

Slinky Wave Activity

1. Stretch a slinky a pretty good distance between you and your partner, but not enough to overstretch the slinky, 10 to 12 ft. (file blocks) or so. DON'T LET GO!!
2. Send a single pulse – how is it reflected? Draw incident pulse and the reflected pulse.

3. Make standing waves with one, two, three, four antinodes. Draw and label the one with three antinodes below.

4. What did you have to do to create these different standing waves?

5. How is frequency related to the number of antinodes? Explain.

6. When you created the different standing waves, how did the speed of the wave change? Explain. Careful!

7. When you are done, WALK one end of the slinky back to your partner. DON'T LET GO if it is stretched!!