Key Vocabulary

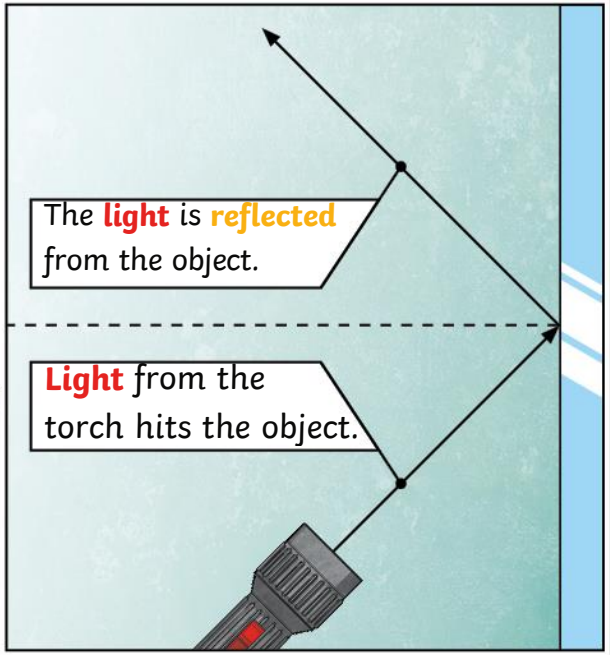
light	A form of energy that travels in a wave from a source.
light source	An object that makes its own **light**.
dark	**Dark** is the absence of **light**.
reflection	The process where **light** hits the surface of an object and bounces back into our eyes.
reflect	To bounce off.
reflective	A word to describe something which **reflects** **light** well.
ray	Waves of **light** are called **light rays**. They can also be called beams.

Key Knowledge

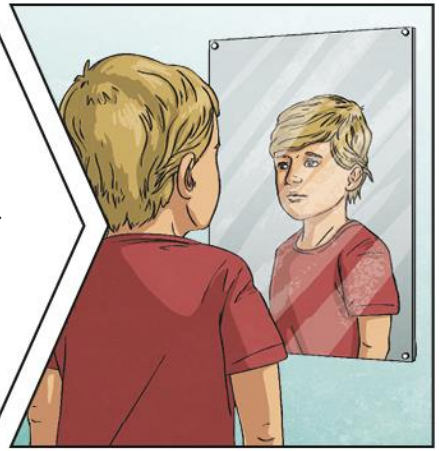
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected** **light** hits our eyes, we can see the object. Some surfaces and materials **reflect** **light** well. Other materials do not **reflect** **light** well. **Reflective** surfaces and materials can be very useful...



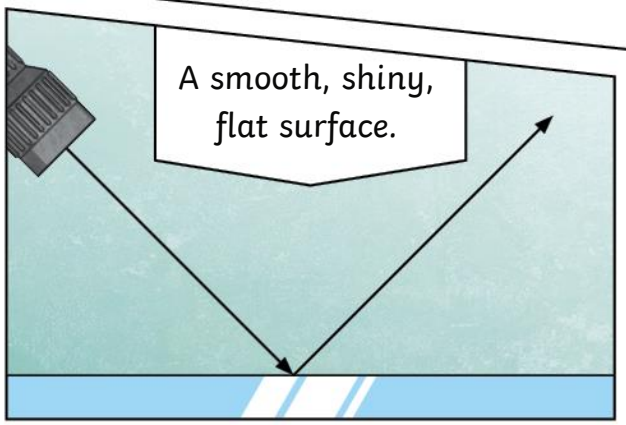


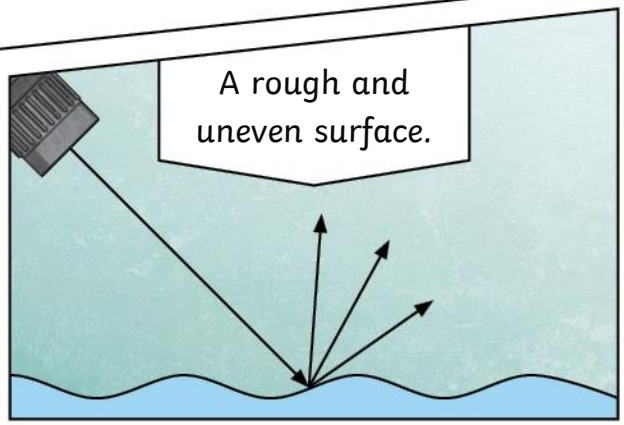


Mirrors **reflect** **light** very well, so they create a clear image. An image in a mirror appears to be reversed. For example, if you look in a mirror and raise your right hand, the mirror image appears to raise its left hand.



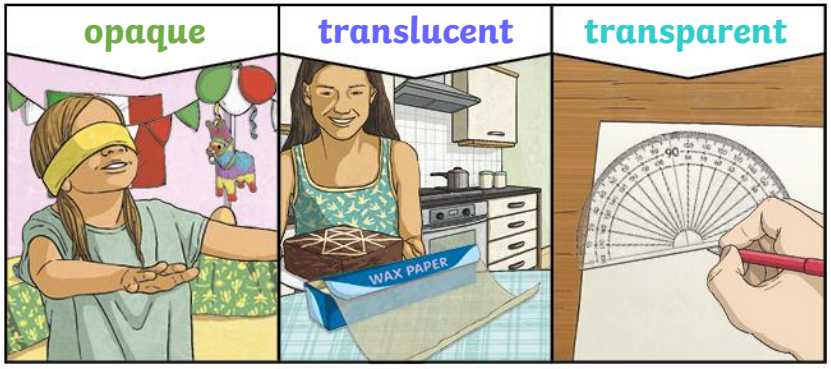
The surfaces that reflect **light** best are smooth, shiny and flat.



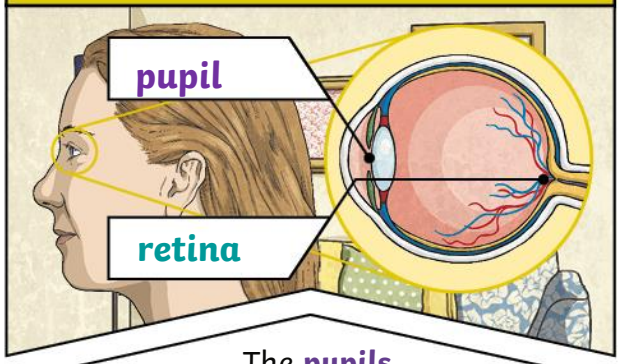


Key Vocabulary

pupil	The black part of the eye which lets **light** in.
retina	A layer at the very back of the eye. The **retina** takes the **light** the eye receives. It then changes it into nerve signals to send to the brain.
shadow	An area of darkness where **light** has been blocked.
opaque	Describes objects that do not let any **light** pass through them.
translucent	Describes objects that let some **light** through, but scatter the **light** so we can't see through them properly.
transparent	Describes objects that let **light** travel through them easily, meaning that you can see through the object.

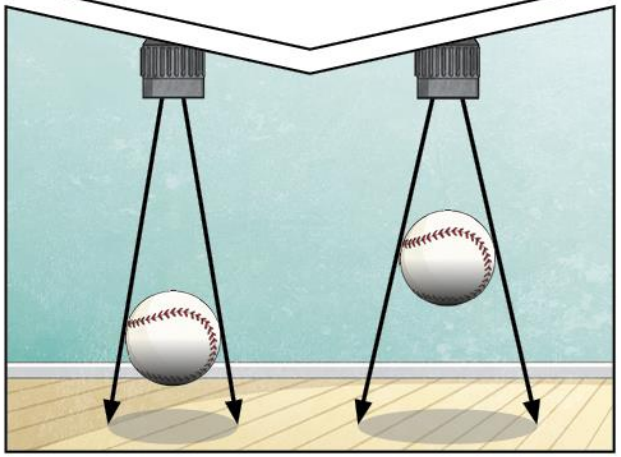


Key Knowledge



The **pupils** control the amount of **light** entering the eyes. If too much **light** enters, then it can damage the **retina**. To help protect the eyes, you can wear a hat with a wide brim and sunglasses with a UV rating.

A **shadow** is caused when **light** is blocked by an **opaque** object. A **shadow** is larger when an object is closer to the **light** source. This is because it blocks more of the **light**.



When the **light** source is directly above the object, the **shadow** will be directly underneath.



When a **light** source is to one side of an object, the **shadow** will appear on the opposite side. The **shadow** will also be longer.

