

Chapter 7 Outline 99/00

Lesson length = 65 mins

Lessons available: 6

Section	Lessons	Main concepts and key words	In class	Private study
7.1	2	<p>Graininess of photons, random arrival (cf wave model in Ch6) E=hf</p> <p>Quantum behaviour – ‘try all paths’ approach, phasors lining up and curling up, probability $\propto A^2$</p> <p>2 slit interference as first example</p>	<p>Display D20S Images with increasing exposure, Demo A20D Listening to photons arriving; perhaps demo photoelectric effect and read SG p.161 Experiment A10E Relating energy to frequency, Q20S Photons streaming from a lamp</p> <p>Quick demos of models, based on A50S How exploring paths leads to arrows, A60S Curl and line; displays D30O A path contributes an arrow, D40O Finding probabilities, D50O Three paths to an amplitude, SG p.163 Q10S Rotations for exploring paths, Q30S Path lengths and arrow rotations</p> <p>Models: trundle wheel, many paths software A70S A photon explores two holes</p>	<p>Reading 30T The range of quantum physics</p> <p>SG p.164 Q1,2</p> <p>SG p.164 Q 3,4</p> <p>SG p.164 Q5,6</p>
7.2	2	<p>Quantum description of optical phenomena: Reflection</p> <p>Rectilinear propagation</p> <p>Least time path is where phasors line up</p>	<p>Trundle wheels – quick(?) version of A80E Calculating for a mirror on the bench. Many paths software A90S Calculating for a mirror on the screen; D70O Mirror: Putting all the lessons together, SG p.165</p> <p>Models A120S Many photons make a beam, A130S photons propagating, SG p.168</p> <p>D110O Making connections between trip times and arrows; perhaps models A100S Trip times for a mirror, A110S A few mirror paths</p>	<p>Q40S Three paths on a mirror, Q50S Path triplets on a mirror (get started on this in class?)</p>

		<p>Reflection gratings – removing some paths</p> <p>Curved mirrors</p> <p>Refraction</p> <p>Single-slit diffraction</p>	<p>Model A140S Checking the ends of the mirror (confusing instructions?), possibly A150P Reflection gratings: a selection</p> <p>Model A170S Engineering a focusing mirror</p> <p>Perhaps lens OHT D1800</p> <p>Quick recap, D190P Many paths for a single slit</p>	<p>Q60X Spacing a grating, Q70X CD: Mirror and grating?; perhaps A160H CD – many paths at home</p> <p>One of Q80D A large mirror, Q90C Mirror for precision engineering</p> <p>Read SG p.166-7, Q100S Paths through a block; optional extras A180S Least time and refraction, A 190S Refraction and least time, A200S Engineering a lens</p> <p>Read SG p.169-70, perhaps A 210S Photons explore a narrow hole, A220S A photon exploring an edge</p>
7.3	1	<p>Electron diffraction,</p> <p>$f = E_k/h$ for electron, de Broglie's formula</p> <p>Quantum behaviour is less obvious as KE grows</p>	<p>Demos: deflection tube to revise electron beams, A 240D Superposing electrons</p> <p>Q150S Arrows for electrons, Q160S Electrons through gratings</p> <p>Quick demo A250S Exploring paths with changing kinetic energy, perhaps D2100 Quantum and classical; Q170S More kinetic energy, more classical</p>	<p>Extra reading for more able: R10T The principle of least action, R20W Energy, momentum and quantum behaviour, 40T How 'try all paths' predicts the wavelength for particles</p> <p>Qs from SG p.173</p>