

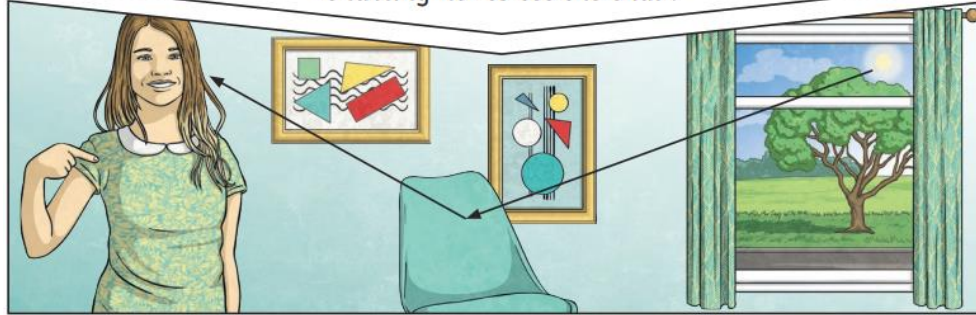
Key Vocabulary

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

Key Knowledge

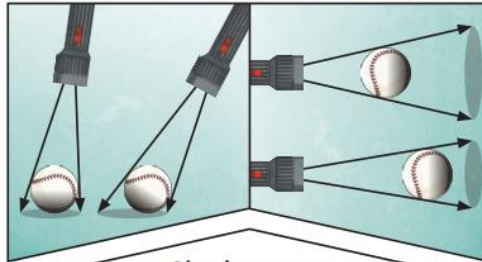
We need **light** to be able to see things. **Light** waves travel out from sources of **light** in straight lines. These lines are often called rays or beams of **light**.

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.

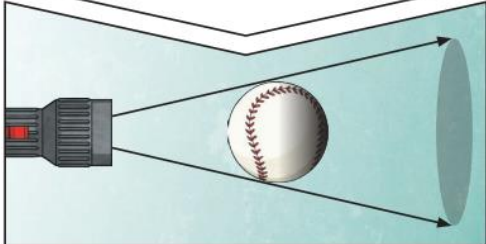


Light Knowledge Organiser

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**.



How does light travel?

Luminous objects are sources of light.

Non-luminous objects do not produce their own light.

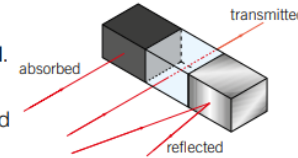
When light hits an object it can be **absorbed**, **reflected**, or **transmitted**.

If an object is:

transparent – most light is transmitted

translucent – light is scattered

opaque – no light is transmitted so a shadow is produced.



Light can travel through gases, some solids and liquids, and completely empty space (a vacuum).

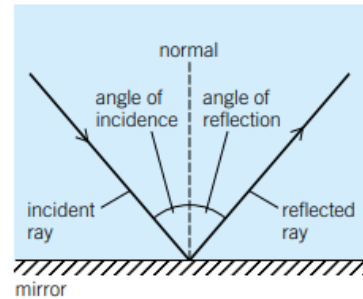
The speed of light in a **vacuum** is about 300 000 km/s.

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**.

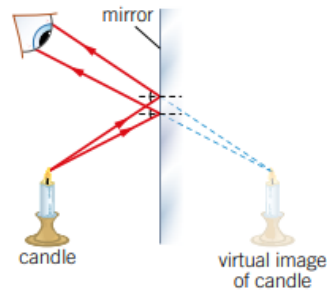


Reflection and refraction of light

The **law of reflection** states that:
The **angle of incidence** is equal to the **angle of reflection**.



Images in mirrors are **virtual** – they look like they are behind the mirror.

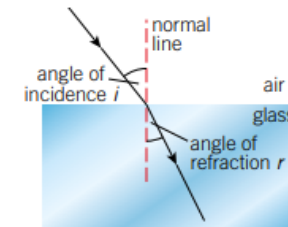


Refraction is when light changes direction when it travels from one **medium** (material, such as air or water) to another.

Refraction happens because light travels at different speeds in different materials.

Rays of light will be refracted:

- towards the **normal** if they slow down, such as going from air to glass
- away from the normal if they speed up, such as going from water to air.



Colours of light

A **prism** refracts different colours of light by different amounts. This disperses light into a continuous **spectrum** of colours.

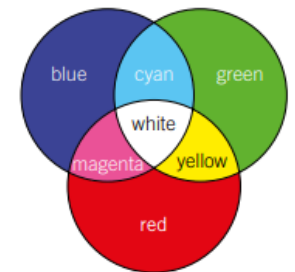
The **primary colours** of light are **red**, **green**, and **blue**.

Secondary colours are produced when any two primary colours are mixed.

Filters subtract colours from white light, so that only one colour of light is transmitted.

Objects appear to be different colours because they reflect some colours of light and absorb others.

Black objects absorb all colours and white objects reflect all colours.



How do eyes and cameras work?

Light entering your eye is refracted by the **lens**, focusing it on the **retina** and creating an inverted image.

Photoreceptors detect the light hitting your retina and send an electrical impulse to your brain.

