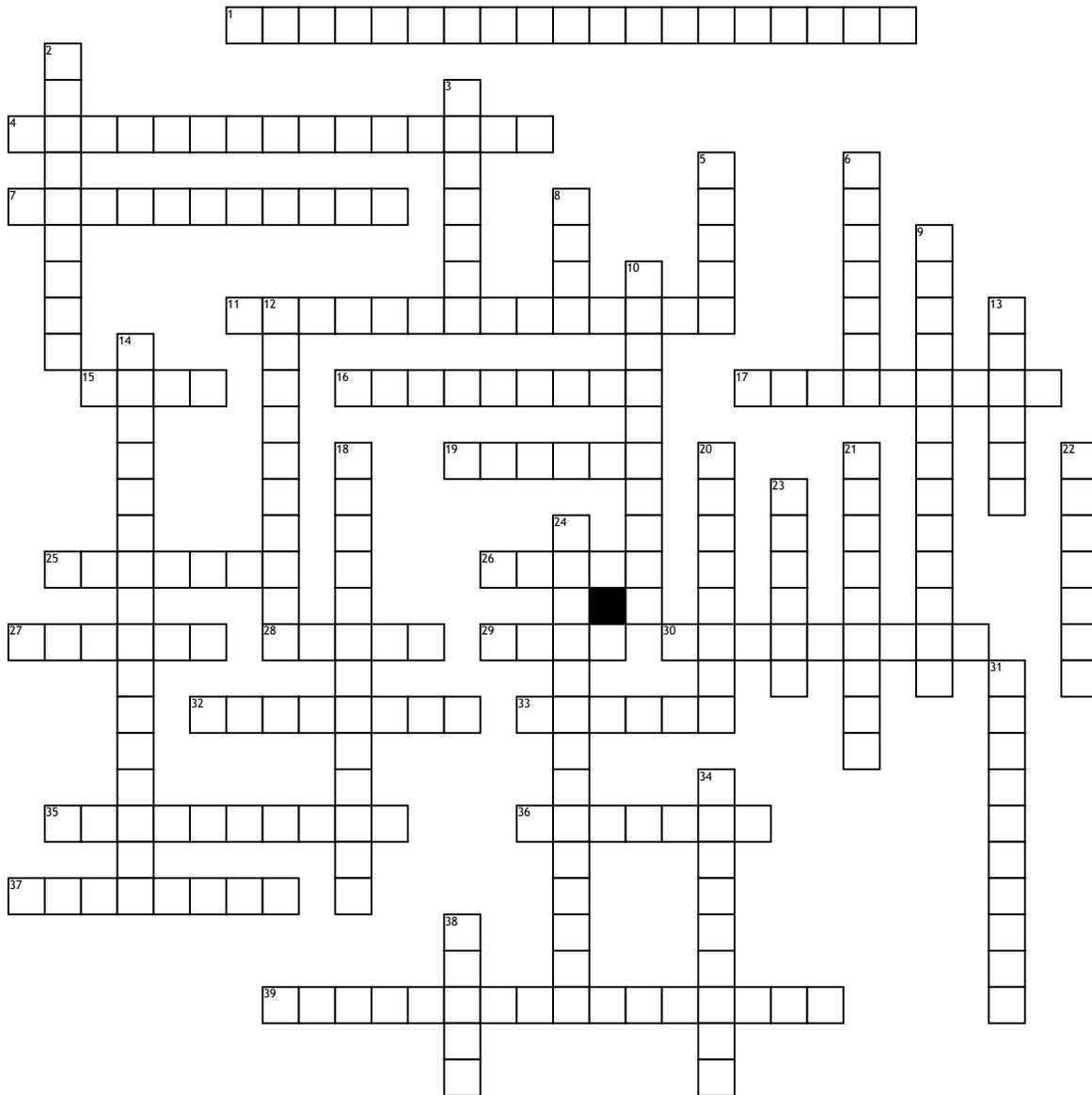


Waves



Across

- 1. a mathematical relationship where if one variable increases, the other decreases
- 4. a wave in which the wave's medium is compressed in the same direction as the movement of the wave; also called a longitudinal wave
- 7. a regular pattern of motion
- 11. a wave in which the movement of the wave's medium is perpendicular to the movement of the wave traveling through the medium
- 15. a point where a wave crosses its resting line
- 16. the height of the peaks above the resting line in a wave
- 17. a requirement that must be met
- 19. how loud a sound is, which depends on the amplitude of its sound wave
- 25. a high-energy ocean wave created from the movement of Earth's crust
- 26. the high point of a wave
- 27. a substance or material (solid, liquid, or gas)
- 28. a disturbance that reduces the quality of a signal

- 29. the reflection of a sound off a distant surface
 - 30. a quick back-and-forth movement
 - 32. something you can observe about an object, material, or system
 - 33. usable power that can be transferred or converted to different forms but cannot be created or destroyed
 - 35. a process in which people freely make up creative ideas
 - 36. a repeating and recognizable feature
 - 37. looking for work that may already have been done
 - 39. a person who creates designs to enhance the quality of sound within a space
- Down**
- 2. the study of sound
 - 3. any factor that can be changed
 - 5. a short burst that travels as a wave
 - 6. to bounce back
 - 8. a back-and-forth motion that transfers energy

- 9. the collection of closely spaced sound reflections off many surfaces
- 10. the length of one wave; can be measured as the distance from center of one peak to the center of the next peak
- 12. the bouncing back of waves off an object
- 13. the low point of the wave
- 14. a wave in which the wave's medium moves in the same direction as the movement of the wave; also called a compression wave
- 18. energy of movement
- 20. the speed of something in a given direction
- 21. a physical or digital model of a new design
- 22. a unit used to measure the amplitude of sound
- 23. to take in or soak
- 24. a wave that can only travel through a medium (solid, liquid, or gas)
- 31. a factor that limits what can be done
- 34. a rate of something that repeats over and over
- 38. the highness or lowness of sound, which depends on the frequency of its sound wave