams, charts, tables, and graphs
- Draw simple conclusions on results and link back to the theory discussed
- Suggest improvements for further investigations

Opportunities for scientific enquiry within the unit:

- Testing different materials for how well they conduct sound
- Investigating strength of vibration and the volume of the sound produced
- Investigating the size of an object and the pitch of the sound it makes



