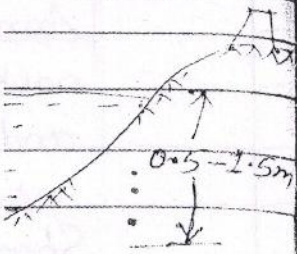


## Section - D

### Unit - VII

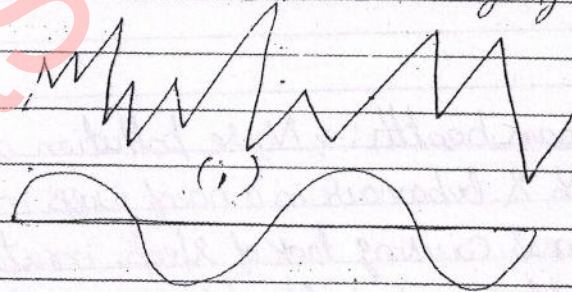


for clinker

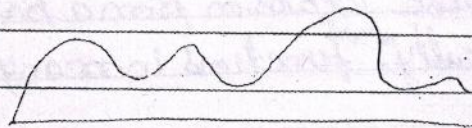
of disposal  
the availability  
rate to  
sea cast sites  
ligated may  
h to make  
ition and  
exes  
factors  
ing of  
stal pollution  
igation.

#### [X] Noise Pollution:→

- It is the disturbing or excessive sound that disrupts a person's life.
- It can come from a wide variety of sources, including machines and animals.
- Noise is created when an object vibrates  
→ Air is compressed and expanded forming waves  
→ These varying pressure waves travel outward from source in all directions.
- Noise waves have frequency and amplitude  
→ Frequency is measure of waves/sec trough  
→ Amplitude is the height of wave from trough
- Excessive noise can be damaging ...



(a)



(b)



Effects :- On humans

• It affects both health & behaviours

- 1) Unwanted sound can damage psychological health.
- 2) Cause trouble, hypertension, high stress levels, tinnitus, hearing loss, sleep disturbances etc.
- 3) High noise levels cause rise in blood pressure and increase stress.
- 4) Annoyance may also be caused.

For On Wildlife

- 1) Increase the risk of death by changing the delicate balance in predator.
- 2) Cause permanent or temp. hearing loss
- 3) Cause reduction of usable habitat
- 4)

Human health :- Noise pollution disturbs <sup>human</sup> health & behaviour in a no. of ways including deafness causing lack of sleep, irritability, heartburn, high blood pressure etc. Just one noise explosion from a passing truck drastically <sup>alters</sup> functions in many individuals life.

Annoyance  
noise  
and

Sleep  
Speed

can a  
jerk

cause

Speed  
50 dB

intensity

✗ Sou

• Ou  
→ Co

f

• Insu  
→ Phon

• Main  
and

✗ Effe

• Dam  
hea

→ Thre

→ Nois



various

psychological

on, high stress  
sleep

blood pressure

used.

by changing  
it

hearing loss  
habitat

disturbs <sup>human</sup> ~~our~~  
including  
stability,

etc. Just  
singing truck  
individuals

Annoyance: → Sometimes, even low levels of noise are irritating and can be frustrating, and high vol. can be annoying.

• Sleep

Speed Interference: → Very high levels of noise can wake people from their sleep with a jerk & keep them awake or disturb, which cause irritation and tiredness next day.

Speech Interference: → Noise more than 50 dB can be very difficult to hear and interpret & cause problems.



Sources of Noise Pollution: →

• Outside

→ Construction, Road traffic, airports, Factories

• Inside

→ Phones, TV's/Radios, Appliances, Power tools

• Main source is due to increasing population and urbanization.



Effects on humans: →

• Damage to hair cells can result in hearing loss

→ Threshold shift - Several hours

→ Noise induced - gradually become permanent



• Headaches & Migraines

(vi) 1

• Stress

(vii) 2

• Hearing loss

you

• Loss of sleep

• Hypertension

✗

Dan

• Stroke

• Child development

Source

• Depression

Rocket

Gunst

On Wild lives :->

jet

• Damage to Hearing

Car horn

• Physiological Response

Night

→ Hormone imbalance & chronic stress

Truck

• Behavioral Response

Alarm

→ Panic & escape behavior

• Response Result in:

✗

Noise

→ Decrease in food intake

Zone

→ Loss of energy

→ Injury

Industry

Commerce

✗ Control of Noise Pollution :->

Residence

These are several steps:

Silence

(i) Using a white noise machine

(ii) Inserting earplugs when going to sleep

(iii) Keep car running properly

(iv) Use mask

(v) Use one appliance at a time



- (vi) lobby for local noise ordinances  
(vii) Discussing noise disturbances with your neighbours or others.

☒ Sources of noise & their levels are  
Damaging level of noise :->

Source	Sound in dB	Effects
Rocket launching	180	Danger level
Gunshot	140	" "
jet	130	Cause damage (3.5 min/day)
Car horn	120	" " (7.5 min/day)
Night club	110	" " (30 min/day)
Truck/scream	90	" " (8 hr/day)
Alarm clock	80	Annoying

☒ Noise Standards :->

Zone	Day time 6am-9pm	Night time 9pm-6am
Industrial area	75db	70db
Commercial area	65db	55db
Residential area	55db	45db
Silence area	50db	40db

re  
ing to sleep

me