

SOUND

1. Sound is ()
A) A form energy B) mass C) density D) force

2. The organ which helps in hearing sound ()
A) Eye B) nose C) ear D) tongue

1. The main part that produce sound in guitar is ()
A) Wood B) metal string C) air D) handle

2. Sound is produced when an object ()
A) Moves front B) moves back C) Stationary D) vibrates

1. The main part that produce sound in flute is ()
A) Wood B) pipe C) air D) handle

2. An object which moves to and fro motion from rest is known as ()
A) Linear motion B) vibration C) Rotatory motion D) circular motion

1. How many parts do we have in our ear?
2. Which is the main organ useful to us to talk?
3. Name the bones present in the middle ear.
4. In which form the sound reaches the brain?
1. What materials are required for making Jaltarang?
2. What is the reason for variation of sound produced in Jaltarang?
3. If all the bowls are filled with the same quantity of water, what can we say about the sound produced?
1. Does the sound propagate through solids?
2. Mention the examples observed in your daily life which helps in saying that the sound travels through solids.
3. Sound cannot travel through ()
A) Solids B) Liquids C) Gases D) Vacuum

4. The correct statement among the following is ()
A) Velocity of sound in liquids is more than in solids.
B) Velocity of sound in gases is more than in liquids.
C) Velocity of sound in liquids is less than in solids.
D) Velocity of sound in vacuum is more than in solids.

5. The maximum displacement of a vibrating body from its mean position is called ()
A) Loudness B) Velocity C) Intensity D) Amplitude.

6. The units of intensity of sound is
a) Metre b) Pascal c) Decibel d) Kilogram

1. What is frequency?
2. Is the frequency of all sounds same?
1. The audible range of sound is depending on which property of sound?
2. What are the problems we are facing with sound pollution?
3. From your surroundings prepare a chart showing the sound pollution causes. And also suggest the measurements to control those sound pollutants.
4. Write about music and noise.