

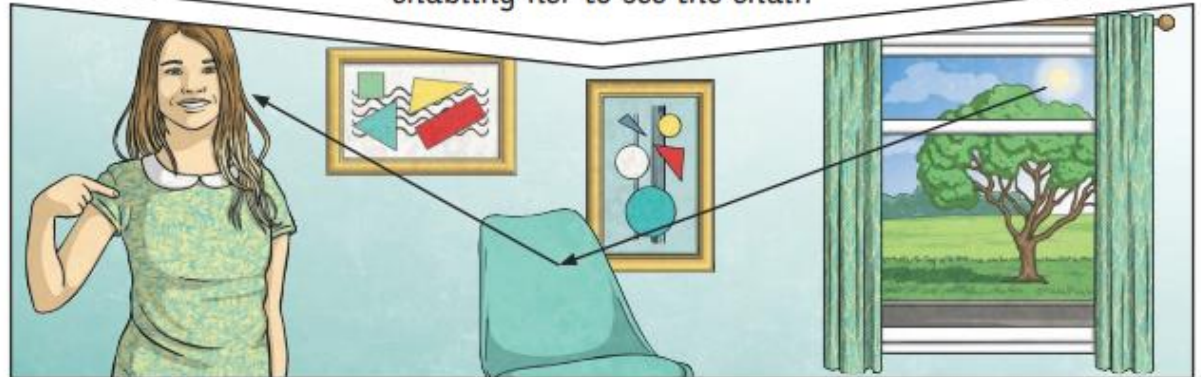
Key Vocabulary

<b>light</b>	A form of energy that travels in a wave from a source.
<b>light source</b>	An object that makes its own <b>light</b> .
<b>reflection</b>	<b>Reflection</b> is when <b>light</b> bounces off a surface, changing the direction of a ray of <b>light</b> .
<b>incident ray</b>	A ray of <b>light</b> that hits a surface.
<b>reflected ray</b>	A ray of <b>light</b> that has bounced back after hitting a surface.
<b>the law of reflection</b>	The law states that the angle of the <b>incident ray</b> is equal to the angle of the <b>reflected ray</b> .

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**.

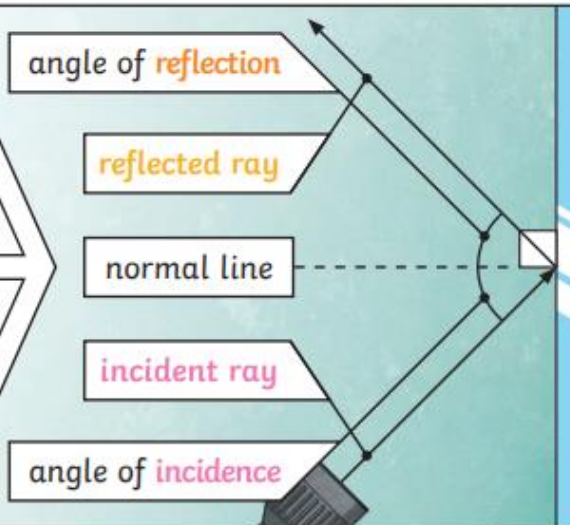
**Light** from the sun travels in a straight line and hits the chair. The **light** ray is then **reflected** off the chair and travels in a straight line to the girl's eye, enabling her to see the chair.



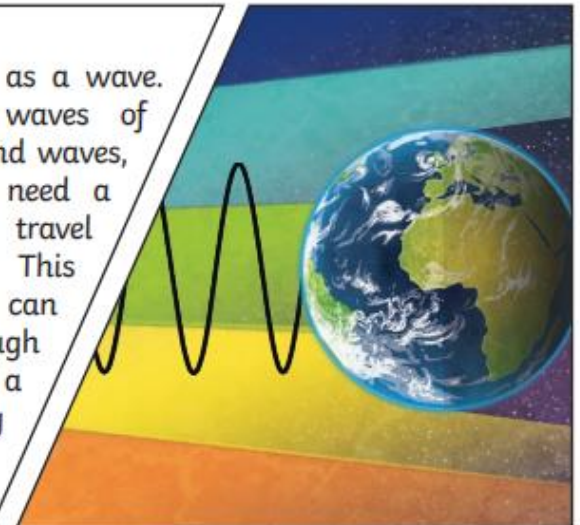
The **law of reflection** states that the angle of **incidence** is equal to the angle of **reflection**. Whenever **light** is **reflected** from a surface, it obeys this law.

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

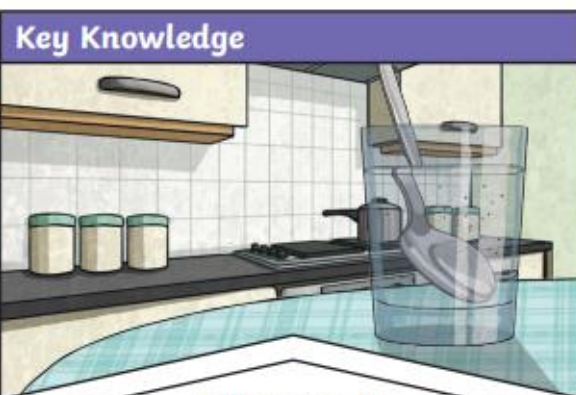
The angle of **incidence** is the angle between the normal line and the **incident ray of light**.



**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.

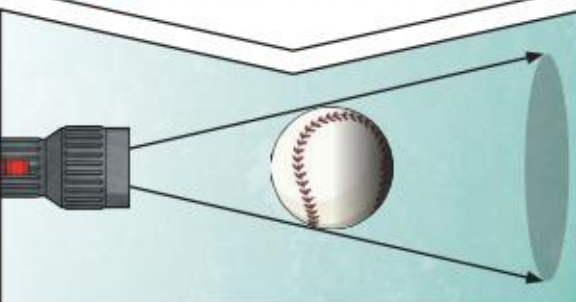


Key Vocabulary	
<b>refraction</b>	This is when <b>light</b> bends as it passes from one medium to another. E.g. <b>Light</b> bends when it moves from air into water.
<b>visible spectrum</b>	<b>Light</b> that is visible to the human eye. It is made up of a colour <b>spectrum</b> .
<b>prism</b>	A <b>prism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

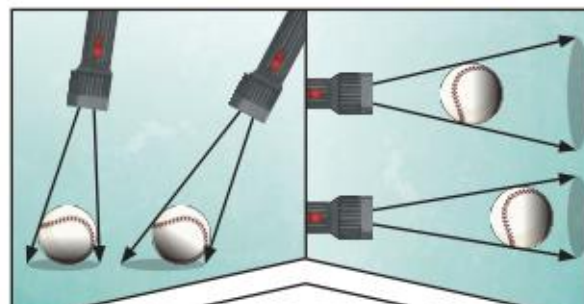


The spoon in this water looks as if it is bent. This is because **light** bends when it moves from air to water. When **light** bends in this way, it is called **refraction**.

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.



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**.



**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**.

To look at all the planning resources linked to the Light unit, [click here](#).