

<p>absorption (absorbed)</p> <p>ab / sorp / tion</p>	<p>When energy is</p> <p>Transferred from sound or other waves to a material.</p>
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<p>amplitude</p> <p>am / pli / tude</p>	<p>Maximum amount of vibration</p> <p>Measured from middle position of wave.</p> <p>Usually measured in metres.</p>
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<p>angle of incidence</p> <p>an / gle in / ci / dence</p>	<p>Between</p> <p>Normal and incident ray.</p>
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<p>angle of reflection</p> <p>an / gle re / flec / tion</p>	<p>Between</p> <p>Normal and reflected ray.</p>
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<p>concave</p> <p>con / cave</p>	<p>Lens that is</p> <p>Thinner in middle</p> <p>Spreads out light rays</p>
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<p>continuous</p> <p>con / tin / u / ous</p>	<p>Variable where</p> <p>Values can be any value.</p>
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<p>convex</p> <p>con / vex</p>	<p>Lens that is</p> <p>Thicker in middle</p> <p>Bends light rays towards each other</p>
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<p>crest</p>	<p>Top of a wave</p>
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<p>echo</p> <p>ec / ho</p>	<p>Reflection of</p> <p>Sound waves from surface back to listener</p>
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<p>filter</p> <p>fil / ter</p>	<p>Piece of material</p> <p>Allows some radiation (colours) through but absorbs the rest.</p>
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<p>frequency</p> <p>fre / quen / cy</p>	<p>Number of waves</p> <p>Produced in one second, in hertz.</p>
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<p>law of reflection</p> <p>re / flec / tion</p>	<p>Angle of incidence</p> <p>Equal to angle of reflection.</p>
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longitudinal wave lon / gi / tu / di / nal wave	Direction of vibration Same as the wave
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luminous lu / mi / nous	Gives out light
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opaque o / paque	Material that Allows no light to pass through it
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peak	Top of a wave
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pitch	How high or low a sound is Low (high) pitch sound has low (high) frequency
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reflect (reflection)	Change in direction of Light or sound when it hits boundary and bounces back.
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refraction re / frac / tion	Change in direction of Light going from one material into another.
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translucent trans / lu / cent	Material that Allows some light to pass through it
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transparent trans / pa / rent	Material that Allows some all light to pass through it
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trough	Bottom of a wave
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ultrasound ul / tra / sound	Sound at a frequency Greater than 20 000 Hz Beyond range of human hearing
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vacuum	Space with No particles of matter in it.
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vac / cuum	
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vibration vi / bra / tion	Back and forth motion That repeats.
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wavelength wave / length	Distance between Two corresponding points on wave in metres
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