

Light

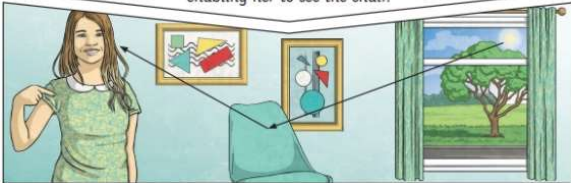
Unit Vocabulary – Join them up with the correct definition once you have learned it,

reflection	Light that is visible to the human eye. It is made up of a colour spectrum
incident ray	A ray of light that has bounced back after hitting a surface.
reflected ray	A ray of light that hits a surface.
Law of reflection	This is when light bends as it passes from one medium to another.
refraction	When light bounces off a surface, changing the direction of a ray of light.
visible spectrum	The angle of the incident ray is equal to the angle of the reflected ray.

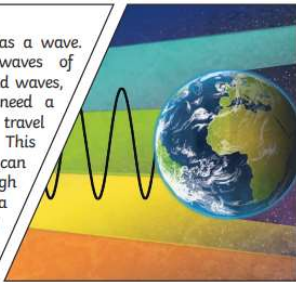
Key Knowledge

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 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.



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.



Isaac Newton shone a **light** through a transparent **prism**, separating out **light** into the colours of the rainbow (red, orange, yellow, green, blue, indigo and violet) - the colours of the **spectrum**. All the colours together merge and make visible **light**.



Key Knowledge

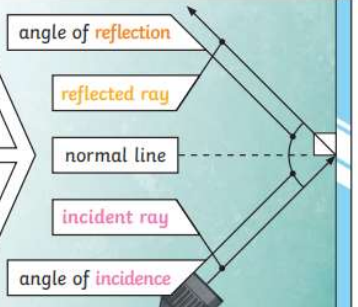


The spoon in this water looks as if it is bent. This is because **light** bends when it moves from air to water. When **light** bends in this way, it is called **refraction**.

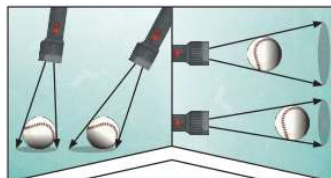
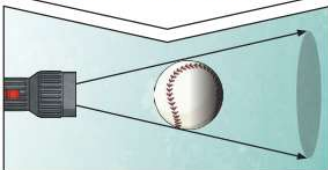
The law of **reflection** states that the angle of **incidence** is equal to the angle of **reflection**. Whenever **light** is **reflected** from a surface, it obeys this law.

The angle of **reflection** is the angle between the normal line and the **reflected ray** **light**.

The angle of **incidence** is the angle between the normal line and the **incident ray** of **light**.



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**.

Scientific Enquiries

1. Fill in learning questions

Exploring/
Problem Solving



Research



Observing over
time



Identifying and
classifying



Fair and
Comparative
testing

