



10 pts., due _____

Name: _____

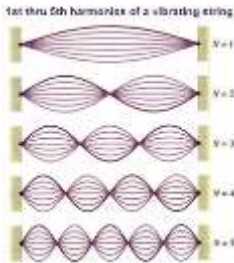
Hour: _____



The Physics of Instruments Lab

Harmonics- frequencies that create a standing wave

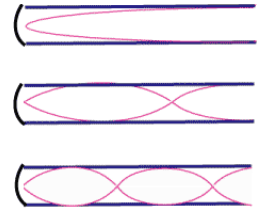
String instrument or open at both ends - A standing wave is created at every 1/2 of a wavelength.



equation: $f_n = \frac{n(v)}{2L}, n=1,2,3,\dots$

Closed at one end - A standing wave is created at every odd 1/4 of a wavelength.

equation: $f_n = \frac{n(v)}{4L}, n = 1,3,5, \dots$

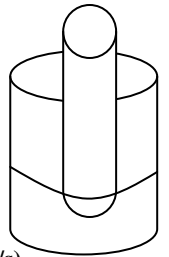


Activity #1: PVC Pipe and Graduated Cylinder You need 3 different tuning forks and a PVC instrument.

Background Information

What type of instrument is this? *open at both ends* or *closed at one end* (circle one)

What fraction of the wave makes the first standing wave for this type of instrument? _____



Data:
found on the tuning fork
Frequency (Hz)

The distance is NOT the same as the wavelength.

Distance (m)

Wavelength (m)
(distance x 4)

Speed of Sound (m/s)
(Find using $v=f\lambda$)

	Frequency (Hz)	Distance (m)	Wavelength (m) (distance x 4)	Speed of Sound (m/s) (Find using $v=f\lambda$)
1.	320	0.26		
2.	288	0.29		
3.	341	0.24		
				Average experimental speed of sound:

1. Calculate the theoretical speed of sound in the room right now using $v = 330 \text{ m/s} + 0.6 \text{ }^\circ\text{C}$ in m/s and in mph. **75 °F in room**

_____ m/s & _____ mph

2. Review from chemistry:

- a. Hotter molecules move faster / slower
- b. Hotter molecules will spread out / get closer together

3. If the water in the tube was hot, and that heated up the air in the tube, should it increase or decrease your wavelength measurement? **Explain why** using your answers to #7!

4. If your wavelength increases:

- a. What should happen to the frequency? Increase / decrease
- b. What should happen to the pitch? Increase / decrease
- c. Test this with the lab setup that is hot. Does it work? _____

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Activity #2: Boomwhackers! You need 3 different Boomwhackers and one of the caps. According to the **Boomwhacker** info sheet, **the actual frequencies are:** (Use for % error)

- 256Hz = C (long red)
- 288 Hz = D (orange)
- 320 Hz = E (yellow)
- 341.3 Hz = F (light green)
- 384 Hz = G (dark green)
- 426.7 Hz = A (purple)
- 480 Hz = B (pink)
- 512 Hz = C (short red)

Data and calculations:

	color	length (m)	note it plays	frequency of note	calculate the fundamental frequency (n = 1)	Calculate the % error for freq. (on eq. sheet)
1		0.495	E	320		
2		0.369	A	426.7		
3		0.41	G	384		

Activity #3: Tuning forks: Strike a tuning fork and hold it just inside the end of a Boomwhacker with a matching frequency. What happens? **Gets louder and vibrates**

What is this called? _____

Activity #4: Capping a Boomwhacker: Measure the length of 1 boomwhacker= **0.495** m

- When a pipe is open on both ends, it contains $\frac{1}{2}$ / $\frac{1}{4}$ of a wavelength? (when n=1)
- When a pipe is closed on one end, it contains $\frac{1}{2}$ / $\frac{1}{4}$ of a wavelength? (when n=1)

According to your previous answers:

A **full wavelength** for a BW should be longer / shorter when it is closed on one end

The **frequency** of the BW should increase / decrease when closed on one end.

The **pitch** should be higher / lower when closed on one end.

Cap the boomwhacker and try it. Where you correct? **Pitch was lower**

Activity #5: Dollar Store Toy You need one dollar store toy.

Data: current temperature in the room: **75 °F** and the length of a dollar store toy: **0.74 m**

1. Find the 1st, 2nd and 3rd, harmonic for one of the plastic spinning dollar store toy. Make sure you account for the temperature in the room.

$f_{n1} =$ _____ $f_{n2} =$ _____ $f_{n3} =$ _____
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2. As you spin it around faster and faster, the frequency increases, what happens to the pitch? _____!

