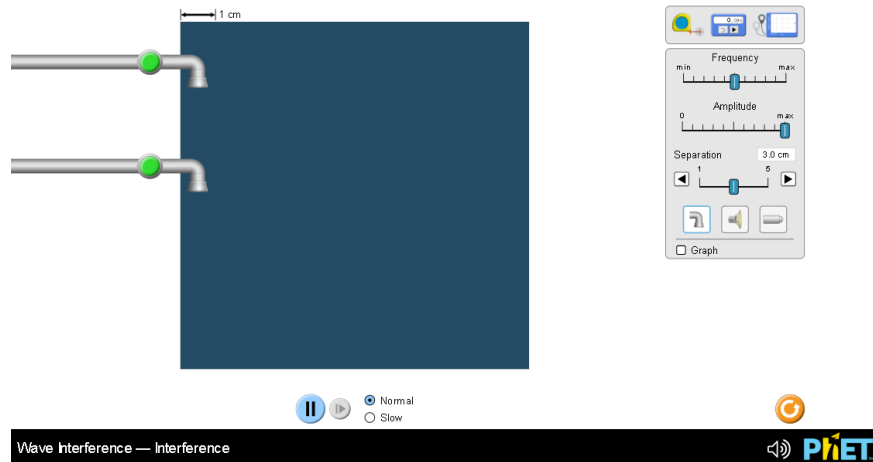
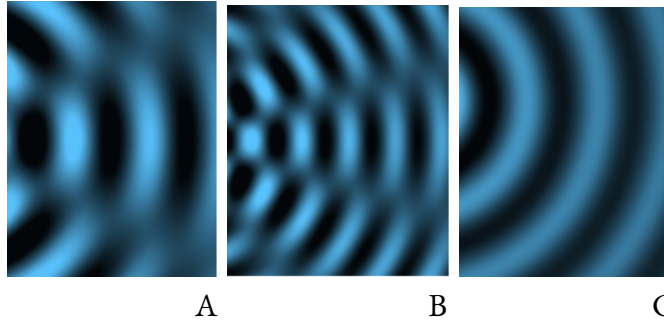


Waves Interference

Develop your understanding: Open the [Interference](#) screen, then explore to make water waves with varying patterns.



1. Consider these three patterns of water waves:



a. Describe the similarities and differences of the three patterns of water waves.

Similarities	Differences
all are spreading outward	c has a straight forward ripple B seems like it has more waves A has one extra wave

b. Experiment to make similar patterns, then explain how you can use the simulation to make A, B, and C from above.

A	B	C
1 ripple	multiple waves	One straight wave

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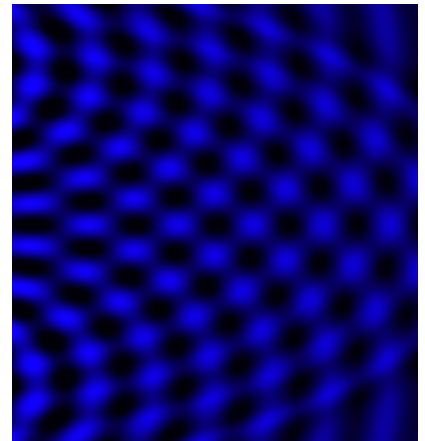
Two waves interacting will create a third type of wave: the **Resultant Wave**

Waves interacting can either have Constructive or Destructive Interference. Make a quick prediction below about what Constructive and Destructive Interference mean for the Resultant Wave

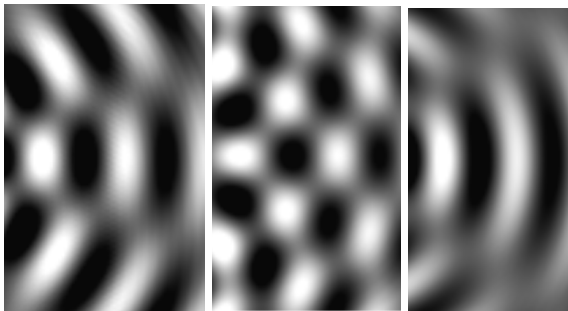
Constructive Interference	Destructive Interference

2. Consider the light pattern on the right:

- a. Describe where the points of constructive and destructive interference are in the image on the right.



5. These three patterns were made with sound waves by varying only one property.



A B C

- a. What do you think was varied?

Frequency

- b. Test your idea by making similar patterns.
- c. Try to make similar patterns with light. Describe your observations and ideas.

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Looks the same but moves a little faster

Open the [Slits](#) screen, then explore to make water waves with varying patterns.



7. How do waves made by a dripping faucet compare to the waves seen passing through slits? You may want to have both [Interference](#) and [Slits](#) open (or open the full simulation [Waves Interference](#)), so that you can easily compare the waves and their patterns.

- The difference between

8. Do the same concepts apply when you compare the sound and light waves in [Interference](#) and [Slits](#) screens?

9. Summarize your understanding of waves as they pass through slits.