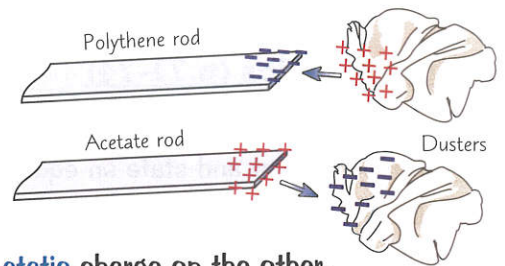


Static Electricity

Static electricity builds up on **insulating** materials and often ends with a **spark** or a **shock**.

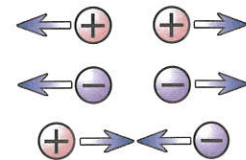
Build-up of Static is Caused by Friction

- 1) When certain **insulating** materials are **rubbed** together, negatively charged electrons will be **scraped off one** and **dumped** on the other.
- 2) As the materials are **insulators**, these electrons are **not free to move** — this build up of charge is **static electricity**. The materials become **electrically charged**, with a **positive static charge** on the one that has **lost electrons** and an **equal negative static charge** on the other.
- 3) **Which way** the electrons are transferred **depends** on the **two materials** involved. But whether an object has a positive or negative charge, it's **always** the **negative electrons** that have moved.
- 4) The classic examples are **polythene** and **acetate** rods being rubbed with a **cloth duster** (shown above).



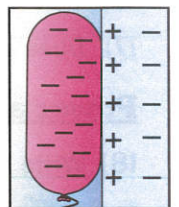
Like Charges Repel, Opposite Charges Attract

- 1) Electrically charged objects **exert a force** on one another.
- 2) Two things with **opposite** electric charges are **attracted** to each other, while two things with the **same** electric charge will **repel** each other.
- 3) These forces get **weaker** the **further apart** the two things are.
- 4) One way to see these forces is to **suspend** a **rod** with a **known charge** from a piece of string (so it is free to **move**). Placing an object with the **same charge** nearby will **repel** the rod — the rod will **move away** from the object. An **oppositely-charged** object will attract the rod, causing it to move **towards** the object.



Electrically Charged Objects can Attract Uncharged Objects

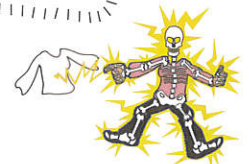
- 1) **Rubbing a balloon** against your **hair** or **clothes** transfers **electrons** to the balloon, leaving it with a **negative charge**. If you then hold the balloon against a **wall** it will **stick**, even though the wall **isn't** charged.
- 2) That's because the charges on the **surface** of the wall can **move** a little — the negative charges on the balloon **repel** the negative charges on the surface of the wall.
- 3) This leaves a **positive charge** on the surface, which **attracts** the negatively charged balloon. This is called **attraction by induction**. And there are plenty more examples of it, too...
- 4) If you run a **comb** through your hair, **electrons** will be transferred to the comb making it **negatively charged**. It can then be used to **pick up** little pieces of **uncharged paper** — holding it near the little pieces of paper causes **induction** in the paper, which means they **jump** up and **stick** to the comb.



Too Much Static Causes Sparks

- 1) As **electric charge** builds on an object, the **potential difference** between the object and the earth (which is at **0 V**) increases.
- 2) If the potential difference gets **large enough**, electrons can **jump** across the **gap** between the charged object and the earth — this is the **spark**.
- 3) They can also **jump** to any **earthed conductor** that is nearby — which is why **you** can get **static shocks** from clothes, or getting out of a car.
- 4) This **usually** happens when the gap is fairly **small**. (But not always — **lightning** is just a really big spark.)

For more on how sparks actually jump across gaps, see page 84.



Stay away from electrons — they're a negative influence...

Electrons jumping about the place and giving us all shocks, the cheeky so-and-sos.

- Q1 Jake removes his jumper in a dark room. As he does so, he hears a crackling noise and sees tiny sparks of light between his jumper and his shirt. Explain the cause of this.

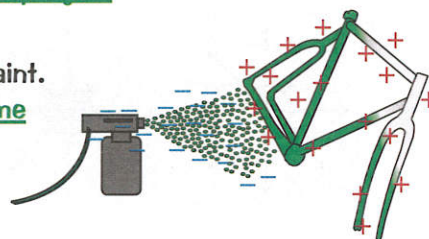
[3 marks]

Uses and Dangers of Static Electricity

Static electricity can be a bit of a nuisance sometimes, but it also has some good uses, e.g. in industry. But don't get too happy clappy about how wonderful static electricity is — it can be pretty dangerous too.

Static Electricity Is Used in Electrostatic Sprayers

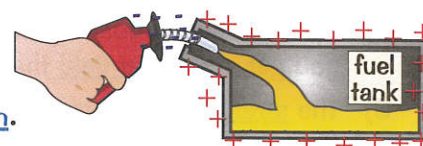
- 1) Photocopiers use static electricity to copy images onto a charged plate before printing them.
- 2) Static electricity can be used to reduce the dust and smoke that rises out of industrial chimneys.
- 3) Another use of static electricity is electrostatic sprayers:
 - Electrostatic sprayers are used in various industries to give a fine, even coat of whatever's being sprayed. The classic examples are insecticide sprayers and paint sprayers.
 - Bikes and cars are painted using electrostatic paint sprayers.
 - The spray gun is charged, which charges up the small drops of paint. Each paint drop repels all the others, since they've all got the same charge, so you get a very fine, even spray.
 - The object to be painted is given an opposite charge to the gun. This attracts the fine spray of paint.
 - This method gives an even coat and hardly any paint is wasted. In addition, parts of the bicycle or car pointing away from the spray gun still receive paint, i.e. there are no paint shadows.
 - Insecticide sprayers work in a similar way, except the crops to be sprayed aren't given an opposite charge — the plants charge by induction as the insecticide droplets come near them (see p.82).



Static Electricity Can be Dangerous

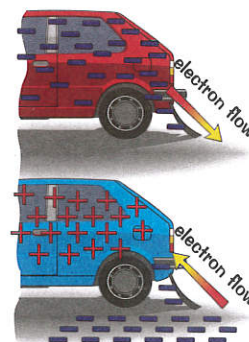
Whilst there are some uses of static electricity, it can be inconvenient and sometimes even dangerous.

- 1) Refueling cars — as fuel flows out of a filler pipe, e.g. into an aircraft or tanker, then static can build up. This can easily lead to a spark (p.82) which might cause an explosion in dusty or fume places — like when filling up a car with fuel at a petrol station.
- 2) Static on airplanes — as planes fly through the air, friction between the air and the plane causes the plane to become charged. This build up of static charge can interfere with communication equipment.
- 3) Lightning — raindrops and ice bump together inside storm clouds, leaving the top of the cloud positively charged and the bottom of the cloud negative. This creates a huge voltage and a big spark, which can damage homes or start fires when it strikes the ground.
- 4) You can reduce some of these dangers by earthing charged objects (see below).



Objects Can be Earthed to Stop Electrostatic Charge Building Up

- 1) Dangerous sparks can be prevented by connecting a charged object to the ground using a conductor (e.g. a copper wire) — this is called earthing.
- 2) Earthing provides an easy route for the static charges to travel into the ground. This means no charge can build up to give you a shock or make a spark.
- 3) The electrons flow down the conductor to the ground if the charge is negative and flow up the conductor from the ground if the charge is positive.
- 4) Fuel tankers must be earthed to prevent any sparks that might cause the fuel to explode.



I know, I know — yet another shocking joke...

As useful as static electricity can be, you've got to be aware of the dangers — and how to prevent them.

Q1 Give two uses of static electricity.

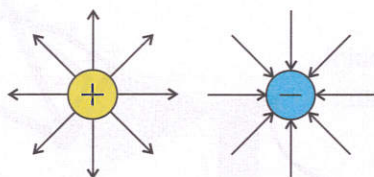
[2 marks]

Electric Fields

Electric fields — much less green and much more shocking than the fields you're used to.

Electric Charges Create an Electric Field

- 1) An **electric field** is created around any electrically **charged object**. It's the **region** around a charged object where, if a **second charged object** was placed inside it, a **force** would be exerted on **both** of the charges (see below).
- 2) The **closer** to the object you get, the **stronger** the field is. (And the further from it, the **weaker** it is.)
- 3) You can **show** an electric field around an object using **field lines**. For example, you can **draw** the field lines for an **isolated** (i.e. not interacting with anything) **point charge**:

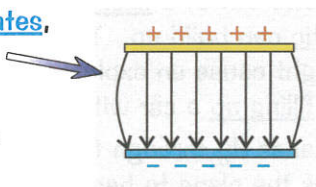


- Electric field lines go from **positive** to **negative**.
- They're always at a **right angle** to the surface.
- The **closer** together the lines are, the **stronger** the field is — you can see that the **further** from a charge you go, the further apart the lines are and so the **weaker** the field is.

Draw at least eight equally spaced field lines.

Electric Fields Cause Electrostatic Forces

- 1) When a **charged object** is placed in an **electric field**, it feels a **force**. This **force** is caused by the **electric fields** around two charged objects **interacting**.
- 2) If the field lines between the charged objects point in the **same direction**, the field lines 'join up' and the objects are **attracted** to each other.
- 3) When the field lines between the charged objects point in **opposite directions**, the field lines 'push against' each other and the objects **repel** each other.
- 4) Between two oppositely-charged **parallel plates**, you get a **uniform field** that looks like this.
- 5) The **strength** and **direction** of the field is the **same** anywhere between the two plates (it's only different at the very ends).



If you need to draw electric fields, don't forget the arrows on your field lines.

When you're drawing a uniform field, you need to show at least three field lines, parallel and all the same distance apart.

Sparking Can Be Explained By Electric Fields

- 1) When an object becomes **statically charged**, it generates its own **electric field**.
- 2) **Interactions** between this **field** and other objects are the cause of events like sparking.
- 3) For example, for the **comb** from p.82 — after it's been run through your hair, it's **charged** and so produces an **electric field**. This electric field **interacts** with the pieces of paper (**without touching them**) and so they feel a **force**.
- 4) This **force** causes them to **move towards** the comb (and some will even stick to it).
- 5) **Sparks** are caused when there is a high enough **potential difference** between a **charged object** and the **earth** (or an earthed object). A high potential difference causes a **strong electric field** between the **charged object** and the **earthed object**.
- 6) The strong electric field causes **electrons** in the **air particles** to be **removed** (known as **ionisation**).
- 7) **Air** is normally an **insulator**, but when it is **ionised** it is much more conductive, so a **current** can flow through it. This is the **spark**.

Electric felines — lines between charged cats...

Electric fields may seem a bit weird at first — but the good news is they're very similar to magnetic fields (which are over on the next page), so if you understand one of them, you can understand them both.

Q1 Draw the field lines surrounding an isolated, uniform, positively-charged sphere.

[3 marks]

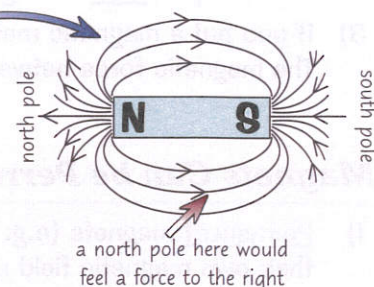
Magnets and Magnetic Fields

I think magnetism is an attractive subject, but don't get repelled by the exam — revise.

Magnets Produce Magnetic Fields

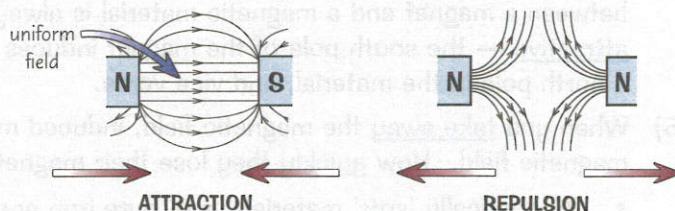
- 1) All magnets have two poles — north and south.
- 2) All magnets produce a magnetic field — a region where other magnets or magnetic materials (see next page) experience a force.
- 3) You can show a magnetic field by drawing magnetic field lines.
- 4) The lines always go from north to south and they show which way a force would act on a north pole at that point in the field.
- 5) The closer together the lines are, the stronger the magnetic field.
- 6) The further away from a magnet you get, the weaker the field is.
- 7) The magnetic field is strongest at the poles of a magnet.
This means that the magnetic forces are also strongest at the poles.

To see the shape of a magnetic field, place a piece of card over a magnet and sprinkle iron filings onto it. The filings line up with the field lines — but they won't show you the direction of the field.



Magnetic Fields Cause Forces between Magnets

- 1) Between two magnets the magnetic force can be attractive or repulsive. Two poles that are the same (these are called like poles) will repel each other. Two unlike poles will attract each other.
- 2) Placing the north and south poles of two bar magnets near each other creates a uniform field between the two poles. The magnetic field is the same strength everywhere between the poles.
- 3) If you're asked to draw a uniform magnetic field, you need to draw at least three field lines, parallel to each other and all the same distance apart.

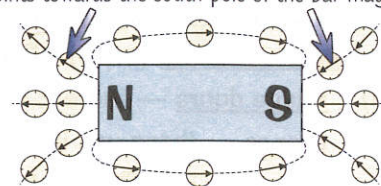


Don't forget the arrows on your field lines.

Plotting Compasses Show the Directions of Magnetic Fields

- 1) Inside a compass is a tiny bar magnet called a needle. A compass needle always lines up with the magnetic field it's in.
- 2) You can use a compass to build up a picture of what the field around a magnet looks like:
 - Put the magnet on a piece of paper and draw round it.
 - Place the compass on the paper near the magnet. The needle will point in the direction of the field line at this position.
 - Mark the direction of the compass needle by drawing two dots — one at each end of the needle.
 - Then move the compass so that the tail end of the needle is where the tip of the needle was in the previous position and put a dot by the tip of the needle. Repeat this and then join up the marks you've made — you'll end up with a drawing of one field line around the magnet.
 - Repeat this method at different points around the magnet to get several field lines. Make sure you draw arrows from north to south on your field lines.
- 3) When they're not near a magnet, compasses always point towards the Earth's North Pole. This is because the Earth generates its own magnetic field (and the North Pole is actually a magnetic south pole). This shows the inside (core) of the Earth must be magnetic.

The compass follows the field lines and points towards the south pole of the bar magnet.



Magnets are like farmers — surrounded by fields...

Magnetism is one of those things that takes a while to make much sense. Learn these basics — you'll need them.

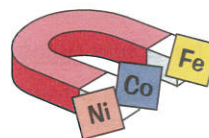
- Q1 Draw the magnetic field lines for a bar magnet. Label the areas where the field is strongest. [3 marks]
- Q2 Describe how to plot the magnetic field lines of a bar magnet using a compass. [4 marks]

Permanent and Induced Magnets

Magnetic fields don't just affect magnets — they affect a few special magnetic materials too.

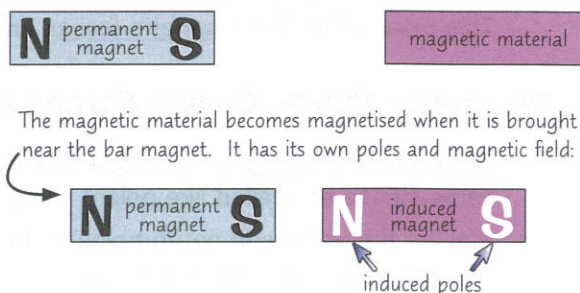
Very Few Materials are Magnetic

- 1) The main three magnetic elements are iron, nickel and cobalt.
- 2) Some alloys and compounds of these metals are also magnetic. For example, steel is magnetic because it contains iron.
- 3) If you put a magnetic material near a magnet, it is attracted to that magnet. The magnetic force between a magnet and a magnetic material is always attractive.



Magnets Can be Permanent or Induced

- 1) Permanent magnets (e.g. bar magnets) produce their own magnetic field all the time.
- 2) Induced (or temporary) magnets only produce a magnetic field while they're in another magnetic field.
- 3) If you put any magnetic material into a magnetic field, it becomes an induced magnet.
- 4) This magnetic induction explains why the force between a magnet and a magnetic material is always attractive — the south pole of the magnet induces a north pole in the material, and vice versa.
- 5) When you take away the magnetic field, induced magnets return to normal and stop producing a magnetic field. How quickly they lose their magnetism depends on the material they're made from.
 - Magnetically 'soft' materials, e.g. pure iron and nickel-iron alloys, lose their magnetism very quickly.
 - Magnetically 'hard' materials, e.g. steel, lose their magnetism more slowly. Permanent magnets are made from magnetically hard materials.



Magnetic Materials have Lots of Uses

There are many different uses of magnetic materials, the number of which has grown since the invention of electromagnets (p.88). For example:

- 1) Fridge doors — there is a permanent magnetic strip in your fridge door to keep it closed.
- 2) Cranes — these use induced electromagnets to attract and move magnetic materials — e.g. moving scrap metal in scrap yards.
- 3) Doorbells — these use electromagnets which turn on and off rapidly, to repeatedly attract and release an arm which strikes the metal bell to produce a ringing noise.
- 4) Magnetic separators — these are used in recycling plants to sort metal items (like cans).
- 5) Maglev trains — these use magnetic repulsion to make trains float slightly above the track (to reduce losses from friction) and to propel them along.
- 6) MRI machines — these use magnetic fields to create images of the inside of your body without having to use ionising radiation (like X-rays, p.47).
- 7) Speakers and microphones — there's more about these on page 90.

Attractive and with a magnetic personality — I'm a catch...

Remember, induced magnets are also called temporary because they're only magnetic when in a magnetic field.

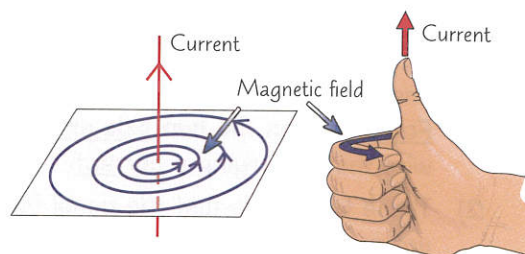
- Q1 State three everyday uses of magnetic materials. [3 marks]
- Q2 Give two differences between permanent and induced magnets. [2 marks]

Electromagnetism and the Motor Effect

On this page you'll see that a **magnetic field** is also found around a **wire** that has a **current** passing through it.

A Moving Charge Creates a Magnetic Field

- 1) When a **current flows** through a **long, straight conductor** (e.g. a **wire**) a **magnetic field** is created **around** it.
- 2) The field is made up of **concentric circles** perpendicular to the wire, with the wire in the centre.
- 3) Changing the **direction** of the **current** changes the direction of the **magnetic field** — use the **right-hand thumb rule** to work out which way it goes. (In experiments, you can use a **plotting compass** to find its direction, p.85.)
- 4) The **larger** the current through the wire, or the **closer** to the wire you are, the **stronger** the field is.



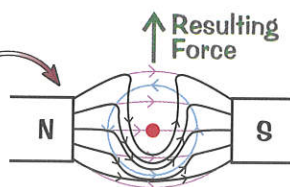
The Right-Hand Thumb Rule

Using your right hand, point your thumb in the direction of current and curl your fingers. The direction of your fingers is the direction of the field.

The Motor Effect — A Current in a Magnetic Field Experiences a Force

When a **current-carrying conductor** (e.g. a **wire**) is put between magnetic poles, the two **magnetic fields** interact. The result is a **force** on the wire.

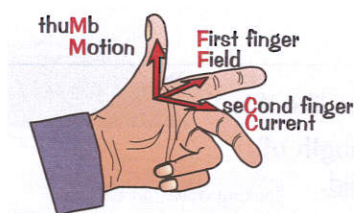
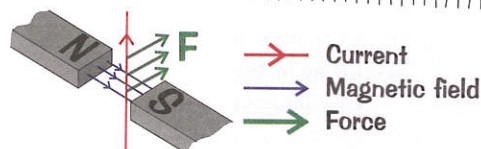
This is an aerial view. The red dot represents a wire carrying current "out of the page" (towards you). (If it was a cross ('x') then that would mean the current was going into the page.)



- Normal magnetic field of wire
- Normal magnetic field of magnets
- Deviated magnetic field of magnets

- 1) To experience the **full force**, the **wire** has to be at **90°** (right angles) to the **magnetic field**. If the wire runs **along** the **magnetic field**, it won't experience **any force at all**. At angles in between, it'll feel **some force**.
- 2) The force always acts in the **same direction** relative to the **magnetic field** and the **direction of the current** in the wire. So changing the **direction** of either the **magnetic field** or the **current** will change the direction of the **force**.

The wire also exerts an equal and opposite force on the magnet (from Newton's Third Law, see p.19) but we're just looking at the force on the wire.



- 1) **Fleming's left-hand rule** is used to find the **direction of the force** on a current-carrying conductor.
- 2) Using your **left hand**, point your **First finger** in the direction of the **magnetic Field** and your **seCond finger** in the direction of the **Current**.
- 3) Your **thuMb** will then point in the direction of the **force (Motion)**.

You Can Find the Size of the Force Using $F = BIl$

The **force** acting on a **conductor** in a **magnetic field** depends on three things:

- 1) The **magnetic flux density** — how many **field (flux)** lines there are in a **region**. This shows the **strength** of the magnetic field (p.85).
- 2) The size of the **current** through the conductor.
- 3) The **length** of the conductor that's **in** the magnetic field.

When the current is at **90°** to the magnetic field it is in, the **force** acting on it can be found using the equation on the right.

$$F = B \times I \times l$$

Force (N) — F
Magnetic flux density (T, tesla or N/Am) — B
Current (A) — I
Length (m) — l

Left-hand rule for the motor effect — drive on the left...

Learn the left-hand rule and use it — don't be scared of looking like a muppet in the exam.

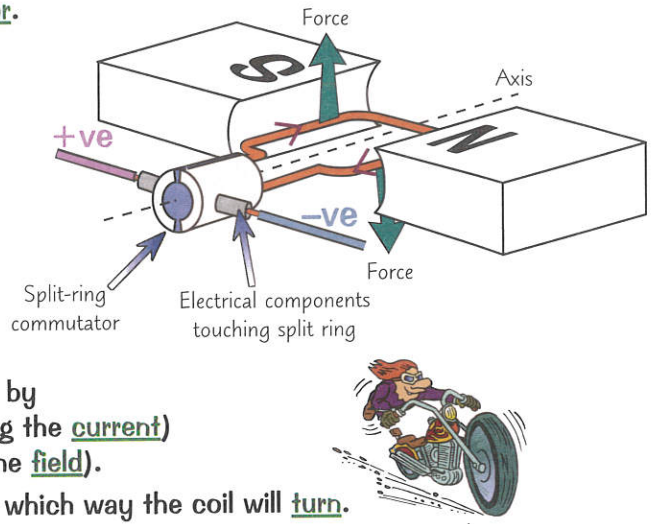
- Q1 A 35 cm long piece of wire is at 90° to an external magnetic field. The wire experiences a force of 0.98 N when a current of 5.0 A is flowing through it. Calculate the magnetic flux density of the field. [2 marks]

Motors and Solenoids

Electric motors might look a bit tricky, but it's really just applying the stuff you learnt on the previous page.

A Current-Carrying Coil of Wire Rotates in a Magnetic Field

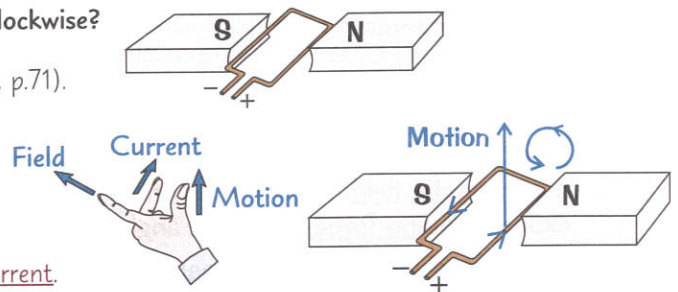
- 1) The diagram on the right shows a basic d.c. motor. Forces act on the two side arms of a coil of wire that's carrying a current.
- 2) These forces are just the usual forces which act on any current in a magnetic field (p.87).
- 3) These forces act in opposite directions on each side, so the coil rotates.
- 4) The split-ring commutator is a clever way of swapping the contacts every half turn to keep the motor rotating in the same direction.
- 5) The direction of the motor can be reversed either by swapping the polarity of the d.c. supply (reversing the current) or swapping the magnetic poles over (reversing the field).
- 6) You can use Fleming's left-hand rule to work out which way the coil will turn.



EXAMPLE:

Is the coil turning clockwise or anticlockwise?

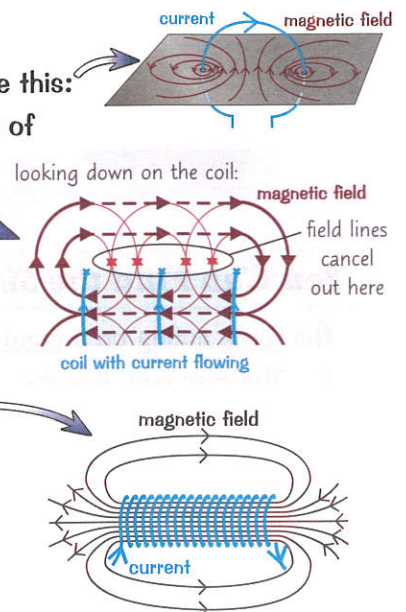
- 1) Draw in current arrows (from positive to negative, p.71).
- 2) Use Fleming's left-hand rule on one branch (here, I've picked the right-hand branch).
- 3) Point your first finger in the direction of the magnetic field (remember, this is north to south).
- 4) Point your second finger in the direction of the current.
- 5) Draw in the direction of motion (the direction your thumb is pointing in).



The coil is turning anticlockwise.

A Solenoid is a Long Coil of Wire

- 1) Around a single loop of current-carrying wire, the magnetic field looks like this:
- 2) You can increase the strength of the magnetic field produced by a length of wire by wrapping it into a long coil with lots of loops, called a solenoid.
- 3) The field lines around each separate loop of wire line up.
 - Inside the solenoid, you get lots of field lines pointing in the same direction. The magnetic field is strong and almost uniform.
 - Outside the coil, the overlapping field lines cancel each other out — so the field is weak apart from at the ends of the solenoid.
- 4) You end up with a field that looks like the one around a bar magnet. The direction of the field depends on the direction of the current (p.87).
- 5) A solenoid is an example of an ELECTROMAGNET — a magnet with a magnetic field that can be turned on and off using an electric current.
- 6) You can increase the field strength of the solenoid even more by putting a block of iron in the centre of the coil. This iron core becomes an induced magnet (see p.86) whenever current is flowing.



Give me one good raisin why I should make the currant joke...

Motors and solenoids are used in loads of everyday things from speakers to alarm clocks.

Q1 Sketch the magnetic field in and around a solenoid.

[3 marks]

Electromagnetic Induction in Transformers

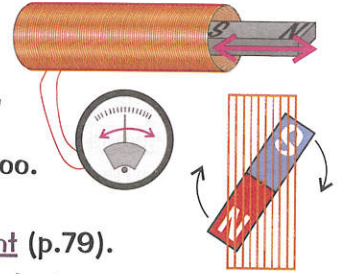
Transformers use **electromagnetic induction** — don't panic, it's not as bad as it sounds.

A Changing Magnetic Field Induces a Potential Difference in a Conductor

Electromagnetic Induction: The **induction** of a **potential difference** (and **current** if there's a **complete circuit**) in a wire which is experiencing a **change in magnetic field**.

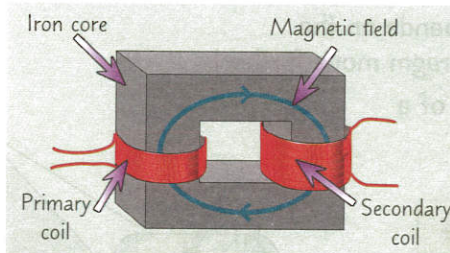
Induces is a fancy word for creates.

- There are **two** different situations where you get electromagnetic induction. The first is if an **electrical conductor** (e.g. a coil of wire) and a **magnetic field** move relative to each other.
 - You can do this by moving/rotating either a **magnet** in a **coil of wire** OR a **conductor** (wire) in a **magnetic field** ("cutting" magnetic field lines).
 - If you move or rotate the magnet (or conductor) in the **opposite direction**, then the p.d./current will be **reversed**. Likewise if the **polarity** of the magnet is **reversed**, then the potential difference/current will be **reversed** too.
 - If you keep the magnet (or the coil) moving **backwards and forwards**, or keep it **rotating** in the **same direction**, you produce an **alternating current** (p.79).
- You also get an induced p.d. when the **magnetic field** through an electrical conductor **changes** (gets bigger or smaller or reverses). This is what happens in a **transformer** (below).
- You can **increase the size** of the induced p.d. by increasing the **STRENGTH** of the magnetic field, increasing the **SPEED** of movement/change of field or having **MORE TURNS PER UNIT LENGTH** on the coil of wire.
- The induced p.d./current always **opposes** the change that made it:
 - When a **current** is **induced** in a wire, that current produces its **own magnetic field** (p.87).
 - The **magnetic field** created by an **induced** current always acts **against the change** that made it. Basically, it's trying to return things to **the way they were**.



Transformers Change the p.d. — but Only for Alternating Current

- Transformers use **induction** to change the size of the **potential difference** of an **alternating current**.
- They all have two coils of wire, the **primary** and the **secondary** coils, joined with an **iron core**.
- When an **alternating** p.d. is applied across the **primary coil**, it produces an alternating magnetic field.
- The iron in the **core** is a **magnetic material** (see p.86) that is **easily magnetised** and **demagnetised**. Because the coil is producing an **alternating magnetic field**, the **magnetisation** in the core also **alternates**.
- This **changing** magnetic field **induces a p.d.** in the **secondary coil**.



STEP-UP TRANSFORMERS step the potential difference **up** (i.e. **increase** it). They have **more** turns on the **secondary** coil than the primary coil.

STEP-DOWN TRANSFORMERS step the potential difference **down** (i.e. **decrease** it). They have **more** turns on the **primary** coil than the secondary.

There's more about transformers on p.91.

- Transformers are **almost 100% efficient**. So you can assume that the **input power** is **equal** to the **output power**. Using $P = I \times V$ (page 78), you can write this as:

$$V_p \times I_p = V_s \times I_s$$

p.d. across primary coil (V) Current through secondary coil (A)

Current through primary coil (A) p.d. across secondary coil (V)

$V_p \times I_p$ is the power output at the primary coil.
 $V_s \times I_s$ is the power input at the secondary coil.

Transformers — NOT robots in disguise...

Make sure you know how transformers work, and then take a stab at using that equation with this question.

- Q1 A transformer has an input potential difference of 1.6 V. The output power is 320 W. Calculate the input current.

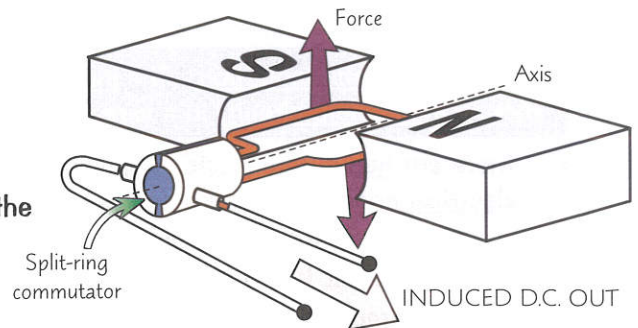
[2 marks]

Generators, Microphones and Loudspeakers

Generators make use of **electromagnetic induction** from the previous page to induce a current. Whether this current is **alternating** or **direct** depends on exactly how the generator's put together.

Dynamos Generate Direct Current

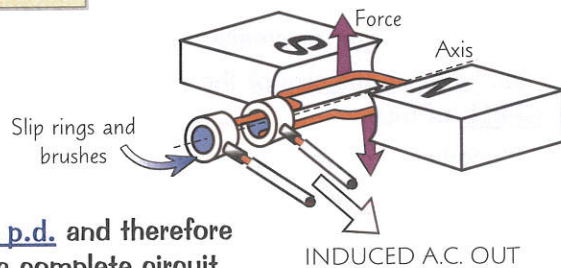
- 1) Generators **apply a force** to **rotate a coil** in a **magnetic field** (or a magnet in a coil) — their **construction** is a lot like a **motor**.
- 2) As the **coil** (or **magnet**) spins, a **current** is **induced** in the coil. This current **changes direction** every half turn.
- 3) **Dynamos** are d.c. generators. They have a **split-ring commutator** (like a d.c. motor, p.88).
- 4) This **swaps the connection** every half turn to keep the **current** flowing in the **same direction**.



The current induced in an alternator or dynamo will be greater if there are more turns of wire in the coil, the magnetic flux density is increased or if the speed of rotation is increased.

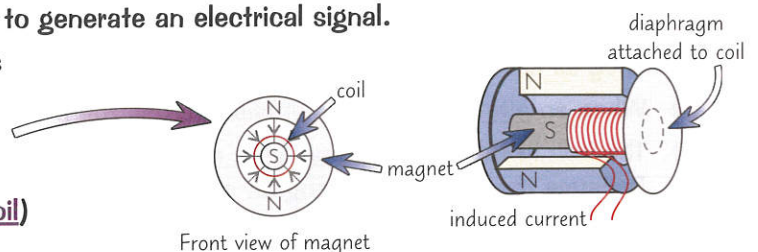
Alternators Generate Alternating Current

- 1) **Alternators** work in the same way as dynamos, apart from one important difference.
- 2) Instead of a **split-ring commutator**, a.c. generators have **slip rings** and **brushes** so the contacts **don't swap** every half turn.
- 3) This means an alternator produces an **alternating p.d.** and therefore an **alternating current (a.c.)** if the coil is part of a complete circuit.



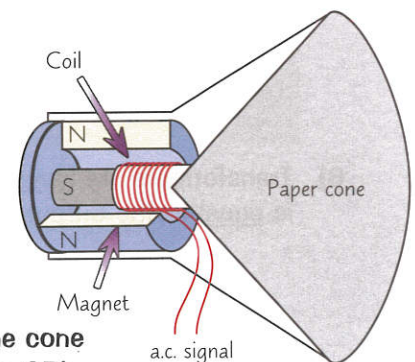
Microphones Generate Current From Sound Waves

- 1) Microphones use **electromagnetic induction** to generate an electrical signal.
- 2) **Sound waves** hit a flexible **diaphragm** that is attached to a coil of wire. The coil of wire **surrounds one pole** of a **permanent magnet** and is **surrounded by the other pole**.
- 3) This means as the **diaphragm** (and so the **coil**) moves, a **current is generated** in the coil.
- 4) The **movement** of the coil (and so the generated current) depends on the properties of the sound wave (**louder** sounds make the diaphragm move **further**).
- 5) This is how microphones can **convert** the **pressure** variations of a sound wave into variations in **current** in an electric circuit.



Loudspeakers are like Microphones in Reverse

- 1) In a **loudspeaker**, the diaphragm is replaced with a **paper cone**.
- 2) The coil is wrapped around one pole of a **permanent magnet**, so the a.c. signal causes a **force** on the coil (which **moves the cone**).
- 3) When the current is **reversed**, the force acts in the **opposite direction**.
- 4) These movements make the cone **vibrate**, which makes the air around the cone vibrate and creates the variations in **pressure** that cause a **sound wave** (p.35).



If a loudspeaker falls in the forest does it still make a sound...

Generators, microphones and loudspeakers all use electromagnetism — make sure you know how for the exam.

Q1 Explain how a loudspeaker converts electrical signals into sound waves.

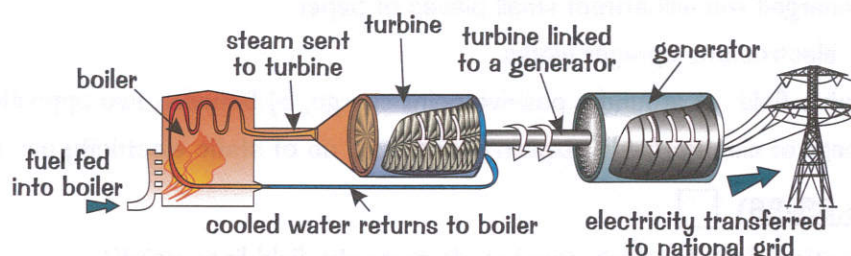
[4 marks]

Generating and Distributing Electricity

Now it's time for the big leagues — how electricity is generated and distributed on a national scale.

A Power Station uses a Turbine to Turn a Huge Alternator

- Most of the electricity we use is generated from burning fuels (coal, oil, gas or biomass) in the boilers of big power stations.
- The burning fuel is used to heat water and convert it to steam, which turns a turbine.



- The turbine is connected to a powerful magnet (usually an electromagnet, see p.88) inside a generator — a huge cylinder wound with coils of copper wire.
- As the turbine spins, the magnet spins with it, inducing a large p.d. and alternating current in the coils.
- The coils are joined together in parallel (see p.75) to produce a single output from the generator.
- A similar set-up is used for most other types of electricity generation as well. In hydroelectric, tidal and wind power (see p.29) the turbine is turned directly, without needing to turn water into steam first.
- The only type of power generation that doesn't use a turbine and generator system is solar (p.29).

Transformers in the National Grid Produce a High p.d. and a Low Current

- Once the electricity has been generated, it goes into the national grid — a network of wires and transformers that connects UK power stations to consumers (anyone who uses electricity).
- The national grid has to transfer loads of energy each second, which means it transmits electricity at a high power (as power = energy transferred ÷ time taken, $P = E \div t$, p.78).
- Electrical power = current × potential difference ($P = IV$, p.78), so to transmit the huge amounts of power needed, you either need a high potential difference or a high current.
- But a high current makes wires heat up, so loads of energy is wasted to thermal stores. The power lost due to resistive heating is found using electrical power = current² × resistance ($P = I^2R$, p.78).
- So to reduce these losses and make the national grid more efficient, high-voltage, low-resistance cables, and transformers are used. You saw on page 89 that transformers are (almost) 100% efficient, so the input power is equal to the output power. For a given power, as you increase the potential difference across a coil, you decrease the current through it ($V_p \times I_p = V_s \times I_s$).
- Step-up transformers at power stations boost the p.d. up really high (400 000 V) and keep the current low. Step-down transformers then bring it back down to safe, usable levels at the consumers' end.
- The ratio between the potential differences in the primary and secondary coils of a transformer is the same as the ratio between the number of turns on the coils.
- So as long as you know the input p.d. and the number of turns on each coil, you can calculate the output p.d. from a transformer using the transformer equation:

Input p.d. (V) —

Output p.d. (V) —

$$\frac{V_p}{V_s} = \frac{N_p}{N_s}$$

Number of turns on primary coil

Number of turns on secondary coil
- It works either way up, so $\frac{V_s}{V_p} = \frac{N_s}{N_p}$ works just as well.

I once had a dream about transforming into a hamster...

Make sure you can remember the stuff about transformers from page 89 too, then have a go at this question:

- Q1 A transformer has 16 turns on its primary coil, 4 turns on its secondary coil and an output potential difference of 20 V. Calculate the potential difference across the primary coil.

[2 marks]

Revision Questions for Section 6

Congratulations! You've battled to the end of [Section 6](#) — now see how much you've learnt.

- Try these questions and [tick off each one](#) when you [get it right](#).
- When you've done [all the questions](#) under a heading and are [completely happy](#), tick it off.

Static Electricity and Electric Fields (p.82-84)

- 1) How does the rubbing together of materials cause static electricity to build up?
- 2) Explain why a charged rod will attract small pieces of paper.
- 3) Explain how an electrostatic sprayer works.
- 4) Sketch the electric field: a) around a positive point charge, b) between two oppositely-charged plates.
- 5) Using the concept of electric fields, explain how a build up of static electricity can cause a spark.

Magnetism (p.85-86)

- 6) What is a magnetic field? In which direction do magnetic field lines point?
- 7) Sketch the field lines around a bar magnet.
- 8) Explain the behaviour of a plotting compass that is far away from a magnet.
- 9) Give three examples of magnetic materials.
- 10) What is the difference between a permanent magnet and an induced magnet?

Electromagnetism and the Motor Effect (p.87-88)

- 11) Describe the magnetic field around a current-carrying wire.
- 12) Explain why a current-carrying conductor in a magnetic field experiences a force.
- 13) State the equation for calculating the size of this force.
- 14) What is Fleming's left-hand rule?
- 15) Name two ways you could decrease the force on a current-carrying wire in a magnetic field.
- 16) Explain how a basic d.c. motor works.
- 17) Explain the shape and strength of the magnetic field inside and outside a solenoid.

Electromagnetic Induction and Transformers (p.89-91)

- 18) Describe how you can induce a current in a coil of wire.
- 19) Give two ways you could reverse the direction of an induced current.
- 20) Give one way that you can increase the size of an induced current.
- 21) True or false? Induced currents create magnetic fields that oppose the change that made them.
- 22) What kind of current are transformers used with?
- 23) Why do transformers have a core of iron?
- 24) True or false? Step-down transformers have more coils on their primary coil than on their secondary.
- 25) A transformer has an input p.d. of 100 V and an output p.d. of 20 V. What kind of transformer is it?
- 26) Write down the equation that relates the input and output currents and p.d.s of transformers.
What does this equation assume?
- 27) What kind of current do dynamos produce?
- 28) Explain how microphones translate sound waves into electrical signals.
- 29) Describe how a fossil fuel power station generates electricity.
- 30) Explain how transformers are used to improve efficiency when transmitting electricity.