



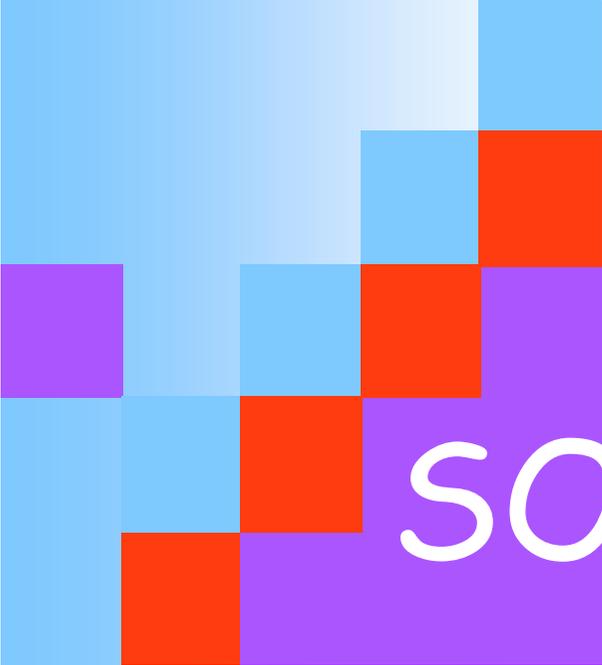
# Physicists in Primary Schools project

Examples from presentations

at [www.iop.org/pips](http://www.iop.org/pips)

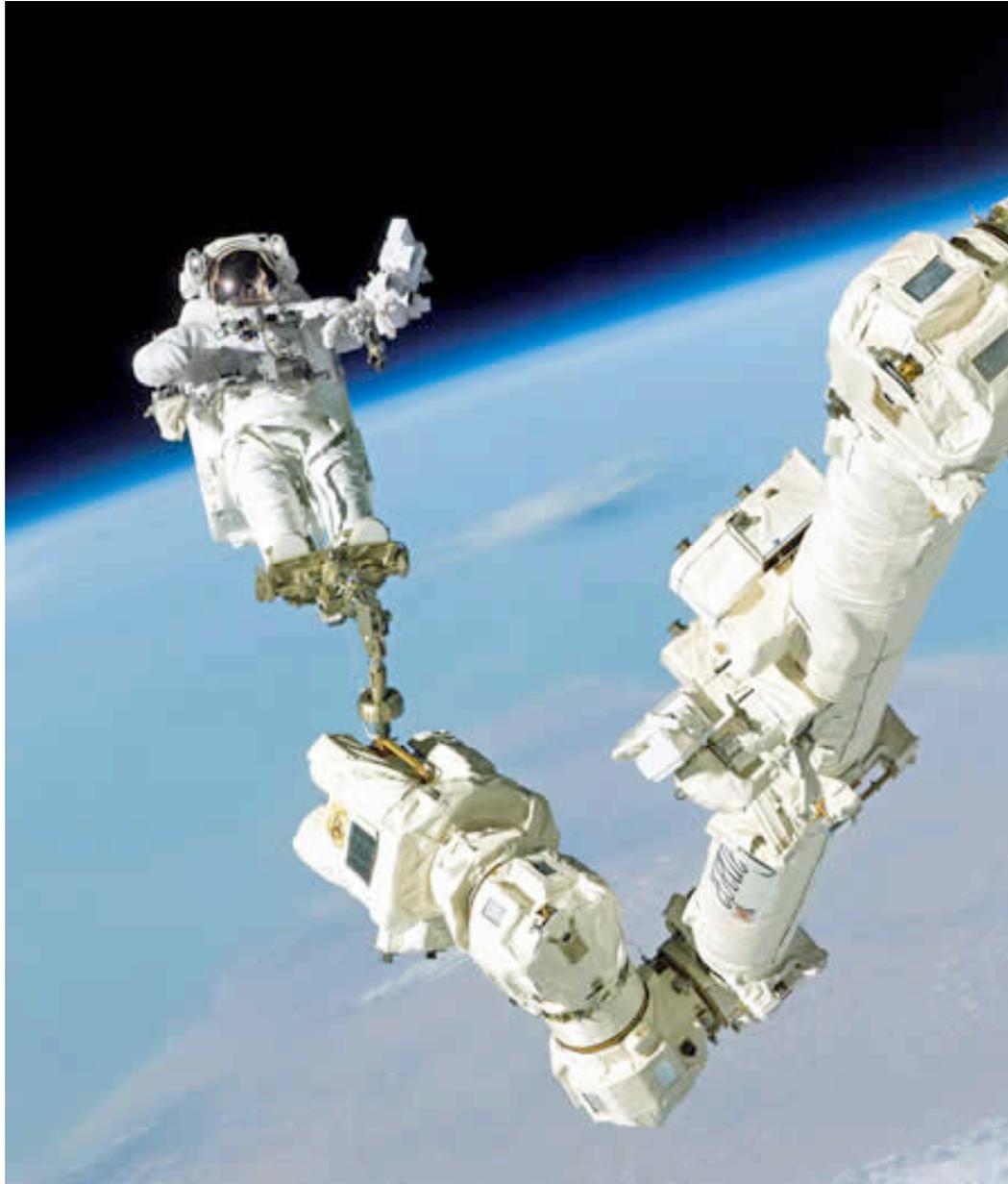
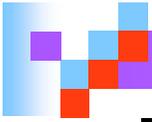
Ann Marks

The first slide from the  
sound presentation  
with an interesting title.



# SOUNDS GOOD!

From musical boxes  
to iPods



# Space Walk

Aug 2005

Stephen  
Robinson

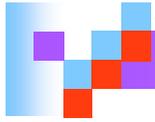
outside  
Discovery

NASA picture



# How to use the Space Walk slide to explain why sound needs a medium through which to travel.

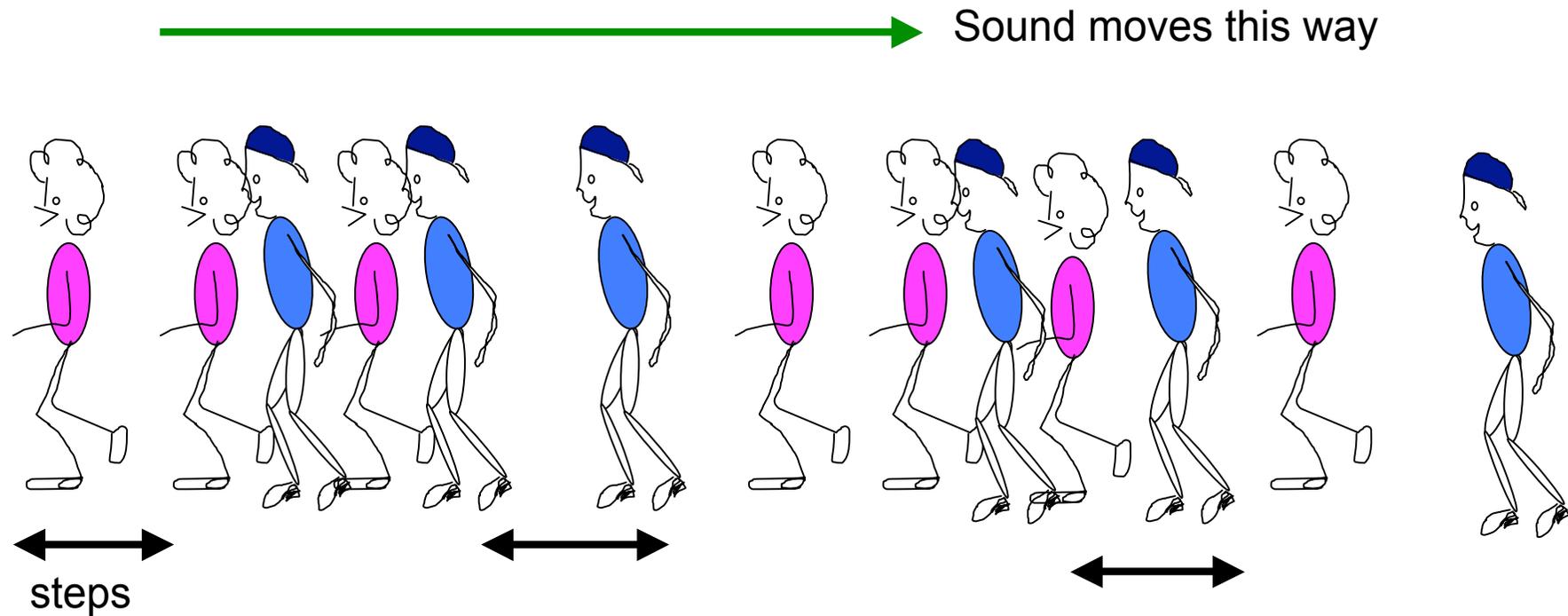
- Point out that if someone shouts loudly outside a house, the sound can be heard inside the house. Space ships have very thin outer skins. Ask whether, during a space walk, an astronaut could be heard by those inside the space craft. If they are not sure, point out that some of the pictures show the astronaut attached to a line. Ask what it is for. (For Communications and to prevent the astronaut moving away from the space ship and being lost.)
- The astronaut is well above the Earth's atmosphere which is seen as the bright blue band round the distant horizon. Therefore there is no air outside the space craft so the astronaut's calls would not be heard by those inside the space craft.
- Sound needs something to travel through (e.g. air).



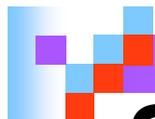
Let's play  
some  
games!

A useful slide to  
show when the  
class is busy doing  
an activity.

# Sound dance



- The bunches move along the line.
- The children do not move along!



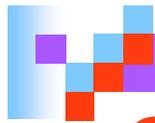
# Sound dance - instructions (for presenter)

## Activity

## Discussion

## Aims/facts

<p><b>5. Class activity: 'dance'</b> Ask about 10 volunteers to line up across the classroom all facing towards one end of the line. Child 1 should start to step. The as soon as child 2 sees child 1 move, 2 should start to step. As soon as child 3 sees child 2 move, 3 should start to step. A second group could dance, if there is time.</p> <p>Show <b>Powerpoint Slide 6</b> See <a href="#">Apparatus List</a> See <a href="#">Safety Notes</a></p>	<p>The remainder of the class should watch and explain what they see. The line should automatically form bunches which move along the line to represent the sound travelling. Point out that the children do not move along the line. Only the bunches move along: the individuals just vibrate. Ask them how the dance could represent quiet sounds and loud sounds.</p>	<p>As the sound travels, the individual particles vibrate and do NOT travel with the sound.</p> <p>Sound travels like a wave.</p> <p>A sound wave.</p>
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# Sound Dance - from Apparatus list

Steps explained for presenter

## 5. Activity Dance steps

	!	!!	!						!
	↑	↑	↓	↓					
!!	!		!	!!	!		!	!!	!
					!	!!	!		
Start	Right foot forward	Left foot forward	Right foot back	Left foot back	Right foot back	Left foot back	Right foot forward	Left foot forward	Repeat

About 10 children should be in line one behind another, spaced across the classroom.

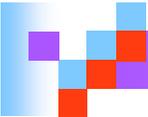
Child 1 starts to step as shown in the diagram.

Child 2 starts to step after child 1 has taken the first step.

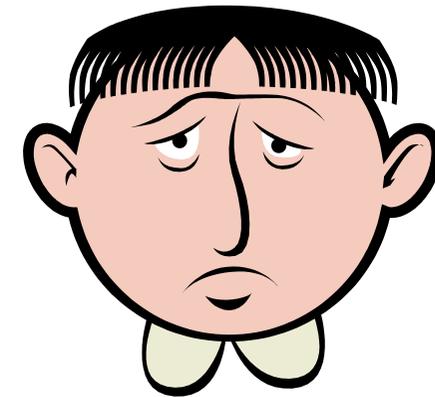
Child 3 moves once child 2 has started etc

## Safety Notes

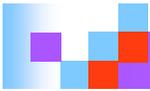
During the dance, children should be warned to take small steps so they do not tread on each other's feet. Good behaviour is essential. Any child who is uncooperative should be sent from the line.



# Large ears to collect sound



- Our ears are on the side of our heads.
- We can play a game to find out why.



# DO ~~NOT~~ TRY THIS AT HOME

ISSUE #8

Featuring: Marvin and Milo

What you need: • a metal coat hanger  
• two pieces of string • a fork

Watch me tune in to this coat hanger.

Tie a piece of string to each corner...



... and wrap the ends around your fingers.

Put your fingers in your ears and I'll tap the hanger.

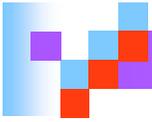
Was it loud?

“dong”

It sounds louder because the vibrations travel through the metal and string more easily than through air.

Vic Le Billon

www.physies.org keywords: sound travel

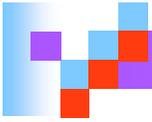


# Bells



- What sounds will they make?

This slide follows explanations explaining that large objects make low frequency sounds and small objects make high frequency sounds.

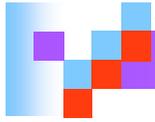


# Can you spot the baby?

Ultra sound is used as an example of the use of sound.



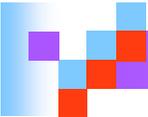
Sound  
has  
lots  
of  
uses



# Physics is everywhere

- From kitten's ears to mobile phones

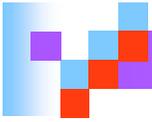
The final slide in the 'Sound' presentation to reinforce the message that 'physics is everywhere'.



**ELECTRICITY:** To explain that particles move through the wire when a current flows: When seen from an aeroplane the forest appears like an almost smooth surface.



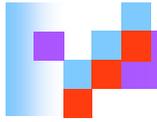
A forest



At a lower level monkeys and other animals can be seen moving between the trees. This provides an analogy with the tiny particles (electrons) moving between atoms in a conductor when a current flows.



What can you see?



Now  
a game -----

# A bubble raft is a 'solid' layer on the surface of the water

Simple instructions are provided so the children can make bubble rafts to learn about crystal structure.

A bubble raft grown quickly.

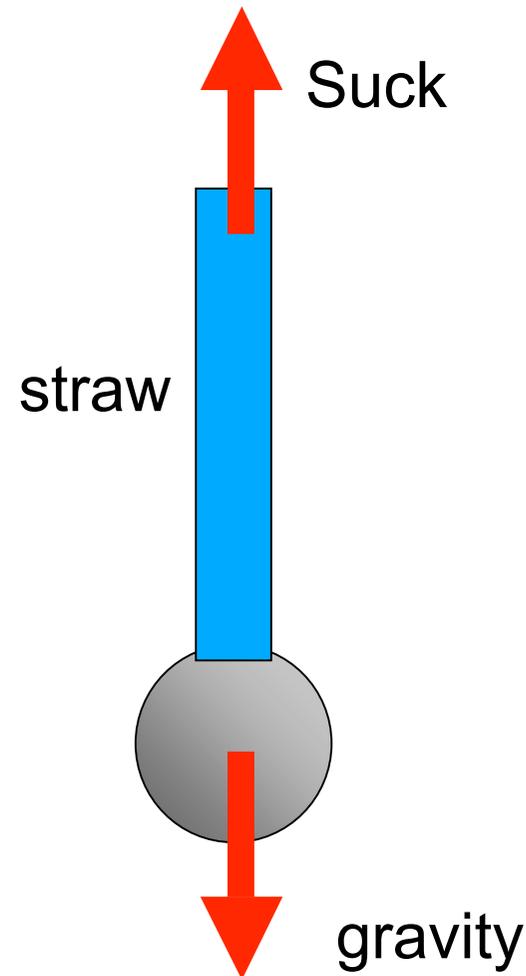
Solids topic



The ball does not fall when your  
upward force = force of gravity

## Forces and Gravity topic

A game to learn  
about balanced  
forces in a very  
simple way.



# Day and night

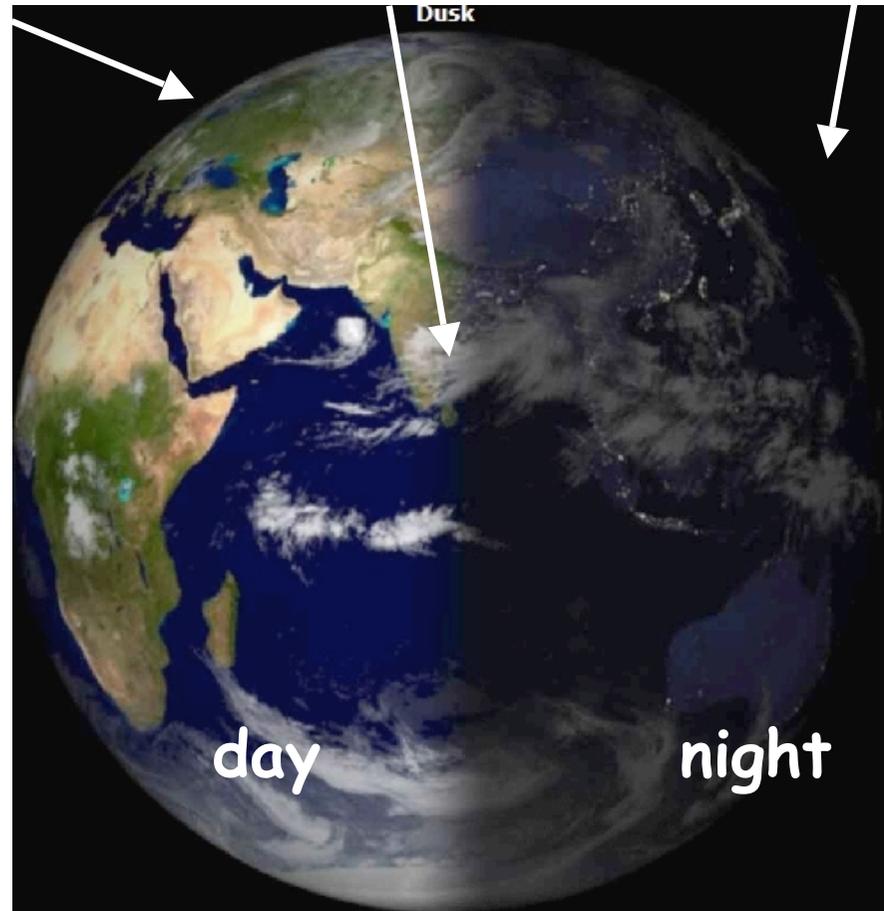
Sunlight and space travel topic

Dusk in India

Dark in China

Daylight in the UK

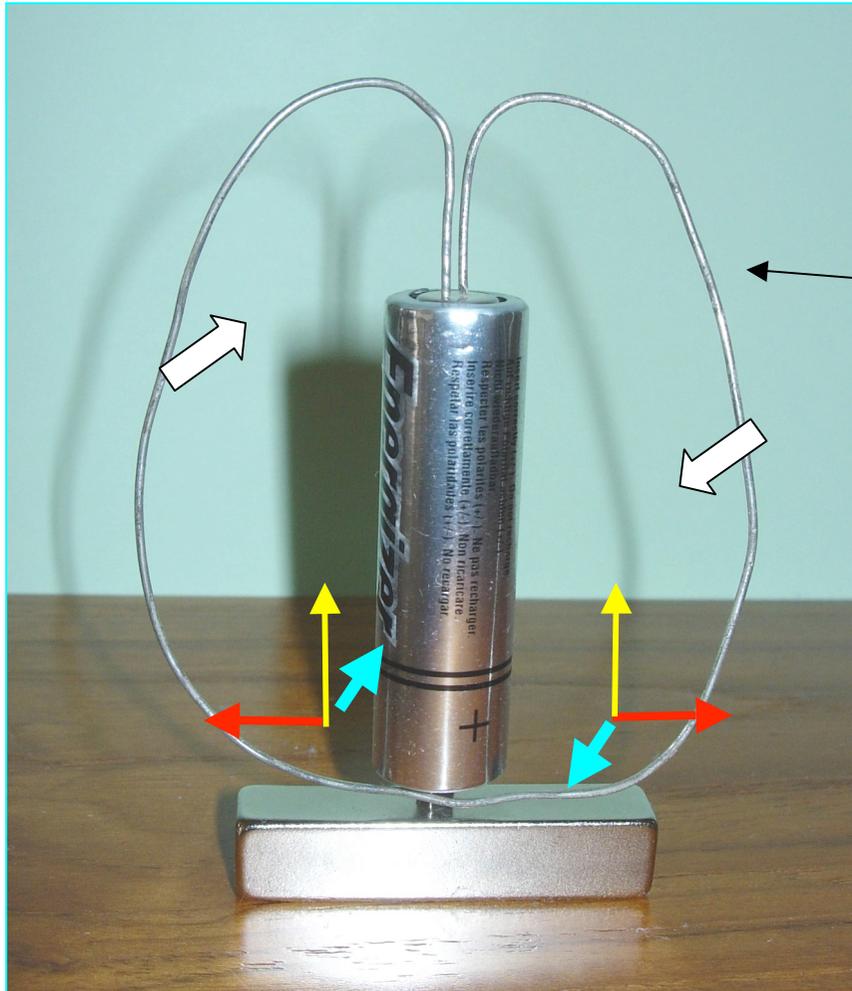
Light from the Sun



# Simple motor

Forces and magnetism topic

The wire rotates about a vertical axis showing that a magnet + an electric current can cause movement. (explanation for the presenter.)



Using a

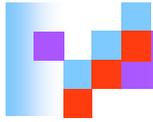
- neodymium magnet
- battery
- wire

Bare non-magnetic wire.  
Copper works well but  
should not be lacquered.

Current 

Magnetic field 

The force  on each part  
of wire causes a horizontal  
couple perpendicular to the  
currents so the wire rotates.



**EPSRC**

Engineering and Physical Sciences  
Research Council

**IOP** Institute of Physics



The  
University  
Of  
Sheffield.

# Physicists in Primary Schools Project

**Website:** [www.iop.org/pips](http://www.iop.org/pips)

(or [www.iop.org/](http://www.iop.org/) and select popular link at foot of the home page)

*Contact:* [a.marks@sheffield.ac.uk](mailto:a.marks@sheffield.ac.uk)