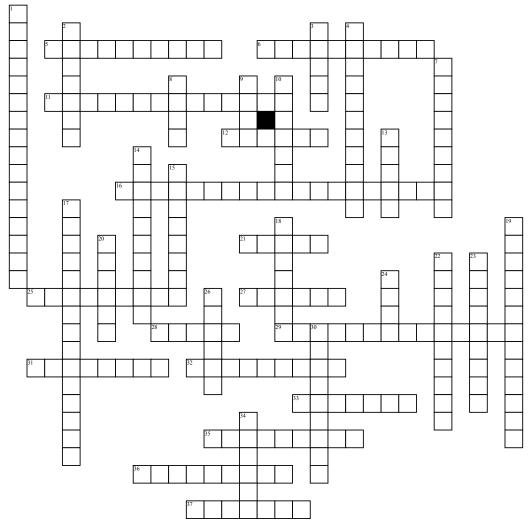
Name:	Date:	Period:

Science vocabulary



Across

- 5. distance between two troughs or two crests
- 6. a process in which people freely make up creative ideas 11. wave that can only travel through a medium (type of matter- solid, liquid, gas)
- 12. substance, matter (solid, liquid, or gas)
- **16.** a mathematical relationship where if one variable increases, the other decreases
- 21. High point of a wave
- 25. rate of a repeating cycle
- 27. usable power that can be transferred or converted to different forms but cannot be created or destroyed **28.** a disturbance that reduces the quality of a signal
- 29. a wace in which the mocement of the wave's medium is perpendicular to the movement of the wave traveling through the medium
- 31. something you can observe about an object, material, or
- **32.** requirements that must be met (plural of criteria)
- 33. a high-energy ocean wave created from the movement of Earth's crust

absorb

- **35.** the study of sound
- 36. Height of the peaks above the resting line in a wave
- **37.** energy of movement

Down

- 1. a person who creates designs to enhance the quality of sound within a space
- 2. a repeating and recognizable feature
- 3. highness or lowness of sound, which depends on the frequency of its sound wave
- 4. a regular pattern of motion
- 7. a physical or digital model of a new design
- 8. the reflection of a sound off a distant surface
- 9. back and forth pattern of motion that transfers energy
- 10. unit to measure the amplitude of sound
- 13. short burst that travels as a wave
- 14. a factor that limits what can be done
- 15. speed
- 17. A wave in which the wave's medium is compressed in the same direction as the movement of the wave; AKAlongitudinal wave

- to bounce back
- 19. the collection of closely spaced sound reflections off many surfaces
- 20. the low point of a wave
- 22. the bouncing back of waves off an object
- 23. a quick back and forth pattern
- 24. a point where a wave crosses its resting line
- 26. to take in or soak up
- **30.** The study of sound
- 34. how loud a sound is, which depends on the amplitude of its sound wave

Word Bank

pattern

inverse relationship	frequency	brainstorm	energy	compression wave	trough	amplitude
Crest	vibration	Echo	velocity	reflection	prototype	wavelength
Kinetic	tsunami	mechanical wave	volume	reflect	acoustics	pulse
decibel	pitch	constraint	acoustics	property	acoustic engineer	oscillation
wave	reverberation	noise	medium	criterion	node	transverse wave