



Science

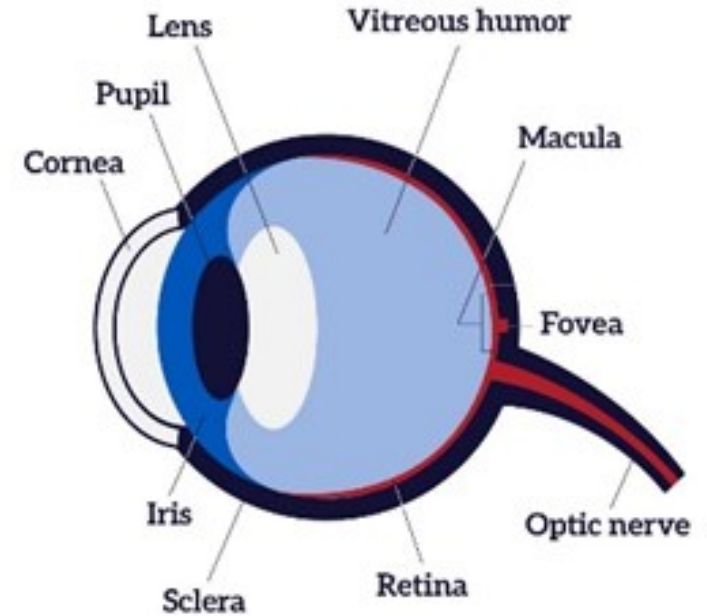
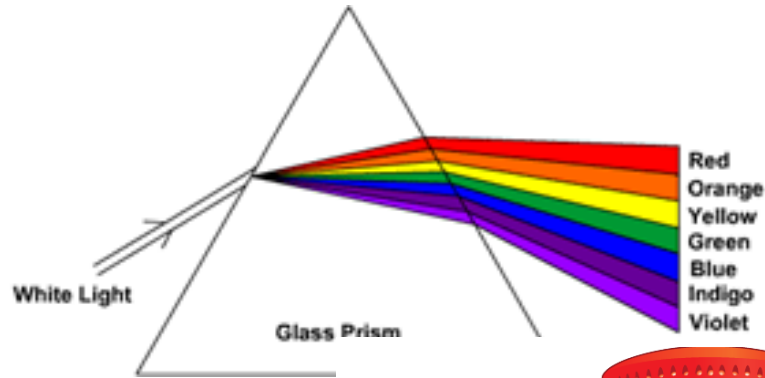
8J Light

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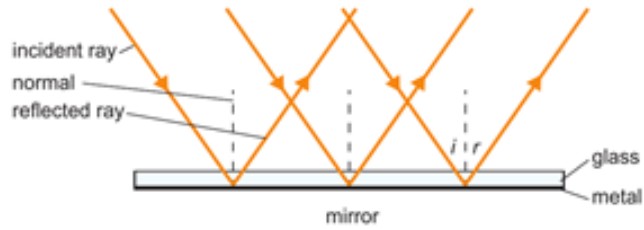
As K Q U E S T I O N S

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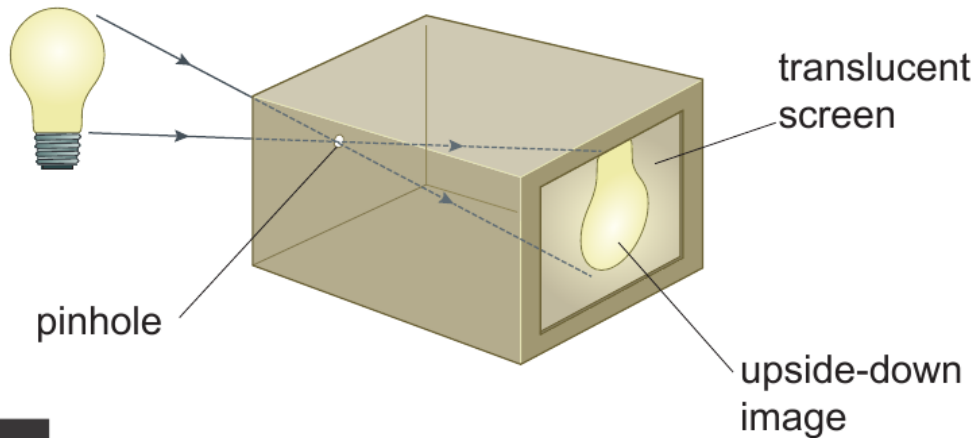
- Lesson
1. Light on the move
 2. Reflection
 3. Refraction
 4. Cameras and eyes
 5. Colour



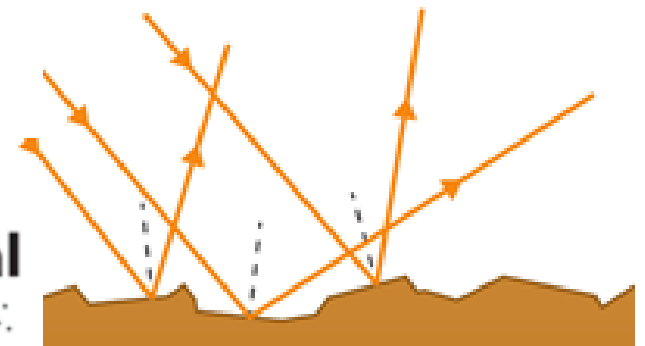
transverse



B | specular reflection



longitudinal





1. Light on the move	
Vacuum	A completely empty space, containing no particles.
Matter	All things are made of matter. There are three states of matter: solid, liquid, gas.
Longitudinal wave	A wave where the particles vibrate in the same direction as the wave is travelling.
Transverse wave	A wave where the vibrations are at right angles to the direction the wave is travelling.
Ray	A narrow beam of light, or an arrow on a diagram representing the path of light and the direction in which it is travelling.
Transparent	A material that light can travel through without scattering. (Note: transparent substances may be coloured or colourless.)
Transmit	To pass through a substance.
Reflect	To bounce off a surface instead of passing through it or being absorbed.
Absorb	'To soak up' or 'to take in'.
Translucent	Material that lets light through but scatters it. You cannot see things clearly through translucent materials.

Opaque	Material that does not let light through. It is not possible to see through an opaque substance.
Scattered	Scattering occurs when light or other energy waves pass through an imperfect medium (such as air filled with particles of some sort) and are deflected from a straight path.
Reflected ray	A ray of light bouncing off a mirror.

2. Reflection	
Plane mirror	A smooth, flat mirror.
Ray box	A piece of equipment that produces a narrow beam of light.
Ray tracing	A method of investigating what happens to light by marking the path of a light ray.
Ray diagram	A diagram that represents the path of light using arrows.
Normal	An imaginary line at right angles to the surface of a mirror or other object where a ray of light hits it.
Incident ray	A ray of light going towards the mirror or other object.
Reflected ray	A ray of light bouncing off a mirror.
Angle of incidence	The angle between an incoming light ray and the normal.
Angle of reflection	The angle between the normal and the ray of light leaving a mirror.
Diffuse reflection	Reflection from a rough surface, where the reflected light is scattered in all directions.
Law of reflection	The angle of incidence is equal to the angle of reflection.

3. Refraction	
Refraction	The change in direction when light goes from one transparent material to another.
Interface	The boundary between two materials.
Lens	A curved piece of glass or other transparent material that can change the direction of rays of light.
Converging lens	A lens that makes rays of light come together.
Angle of refraction	The angle between the normal and a ray of light that has been refracted.
Focal point	The place where parallel rays of light are brought together by a converging lens.
Focal length	The distance between the centre of the lens and the focal point.

4. Cameras and eyes	
Digital camera	A camera that uses electronics to record an image.
Sensor	An instrument that detects something. In a digital camera, the sensors detect light and change it to electrical signals.
Memory card	Part of a digital camera that stores the images.
Aperture	A hole in a camera that controls how much light goes to the sensor.
Shutter	A device that shields and protects the sensor in a digital camera. It opens when the picture is taken.
Retina	The part at the back of the eye that changes energy transferred by light into nerve impulses.

Pupil	The hole in the front of the eye that light can pass through.
Cornea	The transparent front part of the eye, which covers the iris and pupil.
Iris	The coloured part of the eye.
Optic nerve	The nerve that takes impulses from the retina to the brain.
5. Colour	
White light	Normal daylight, or the light from light bulbs, is white light.
Frequency	The number of vibrations (or the number of waves) per second. Different frequencies of light have different colours.
Spectrum	The seven colours that make up white light.
Prism	A block of clear, colourless glass or plastic. Usually triangular.
Filter (physics)	Something that only lets certain colours through and absorbs the rest.

