Key Vocabulary

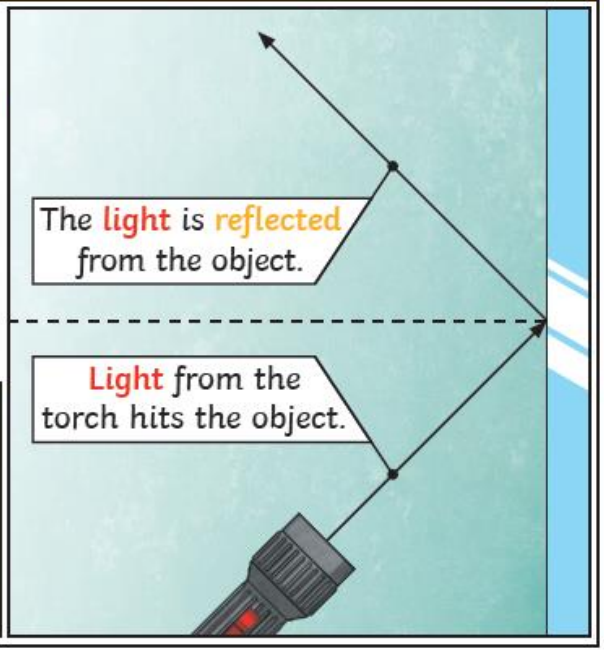
light	A form of energy that travels in a wave from a source.
light source	An object that makes its own **light**.
dark	**Dark** is the absence of **light**.
reflection	The process where **light** hits the surface of an object and bounces back into our eyes.
reflect	To bounce off.
reflective	A word to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

Key Knowledge

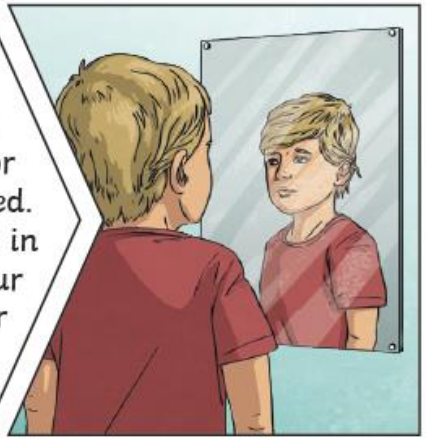
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected** **light** hits our eyes, we can see the object. Some surfaces and materials **reflect** **light** well. Other materials do not **reflect**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





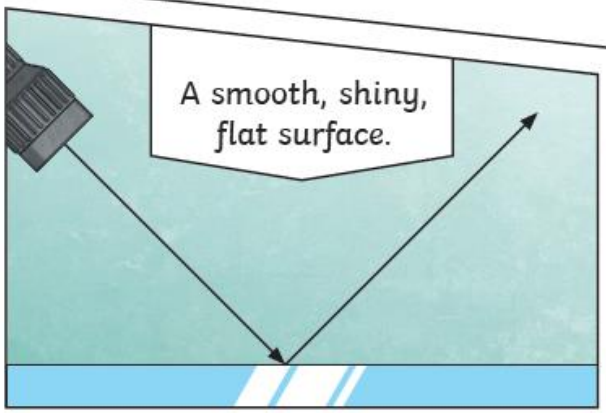


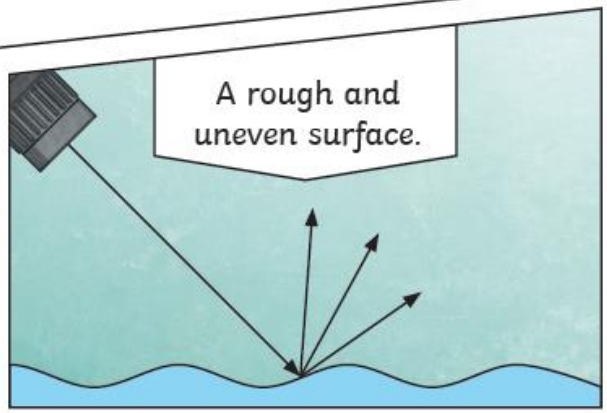
Mirrors **reflect** **light** very well, so they create a clear image. An image in a mirror appears to be reversed. For example, if you look in a mirror and raise your right hand, the mirror image appears to raise its left hand.



To look at all the planning resources linked to the Light unit, click here.

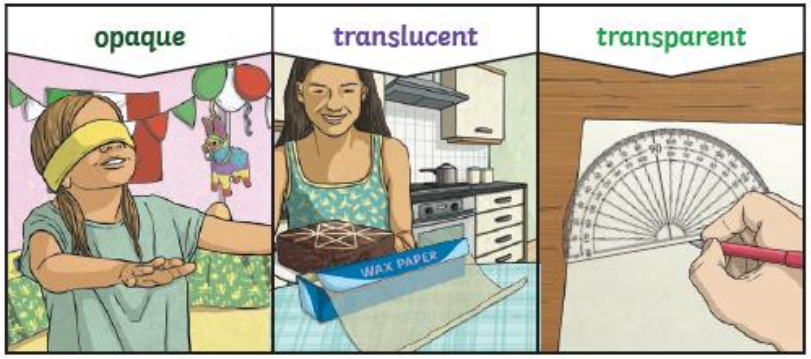
The surfaces that reflect **light** best are smooth, shiny and flat.



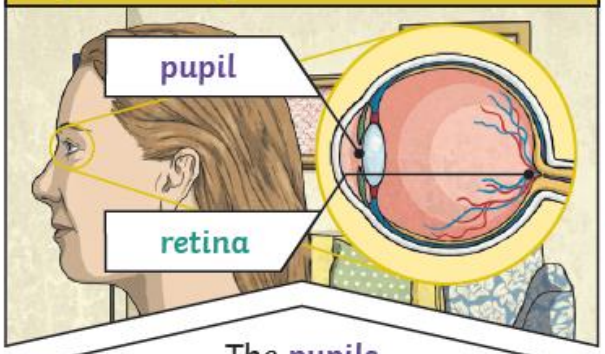


Key Vocabulary

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.

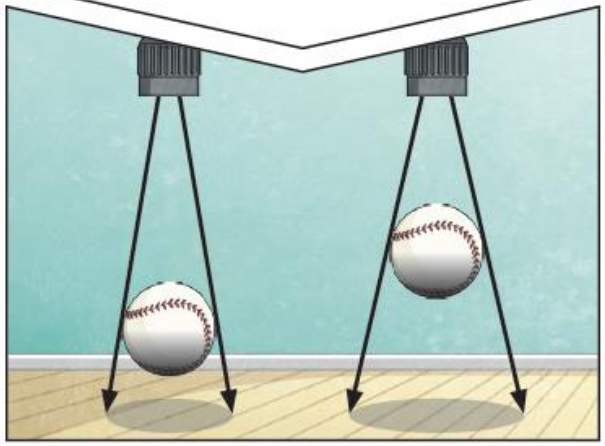


Key Knowledge



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.

