**Week Three (Sound Waves):**

Pitch - How long or how high you perceive a sound to be

Infrasonic - Sounds that are less than 20 Hz

Ultrasonic - Sounds that are higher than 20,000 Hz

Doppler Effect - The apparent change in the frequency caused by the motion of either the listener or the source of the sound

Loudness - How loud or soft a sound is perceived to be

Decibel - The most common unit used to express loudness

Echo - A reflected sound wave

Echolocation - The process of using reflected sound waves to find objects.

Sonic Boom - The explosive sound heard when a shock wave reaches your ears.

Vacuum - Totally empty space. Sound cannot travel through this