



**What should I already know?**

- Recognise that we need **light** in order to see things and that dark is the absence of light
- Notice that **light** is **reflected** from surfaces
- Recognise that **light** from the sun can be dangerous and that there are ways to protect their eyes
- Recognise that **shadows** are formed when the **light** from a **light source** is blocked by a solid object
- Find patterns in the way that the size of **shadows** change

**Scientific Skills**

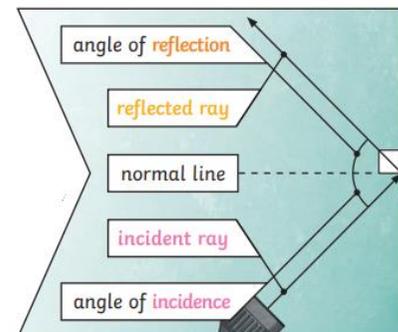
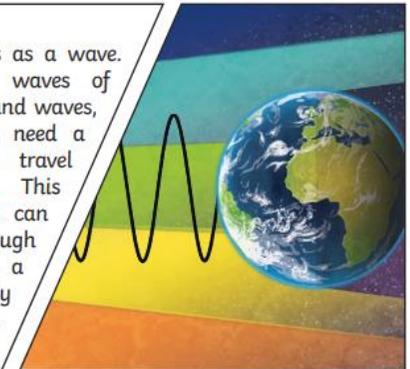
- To recognise that **light** appears to travel in straight lines
- To use the idea that light travels in straight lines to explain that objects are seen because they give out or **reflect** light into the eye
- To explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- Use the idea that **light** travels in straight lines to explain why **shadows** have the same shape as the objects that cast them

**Vocabulary**

<b>Incident Ray</b>	A ray of <b>light</b> that hits a surface.
<b>Light</b>	A form of energy that travels in a wave from a <b>source</b> .
<b>Light Source</b>	An object that makes its own <b>light</b> .
<b>Opaque</b>	Describes objects that do not let any <b>light</b> pass through them.
<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>Reflected Ray</b>	A <b>ray of light</b> that has bounced back after hitting the surface.
<b>Reflection</b>	<b>Reflection</b> is when <b>light</b> bounces off a surface, changing the direction of a <b>ray of light</b> .
<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>Shadow</b>	An area of darkness where <b>light</b> has been blocked.
<b>The Law of Reflection</b>	The <b>law</b> states that the angle of the <b>incident ray</b> is equal to the angle of the <b>reflected ray</b> . Whenever <b>light</b> is <b>reflected</b> from a surface, it obeys this law.
<b>Translucent</b>	Describes objects that let some <b>light</b> through, but scatters the <b>light</b> so that we can't see through them properly.
<b>Transparent</b>	Describes objects that let <b>light</b> travel through them easily, meaning you can see through the object.
<b>Visible Spectrum</b>	<b>Light</b> that is <b>visible</b> to the human eye. It is made up of a colour <b>spectrum</b> .

**Light Diagrams**

**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.



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

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