

Key Vocabulary

light	A form of energy that travels in a wave from a source.
light source	An object that makes 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

Key Knowledge

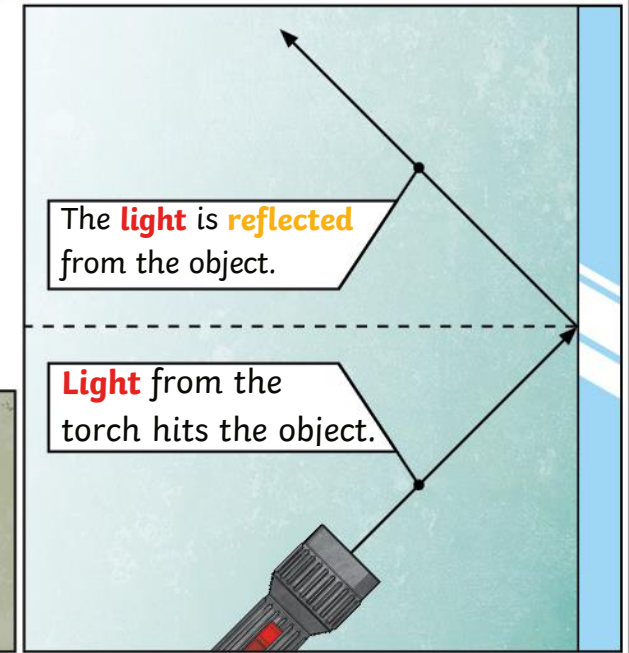
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected light** hits our eyes, we can see the object. Some surfaces and materials **reflect light** well. Other materials do not **reflect light**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



hi-vis jacket



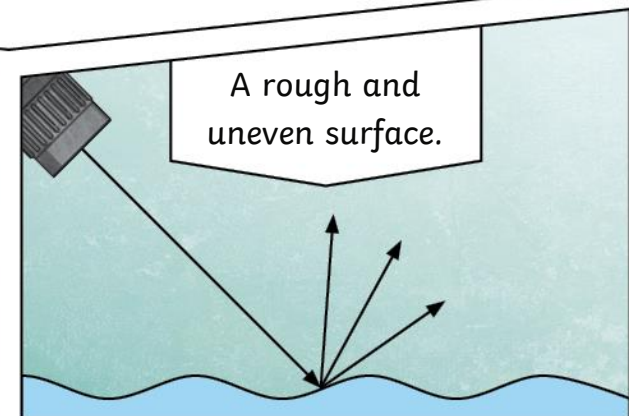
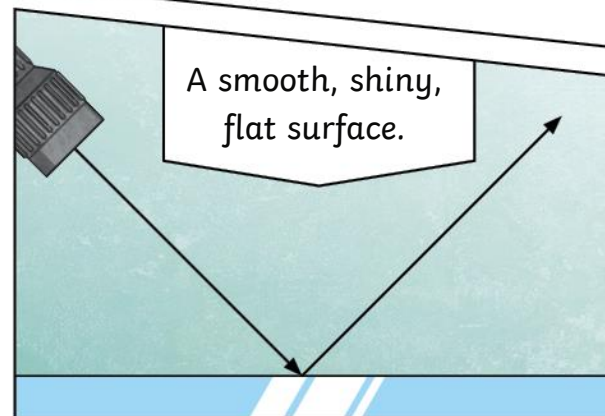
cat's eyes



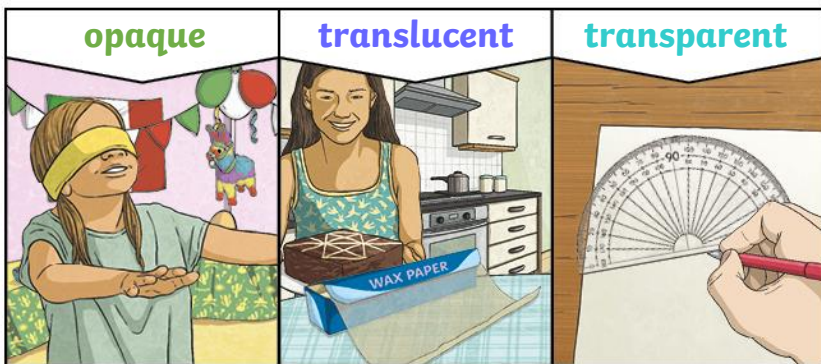
Mirrors **reflect light** very well, so they create a clear image. An image in a mirror appears to be reversed. For example, if you look in a mirror and raise your right hand, the mirror image appears to raise its left hand.



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 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, 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.

middy

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.

sunset