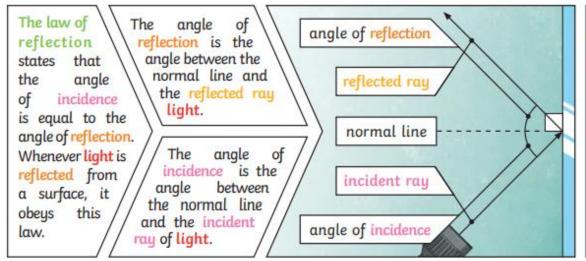


Key Vocabulary		Key Knowledge
light	A form of energy that travels in a wave from a source.	We need light to be able to see things. Light waves travel out from sources of light in straight lines. These lines are often called rays or beams of light.
light source	An object that makes its own light.	Light from the sun travels in a straight line and hits the chair. The light ray is then reflected off the chair and travels in a straight line to the girl's eye, enabling her to see the chair.
reflection	Reflection is when light bounces off a surface, changing the direction of a ray of light .	
incident ray	A ray of light that hits a surface.	
reflected ray	A ray of light that has bounced back after hitting a surface.	
the law of reflection	The law states that the angle of the incident ray is equal to the angle of the reflected ray.	



Light travels as a wave. But unlike waves of water or sound waves, it does not need a medium to travel through. This means light can travel through a vacuum - a completely airless space.

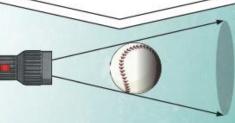


Key Vocabulary	
refraction	This is when <mark>light</mark> bends as it passes from one medium to another. E.g. Light bends when it moves from air into water.
visible spectrum	Light that is visible to the human eye. It is made up of a colour spectrum.
prism	A prism is a solid 3D shape with flat sides. The two ends are an equal shape and size. A transparent prism separates out visible light into all the colours of the spectrum .
shadow	An area of darkness where <mark>light</mark> has been blocked.
transparent	Describes objects that let light travel through them easily, meaning you can see through the object.
translucent	Describes objects that things let some light through, but scatters the light so we can't see through them properly.
opaque	Describes objects that do not let any light pass through them.

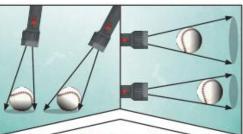


this water looks as if it is bent. This is because light bends when it moves from air to water. When light bends in this way, it is called refraction.

A shadow is always the same shape as the object that casts it. This is because when an opaque object is in the path of light travelling from a light source, it will block the light rays that hit it, while the rest of the light can continue travelling.







Shadows can

also be elongated or shortened depending on the angle of the light source. A shadow is also larger when the object is closer to the light source. This is because it blocks more of the light.