General wave properties Mark Scheme 2

| Level | IGCSE |
|------------|---|
| Subject | Physics |
| ExamBoard | CIE |
| Торіс | Properties of Waves including Light and Sound |
| Sub-Topic | General Wave Properties |
| Paper Type | (Extended) Theory Paper |
| Booklet | Mark Scheme 2 |

| Time Allowed: | 52 minutes | | |
|---------------|------------|--|--|
| Score: | /43 | | |
| Percentage: | /100 | | |

| 1 | (a | (i) | diffraction | B1 | |
|---|-----|---------------------|--|---------------------|-------|
| | | (ii) | waves travel slow(er)/water is shallow(er) | B1 | |
| | | (iii) | angular spread of wavefronts increases o.w.t.t.e. OR amplitude of waves is smaller | B1 | |
| | (b) | (i) | oscillation/up and down motion (of rope) is at right angles to the direction of the wave OR motion of rope/particles is at right angles to the direction of the wave | B1 | |
| | | (ii) | $\lambda = 2.4/2 = 1.2 \text{ m}$ $v = f\lambda$ in any form OR $(f =) v/\lambda$ OR 3.2/1.2 2.7 Hz OR t = 2.4/3.2 $f = 2 \times 3.2/2.4$ | C1 C1 A1 (| |
| | | | 2.7 Hz | (A | |
| | | | | [Tota | l: 7] |
| 2 | (a | ligh sou sou | t in air BOX 5 3 × 10 ⁸ m/s nd in air BOX 2 300m/s nd in water BOX 3 1500m/s | B B B | [3] |
| | (b) | dist | ance = speed × time in any form NOT speed = $2d/t$ | C1 | |
| | | t _{air} = | 120 ÷ value for speed of sound in air | C1 | |
| | | t _{rail} (| $= 120/5000) = 0.024 \mathrm{s}$ | С | |
| | | (tim (exp | e difference =) candidate's t_{air} – candidate's t_{rail} correctly evaluated pect 0.400 – 0.024 = 0.376 s) | | [4] |
| | | | | [Tota | l: 7] |
| | | | | | |

| 3 | (a | (Molecule) moves up and down / rises and falls OR oscillates perpendicular to direction of wave OR describes a circle | | | |
|---|-----|--|---|----------------|----------|
| | (b) | (i) | At least 3 circular arcs, angular spread greater than 90° (symmetrically above and below slit Centre of arcs at centre of slit <u>and</u> with same spacing (by eye) as incident waves | | B1 B1 |
| | | (ii) | Diffraction | | B1 |
| | (c) | v = f = 8 at le | $f \times \lambda$ OR $12 = f \times 1.4$ OR $f = v / \lambda$ OR $f = 12 / 1.4$ 8.57 Hz / per s / waves or vibrations per s east 2 s.f. | | C1 A1 |
| | | | | [Tota | l: 6] |
| 4 | (a) | (ii) | CD any 3 points from | B1 | |
| | | | wavefront changes direction/refracted OR <u>wavefront</u> bends in Q distances travelled (by waves) shorter/wavelength less wave spreads in region Q from B all points on wavefront AB move to (corresponding) points on CD in same time that/while end A of wavefront AB move to C and end B | B1 B1 B1 | |
| | | | moves to D | | [4] |
| | (b) | regions P and Q same depth/regions P and Q (now) one medium same wavelength/wavefronts travel same speed/distance in each region OR no refraction/change of direction OR no bending of waves | | B1 | |
| | | | | B1 | [2] |
| | | | | [Tota | I: 6] |

| 5 | (a) | idea of fine ray/beam shone into (glass) block / pins appropriately placed shown in diagram or described angles $i \& r$ or C measured OR correct $i \& r$ or C marked on diagram sin i /sin r OR sin r /sin i OR 1/sin C OR sin C n = speed in air/speed in glass OR c/v = sin i /sin r OR n = 1/sin C OR c/v = 1/sin C | | | |
|---|-----|--|---|----------------|------|
| | (b) | (i) | $v = f\lambda$ OR 240/1.9 × 10 ⁵ OR T=d/s AND f=1/T 0.00126 Hz OR 0.0013 Hz NOT 0.0012 Hz | B1 | |
| | | (ii) | ignore more than 3 s.f. accept s ⁻¹ distance = speed × time in any form accept $s = 2d/t$ | A1 C1 | |
| | | () | (time for tremor =) 240 (s) or 4 mins also gives first C1 (time for tsunami =) 2500 (s) or 41 mins 40 s also gives first C1 (warning time =) 2260 (s) or 37 mins 40 s | C1 C1 A1 | [10] |

| 6 | (a | (i) | shake end of rope (e.g. from side to side / up and down) | B1 | |
|---|-----|----------------------------|--|----------------|-----|
| | | (ii) | distance from crest to crest / trough to trough / any 2 adjacent points in phase, labelled λ | B1 | |
| | | | distance from central horizontal line to peak or trough, labelled A | B1 | |
| | | (iii) | increase rate of shaking end of rope (to increase frequency) / shake faster / move more quickly | B1 | |
| | (b) | in s frec (slc OR | hallow water wavelength is smaller OR waves / lines are closer together quency is constant ower because) speed = frequency × wavelength | B1 B1 B1 | |
| | | line sm (slc | es / waves closer together in shallow water / waves in shallow water lag behind aller distance travelled in same time by waves in shallow water o.w.t.t.e. ower because) speed = distance / time | B1 B1 B1 | [7] |