

Sound	Key learning	Possible evidence	Knowledge at end of the unit	Vocabulary by end of unit
Year 4	1. identify how sounds are made, associating some of them with something vibrating 2. recognise that vibrations from sounds travel through a medium to the ear 3. find patterns between the pitch of a sound and features of the object that produced it 4. find patterns between the volume of a sound and the strength of the vibrations that produced it 5. recognise that sounds get fainter as the distance from the sound source increases	Can name sound sources and state that sounds are produced by the vibration of the object. Can state that sounds travel through different mediums such as air, water, metal Can give examples to demonstrate how the pitch of a sound are linked to the features of the object that produced it Can give examples of how to change the volume of a sound e.g. increase the size of vibrations by hitting or blowing harder Can give examples to demonstrate that sounds get fainter as the distance from the sound source increases	A sound source produces vibrations which travel through a medium from the source to our ears. The vibrations cause parts of our body inside our ears to vibrate, allowing us to hear (sense) the sound. Different mediums such as solids, liquids and gases can carry sound but sound cannot travel through a vacuum (an area empty of matter). A sound insulator is a material which blocks sound effectively and know which materials make the best insulators. Pitch is the highness or lowness of a sound and is affected by features of objects producing the sounds. For example, smaller objects usually produce higher pitched sounds. The loudness (volume) of the sound depends on the strength (size) of vibrations which decreases as they travel through the medium. Know how to change the pitch (shorten strings, cover more holes (recorder) and the volume (hit harder, blow harder etc) Therefore, sounds decrease in volume as you move away from the source.	Sound, source, vibrate, vibration, sound wave travel, pitch (high, low), volume, faint, loud, insulation vacuum