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050413



Organic milk from  
pasture-raised cows in  
New Prague, Minnesota

**1% LOWFAT MILK**

**MADE IN NEW PRAGUE, MINNESOTA**



**PASTEURIZED AND PACKAGED ON OUR FARM**

**ORGANIC CREAM TOP**

**1% LOWFAT  
MILK**

**VITAMIN A & D ADDED**

**GRADE A  
NON-HOMOGENIZED**

**HALF-GALLON (1.89 L)**



**WE NEVER USE HORMONES,  
ANTIBIOTICS, OR PESTICIDES**



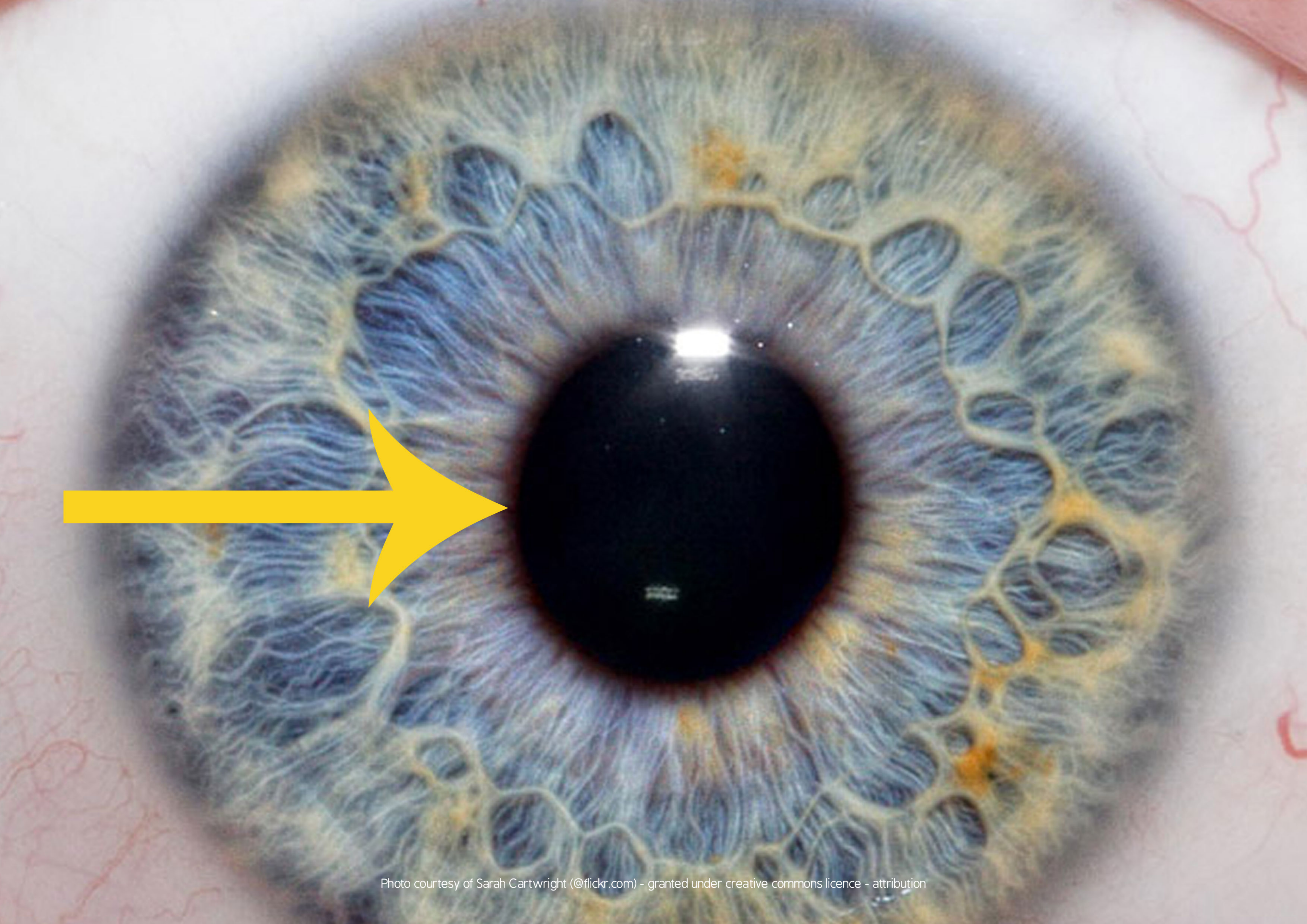




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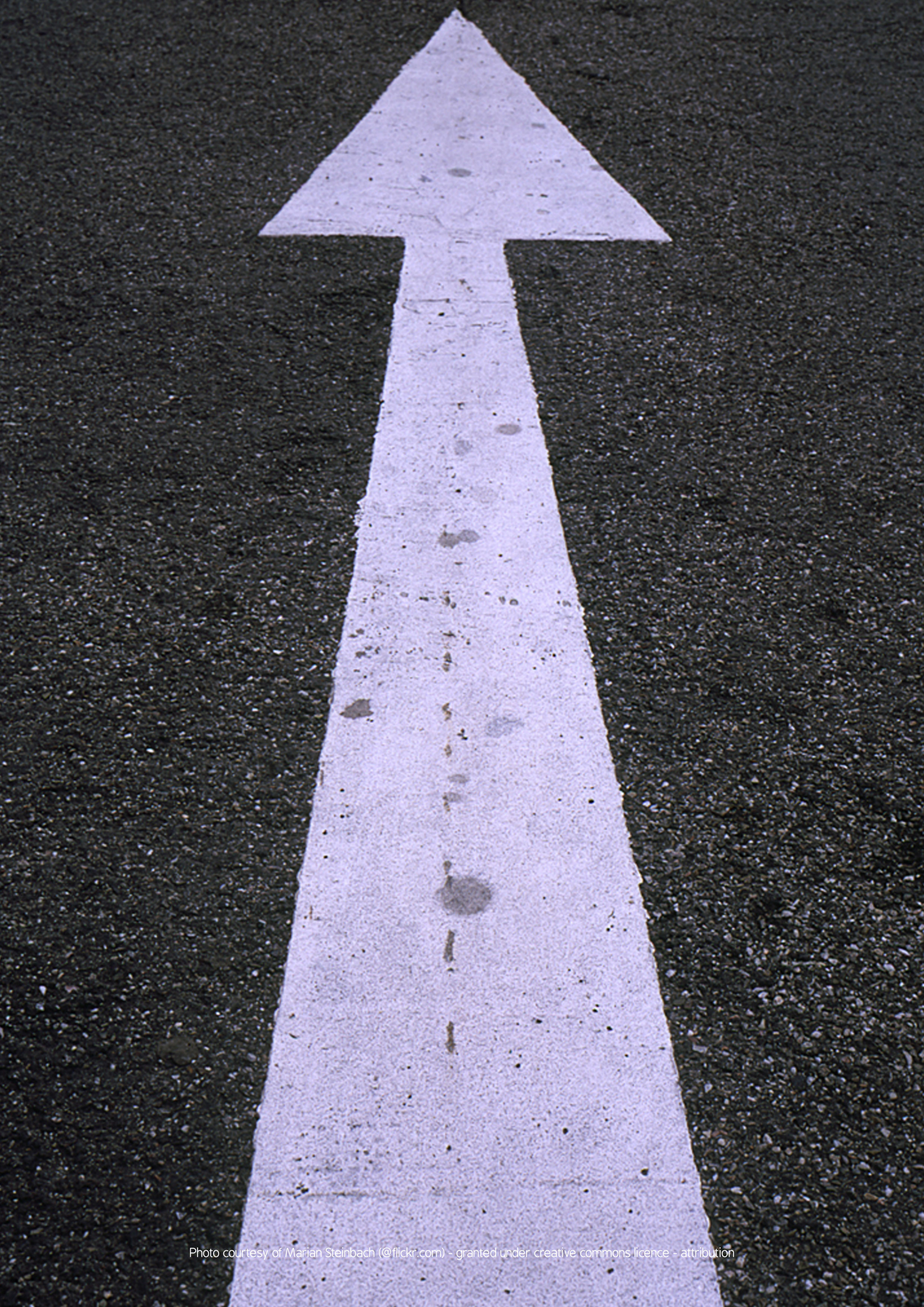


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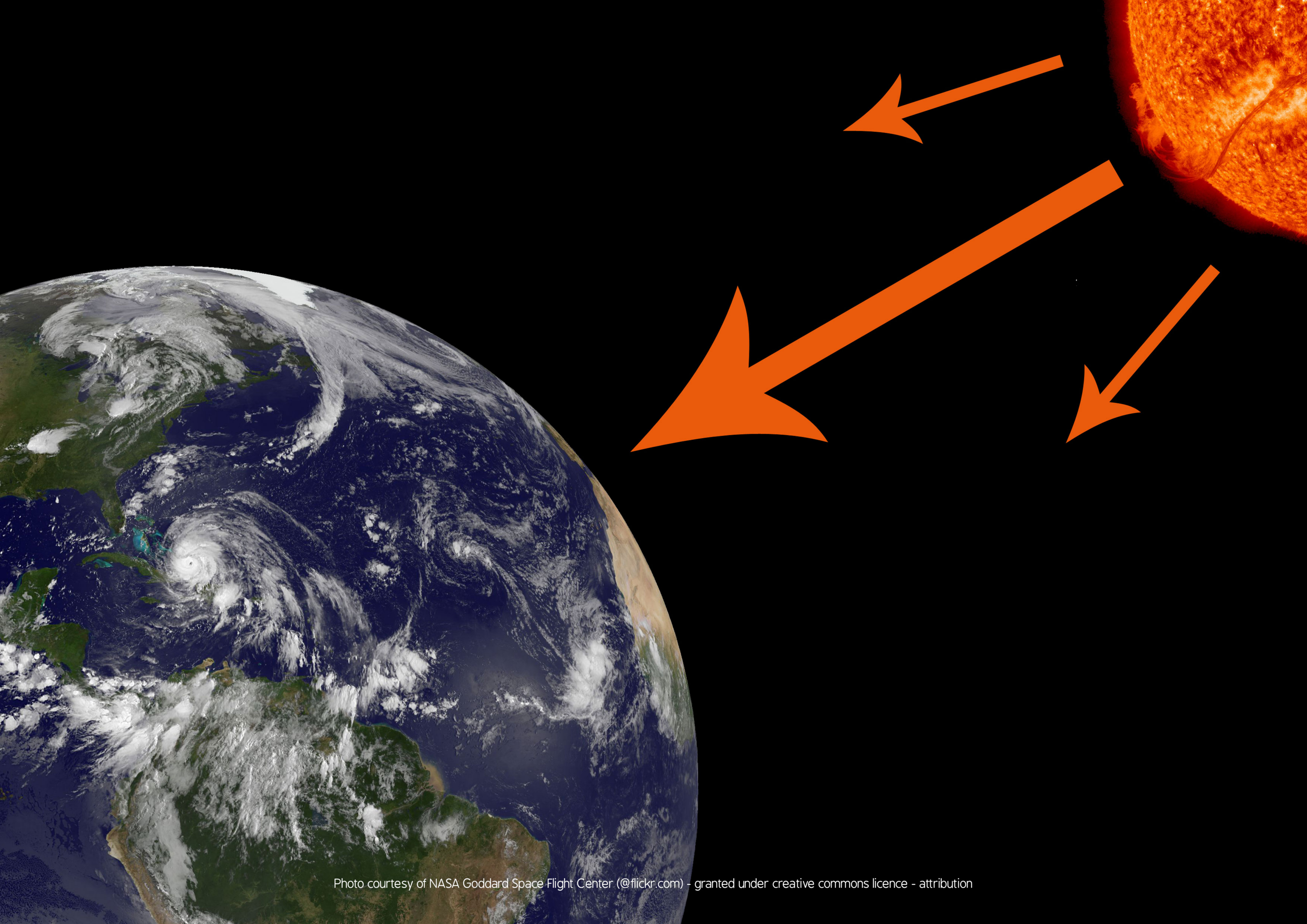


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**Light**  
**Challenge Cards**



**Light**  
**Challenge Cards**



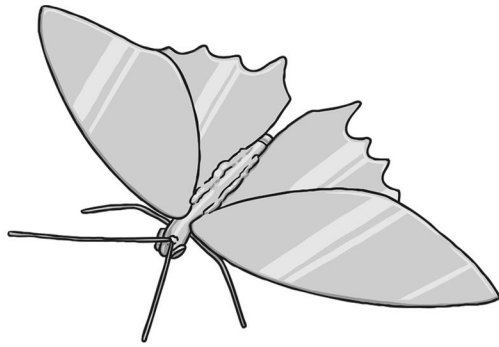
**Light**  
**Challenge Cards**



**Light**  
**Challenge Cards**



Smooth and shiny materials reflect light well.



How can these materials be useful?

G D F I K

Can you create an A-Z of light?

A = absorb

B = beam

C = colours

D = damage from the sun

A J C L E

Your shadow changes throughout the day.

Can you explain how it changes and why this happens?



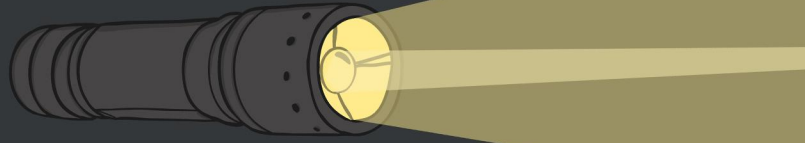
The Moon can light things up at night, but it is not a light source.



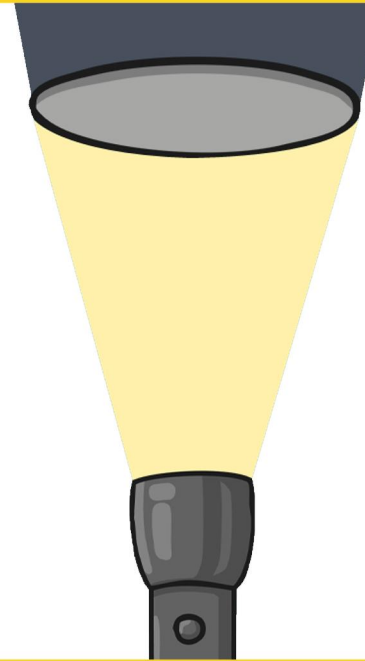
Can you explain why it appears to emit light?



A battery powered torch is an artificial light source, while the Sun is a natural light source.

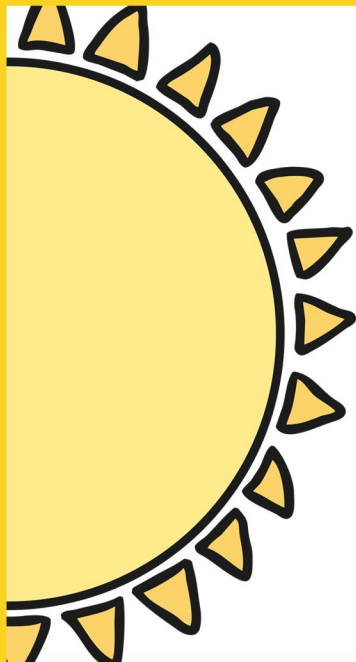


Can you think of two other natural sources of light?



A shadow is formed when an object blocks light, causing a darker area behind the object.

Are shadows always black?

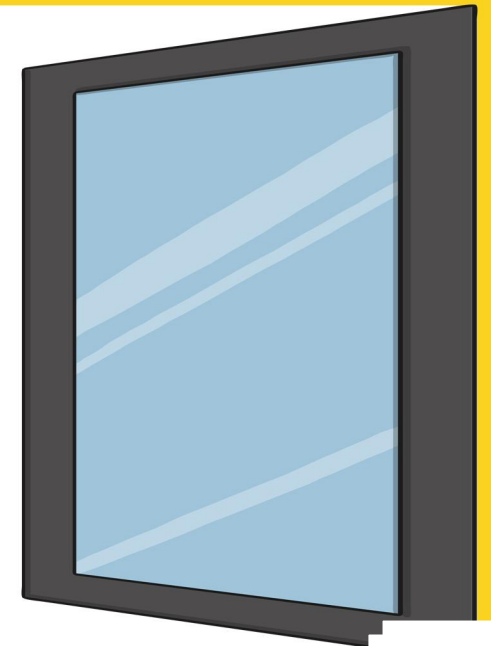


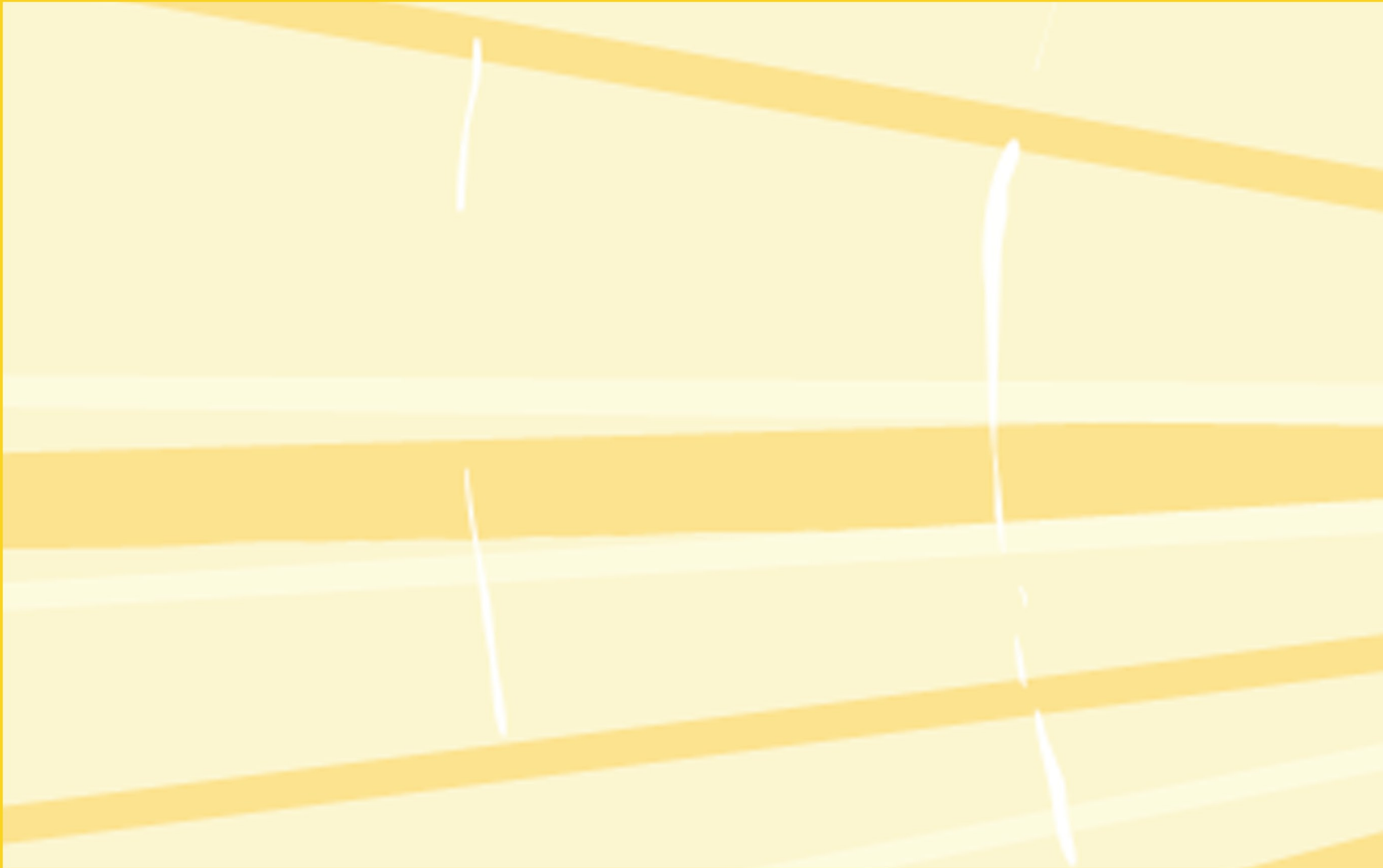
The Sun can damage our eyes if we look directly at it.

What do you think is the best way to protect your eyes in the sun?

We often look at our reflection in mirrors.

Is the image in a mirror a true reflection of ourselves?



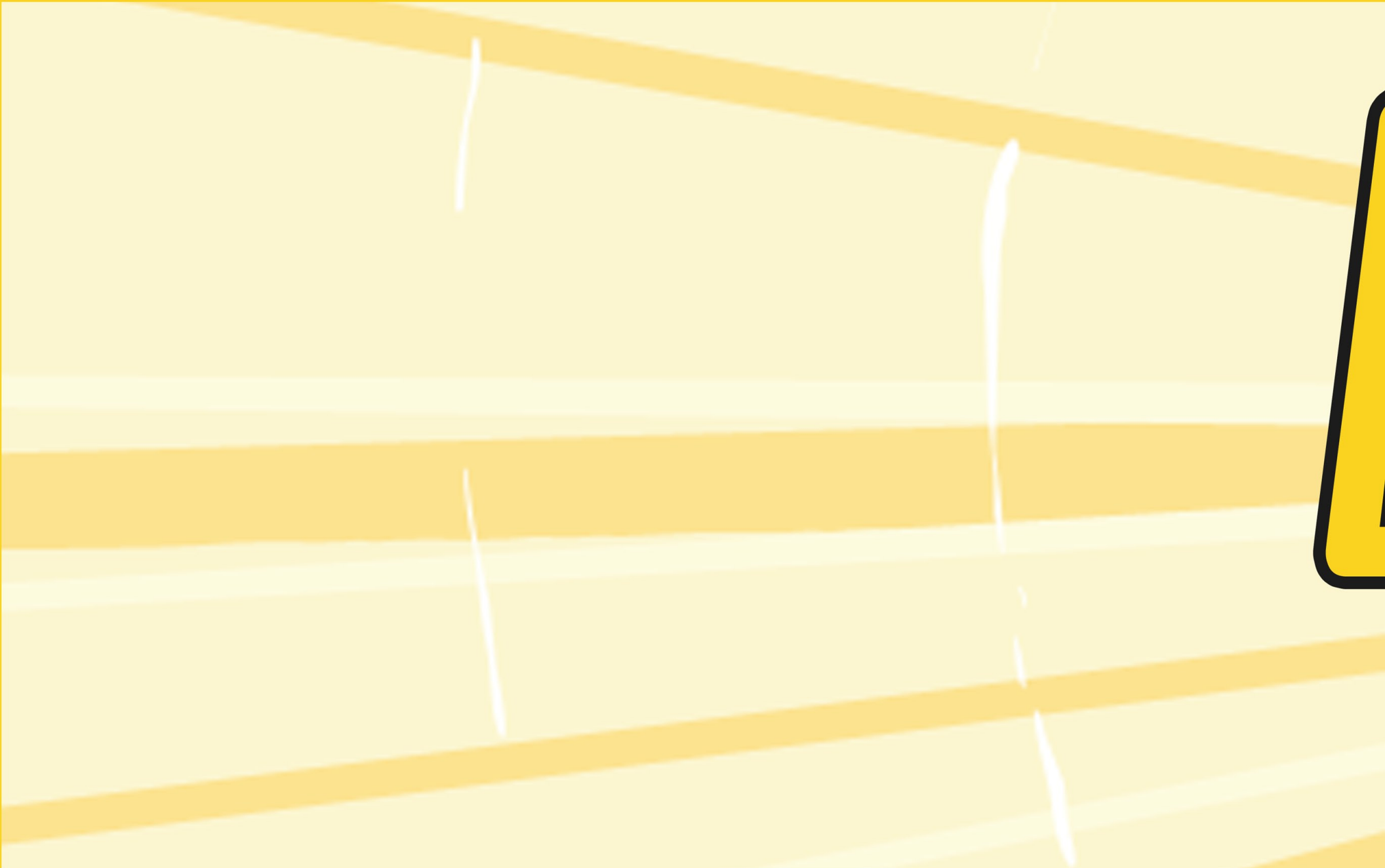






Light







Light







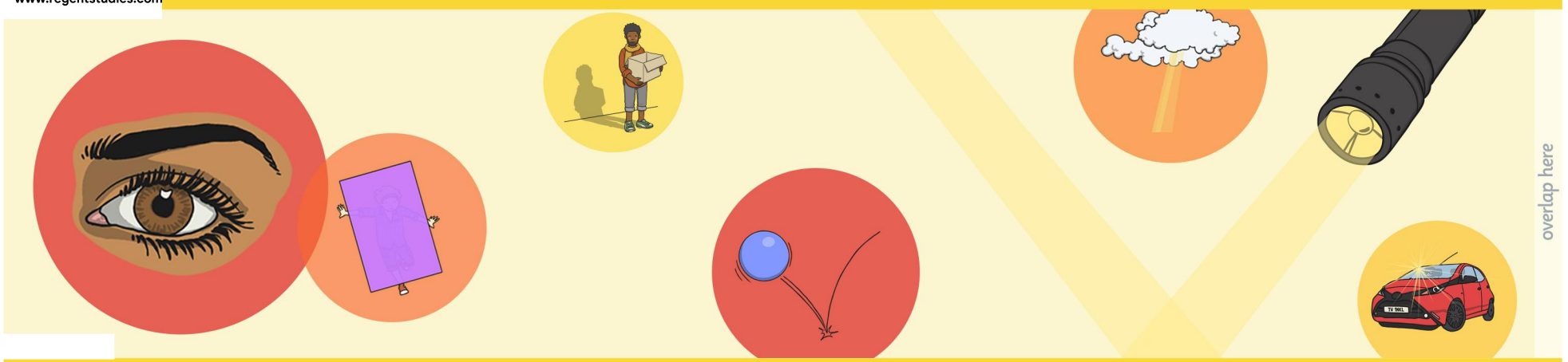
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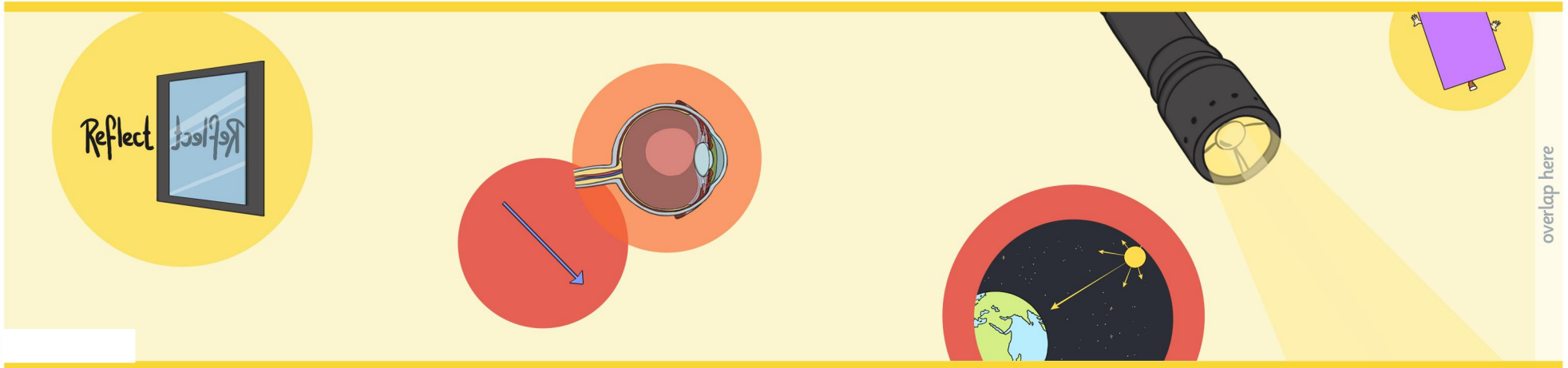
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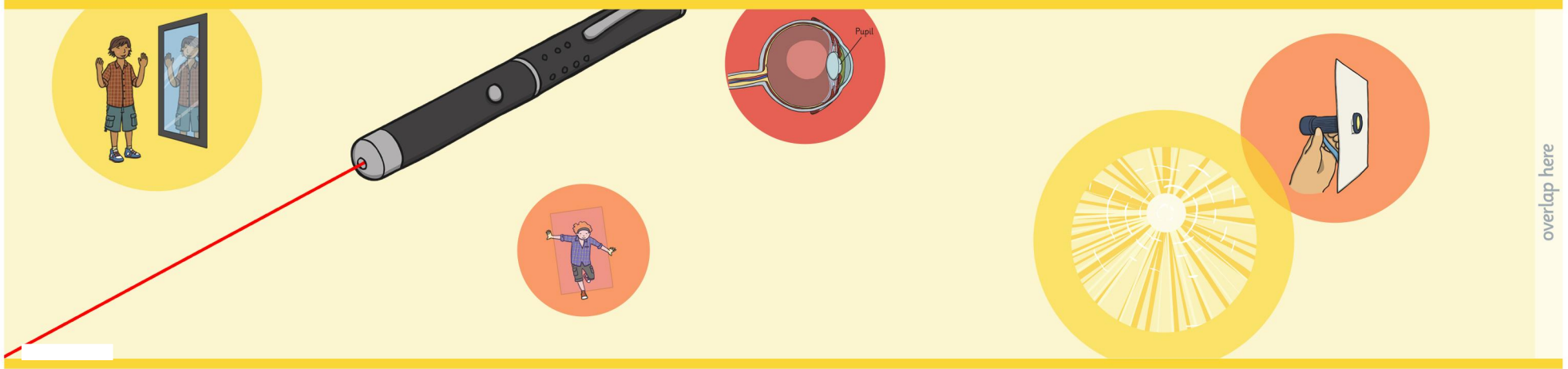




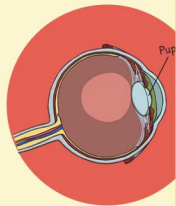
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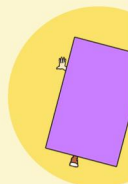
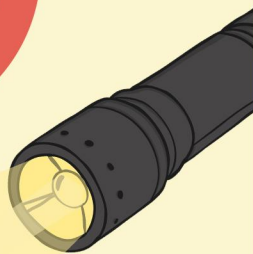
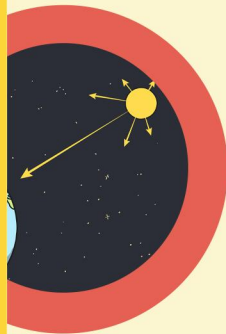
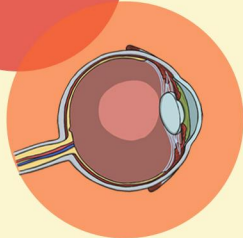
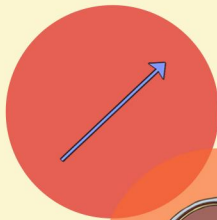
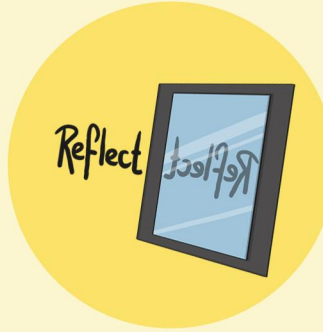
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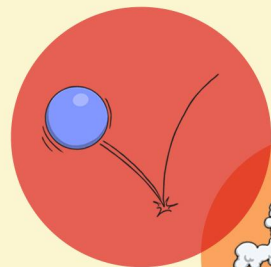
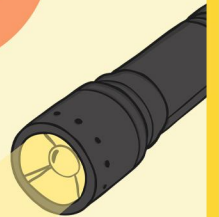
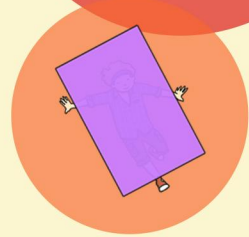
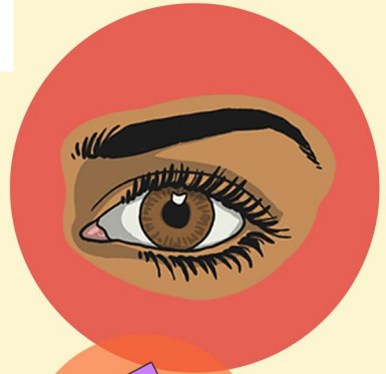
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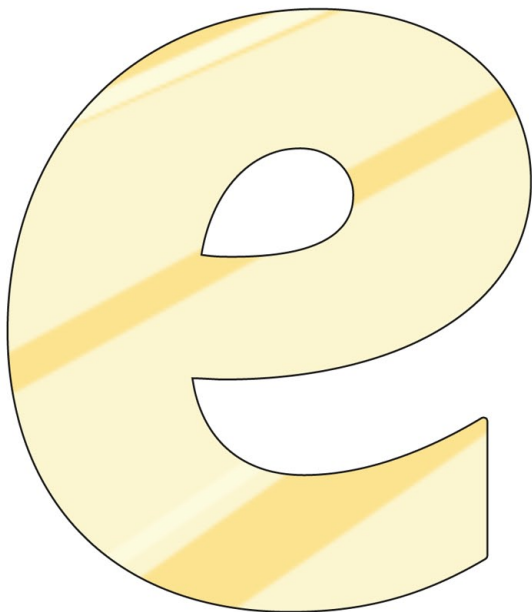
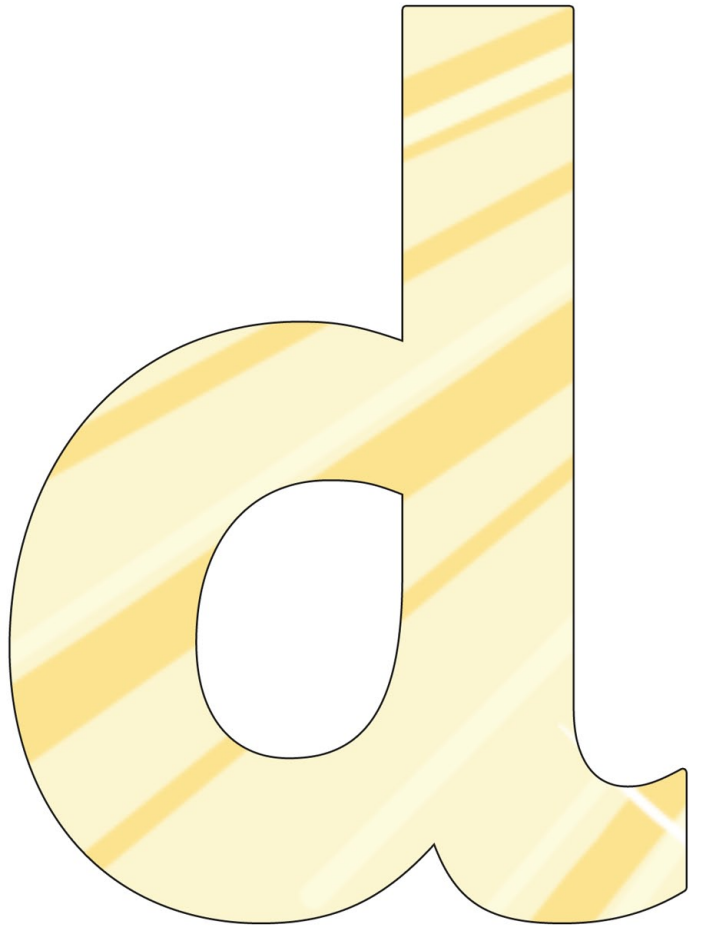
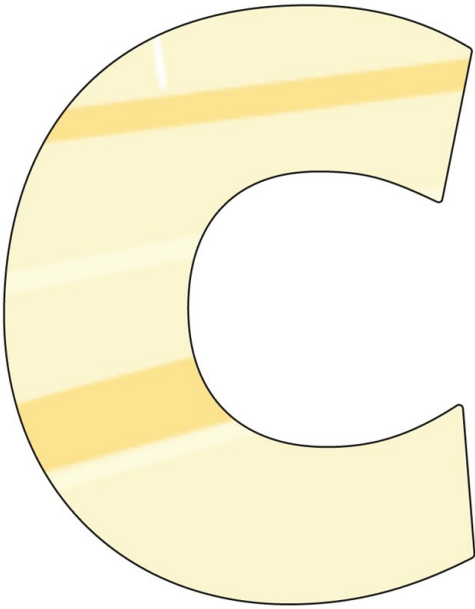
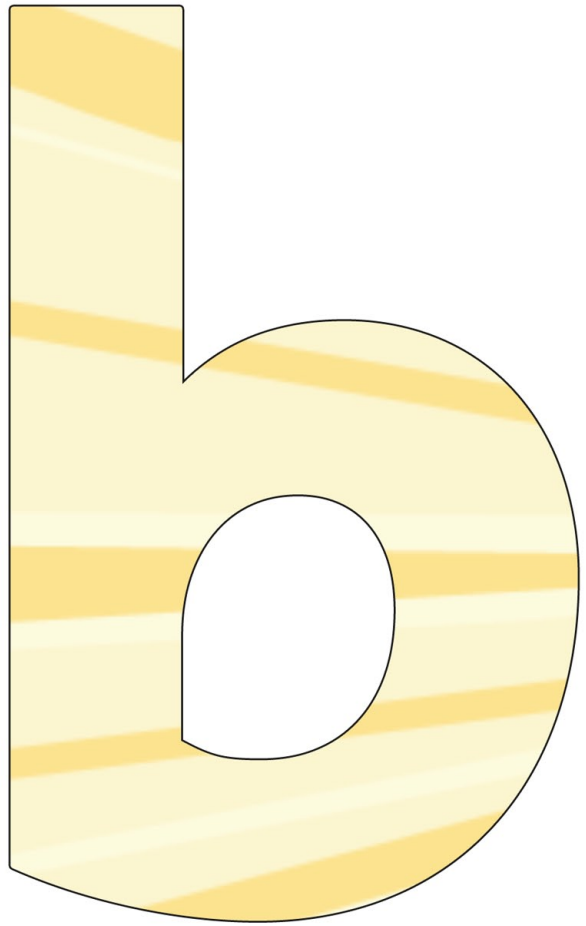
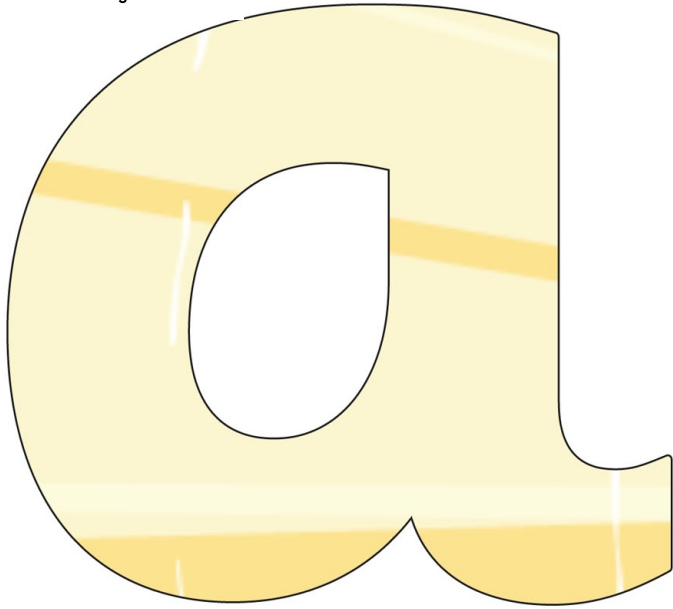
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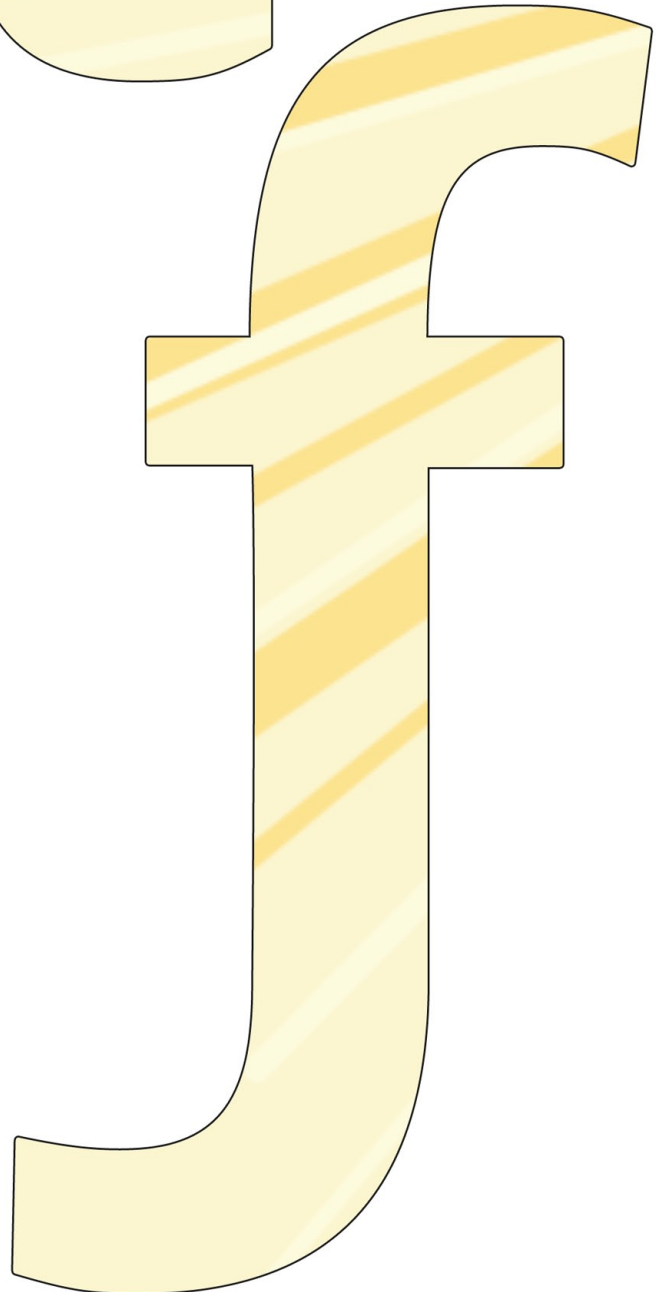
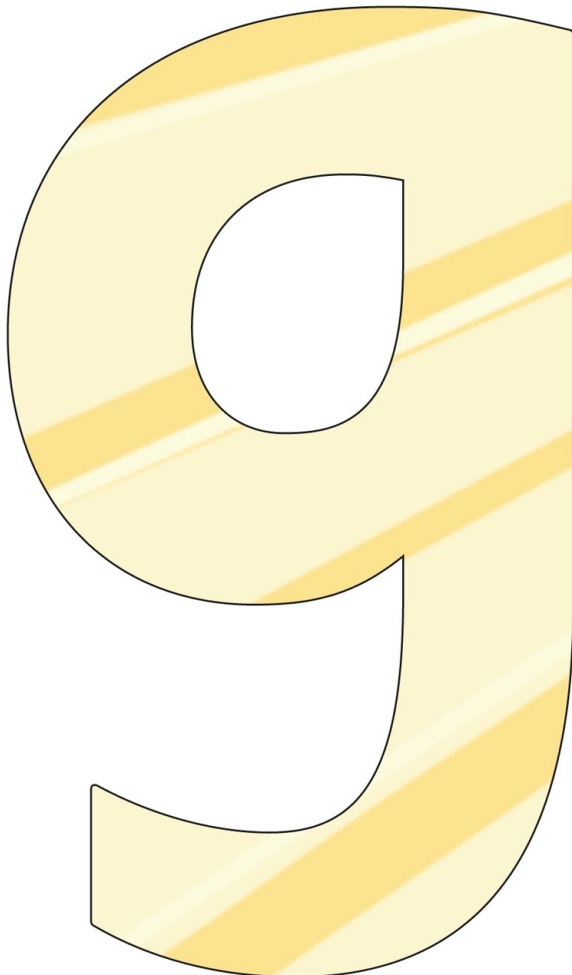
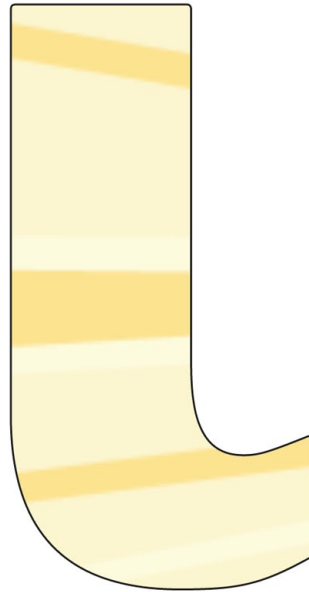
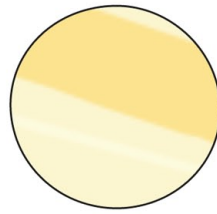
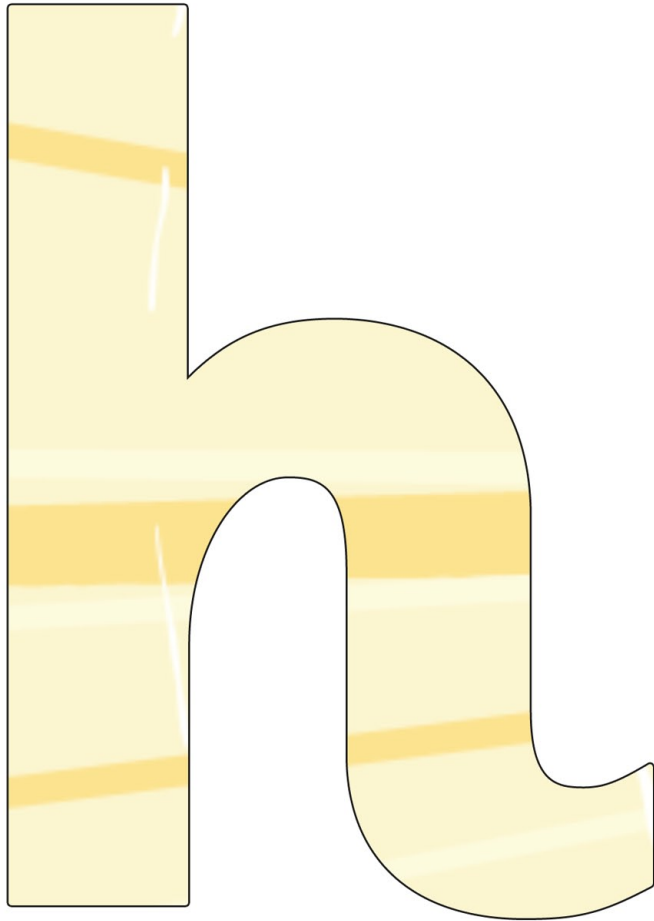


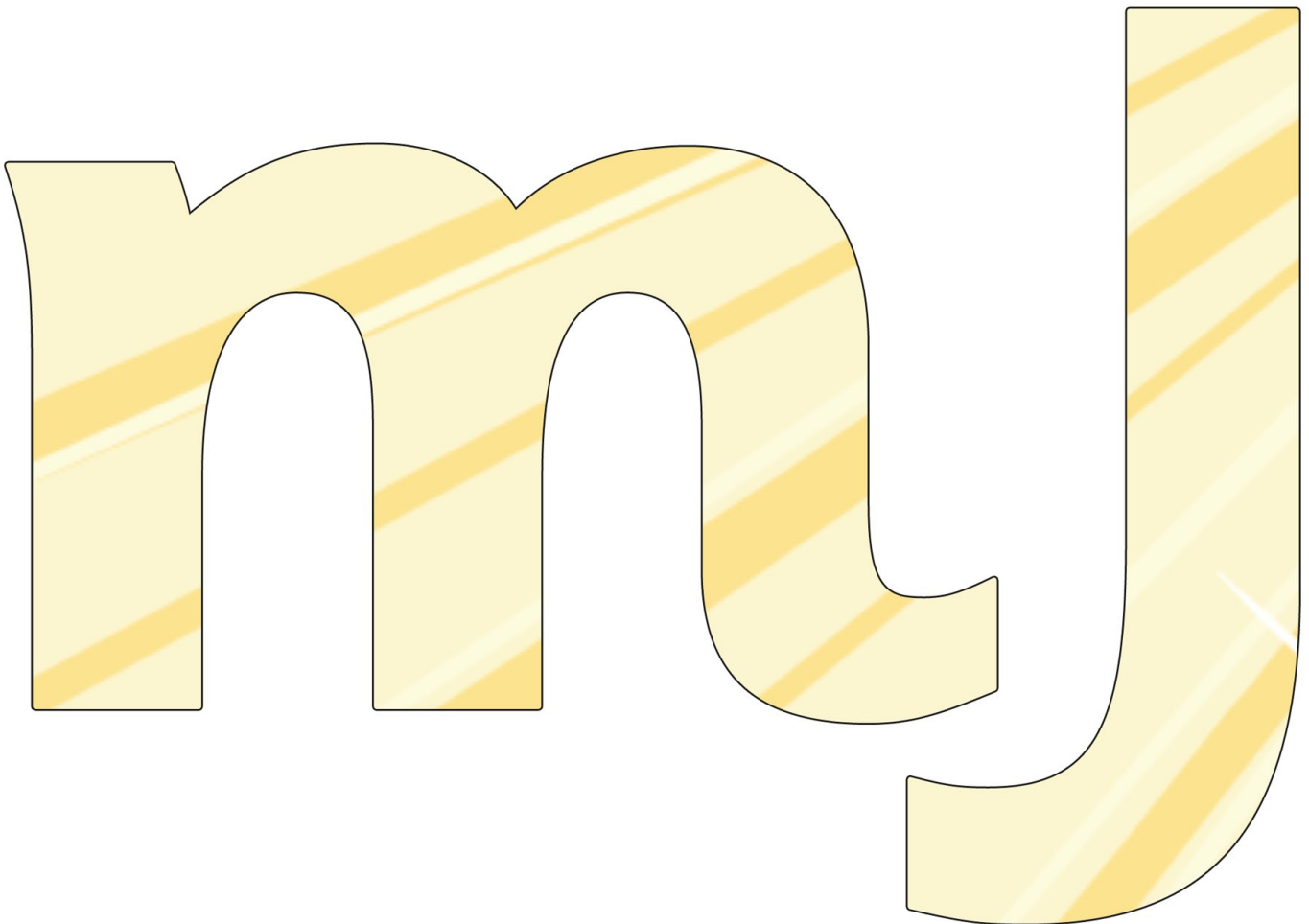
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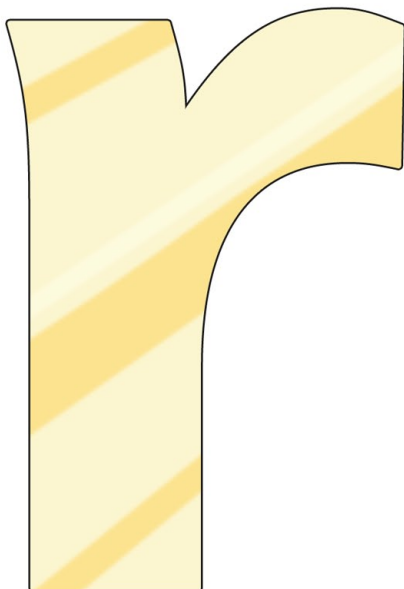
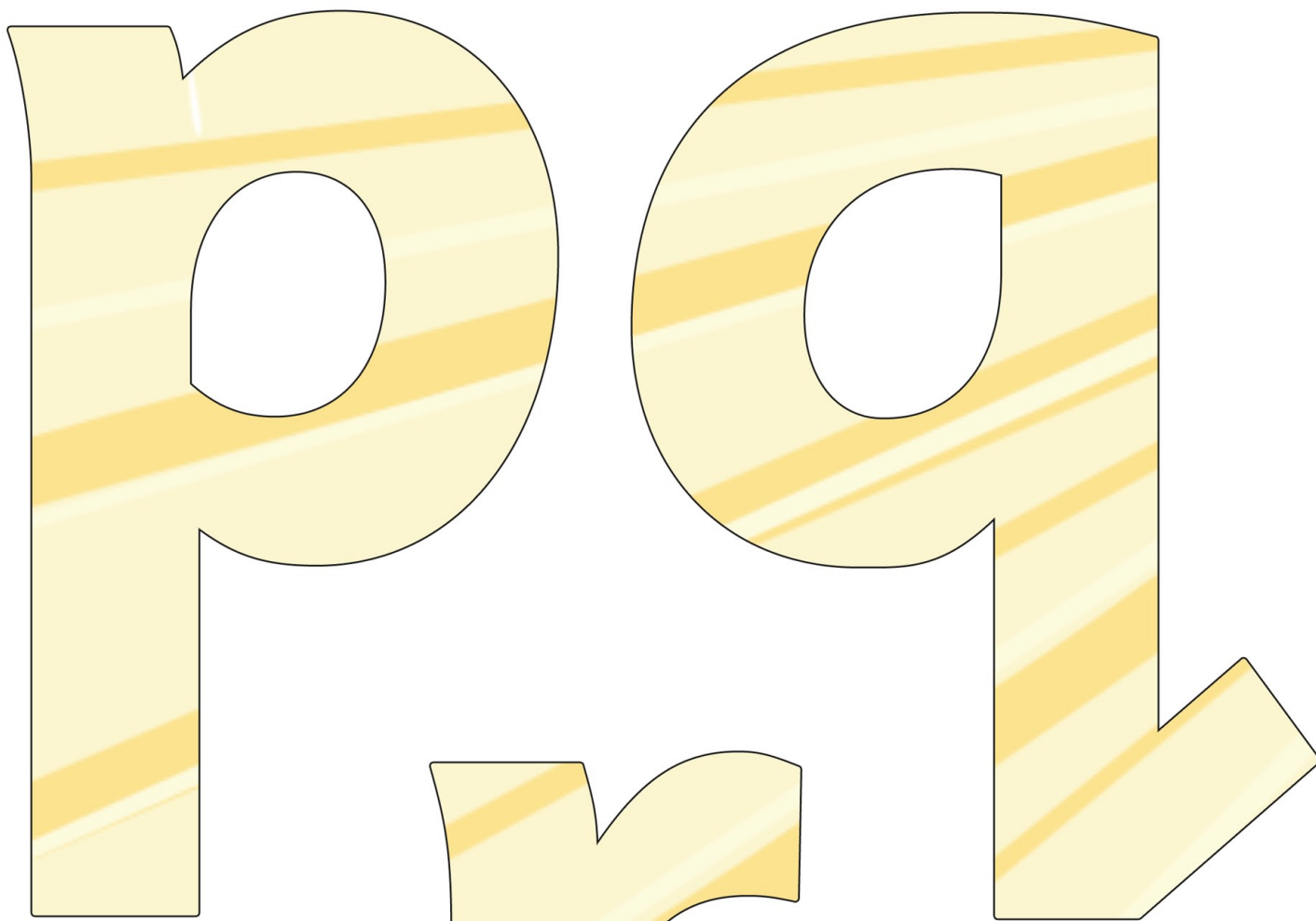
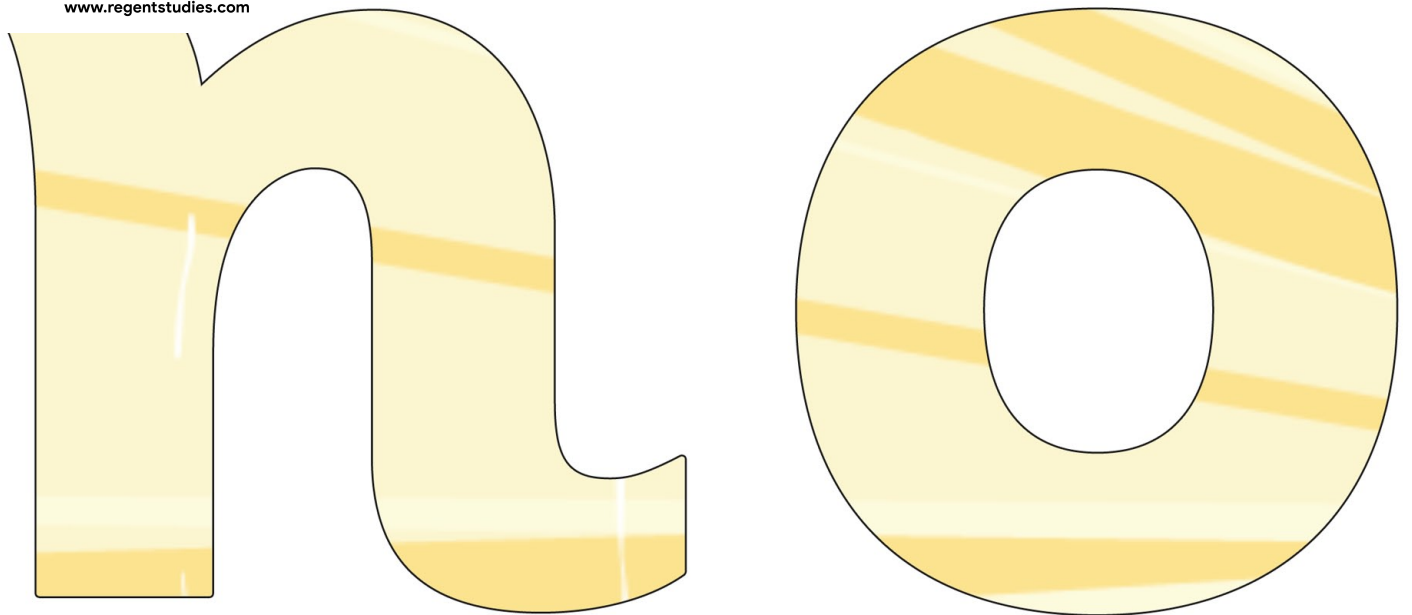


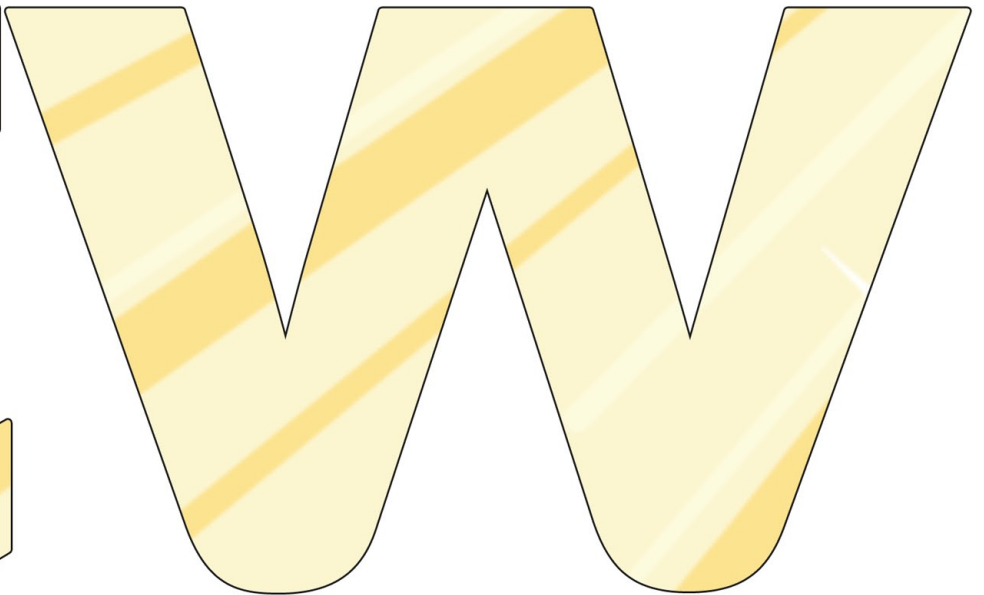
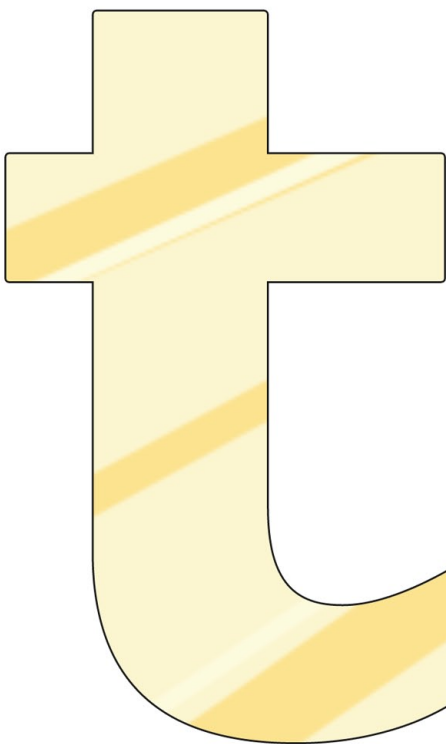
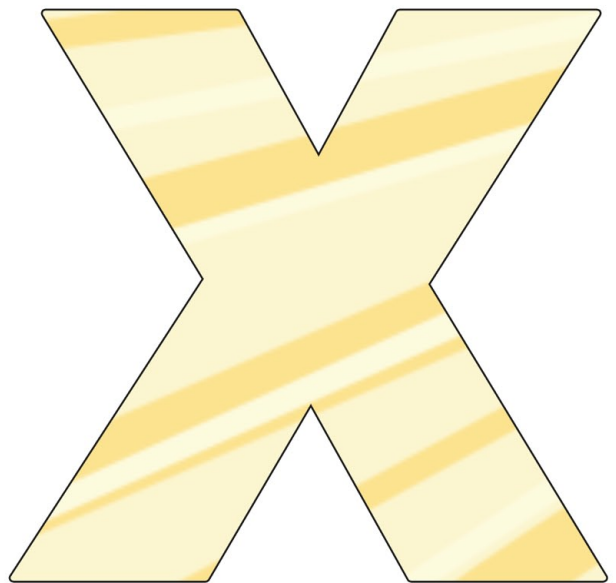
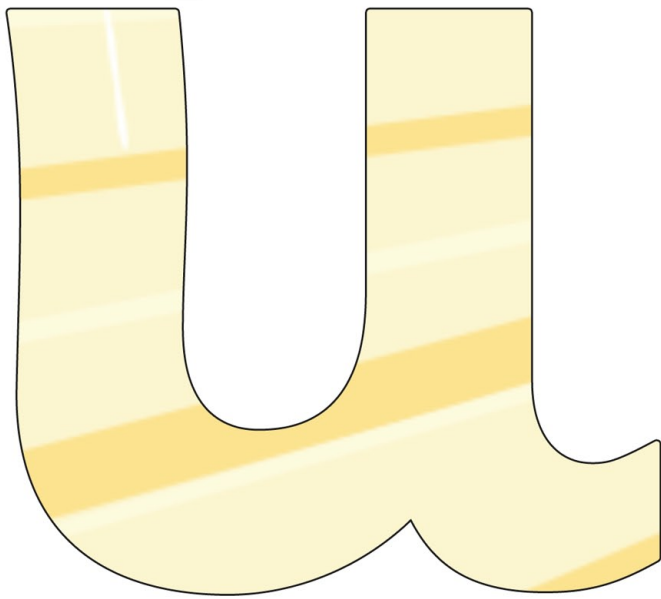
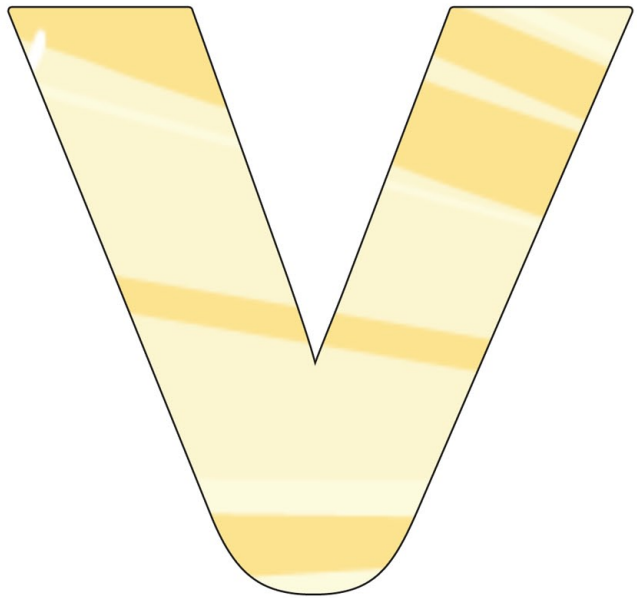
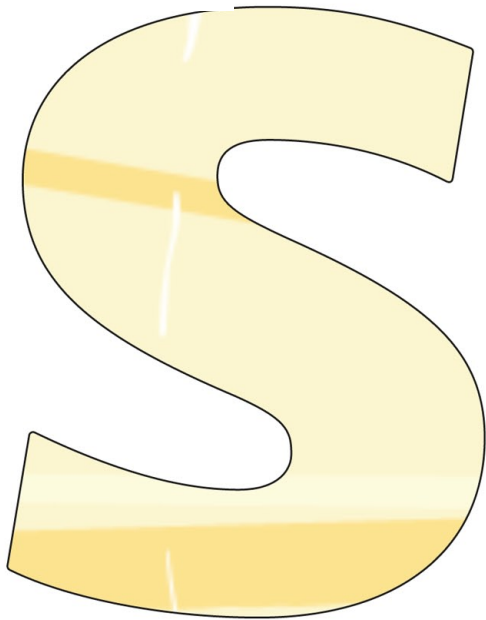
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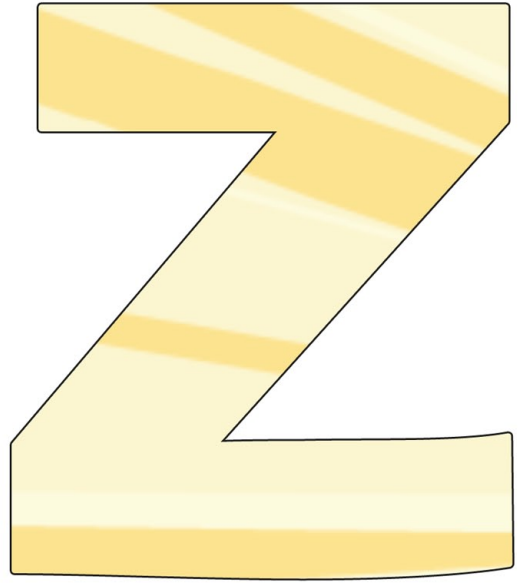
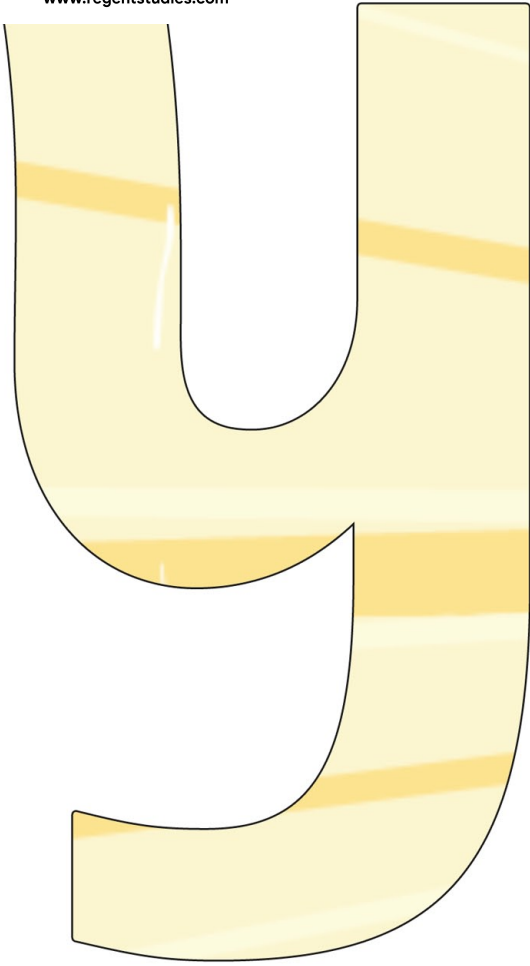




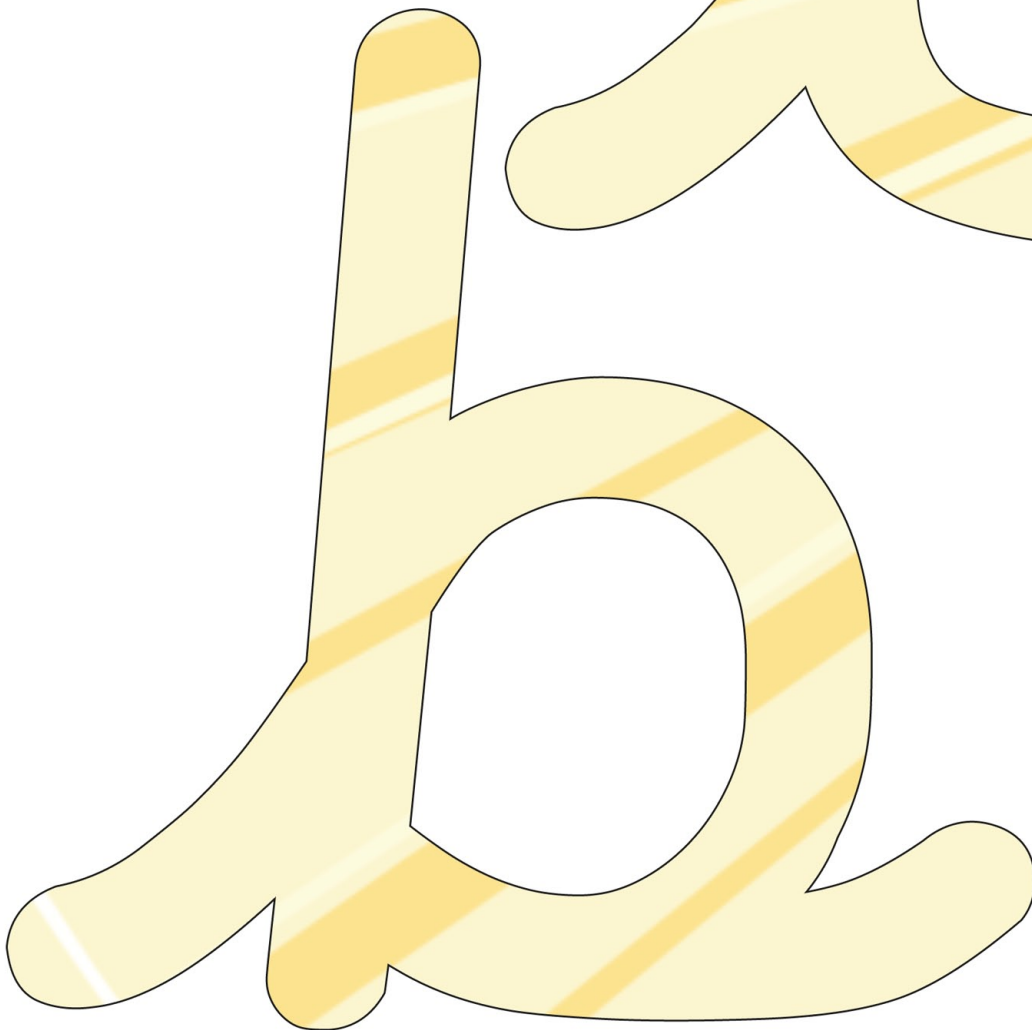
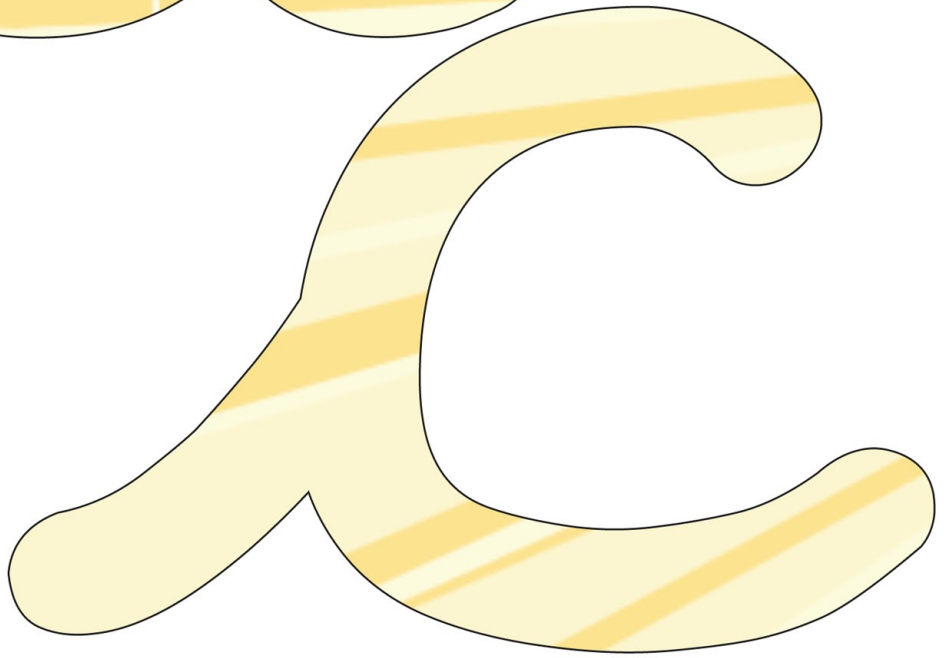
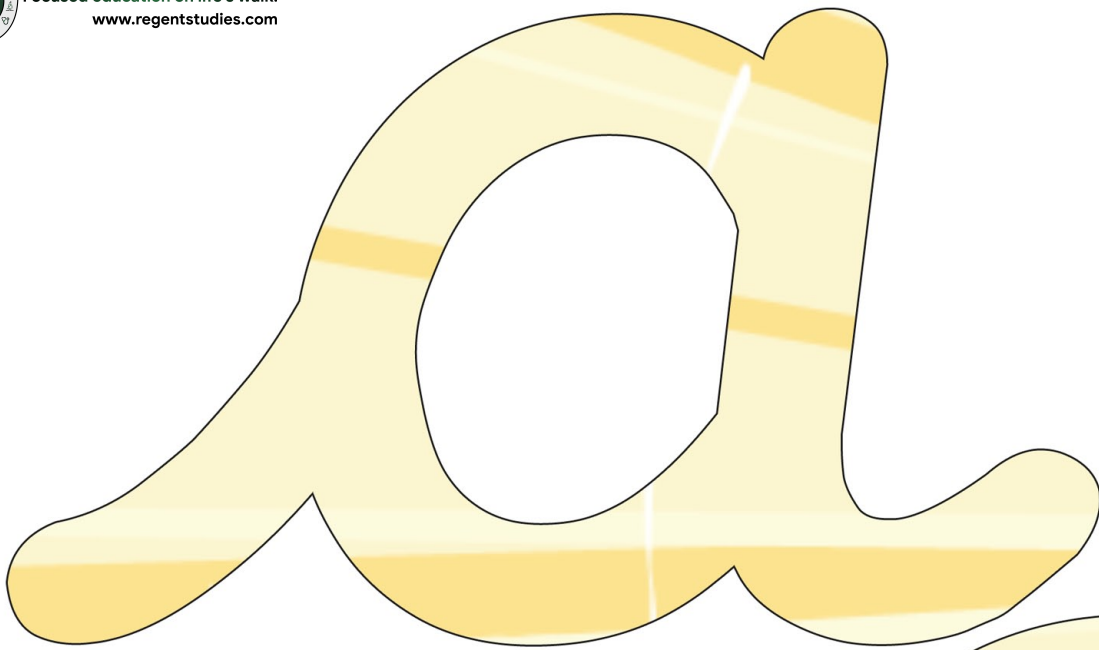


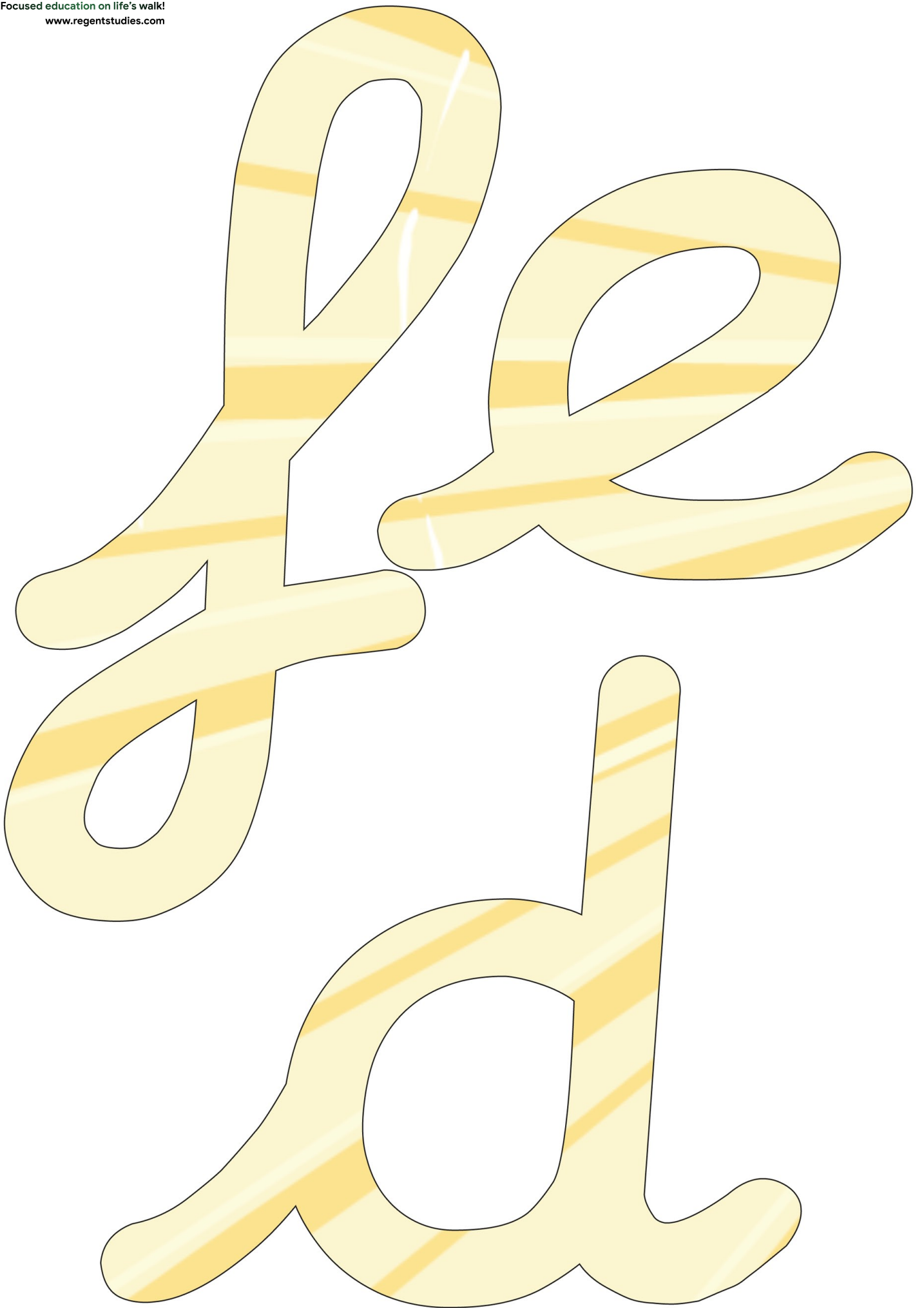




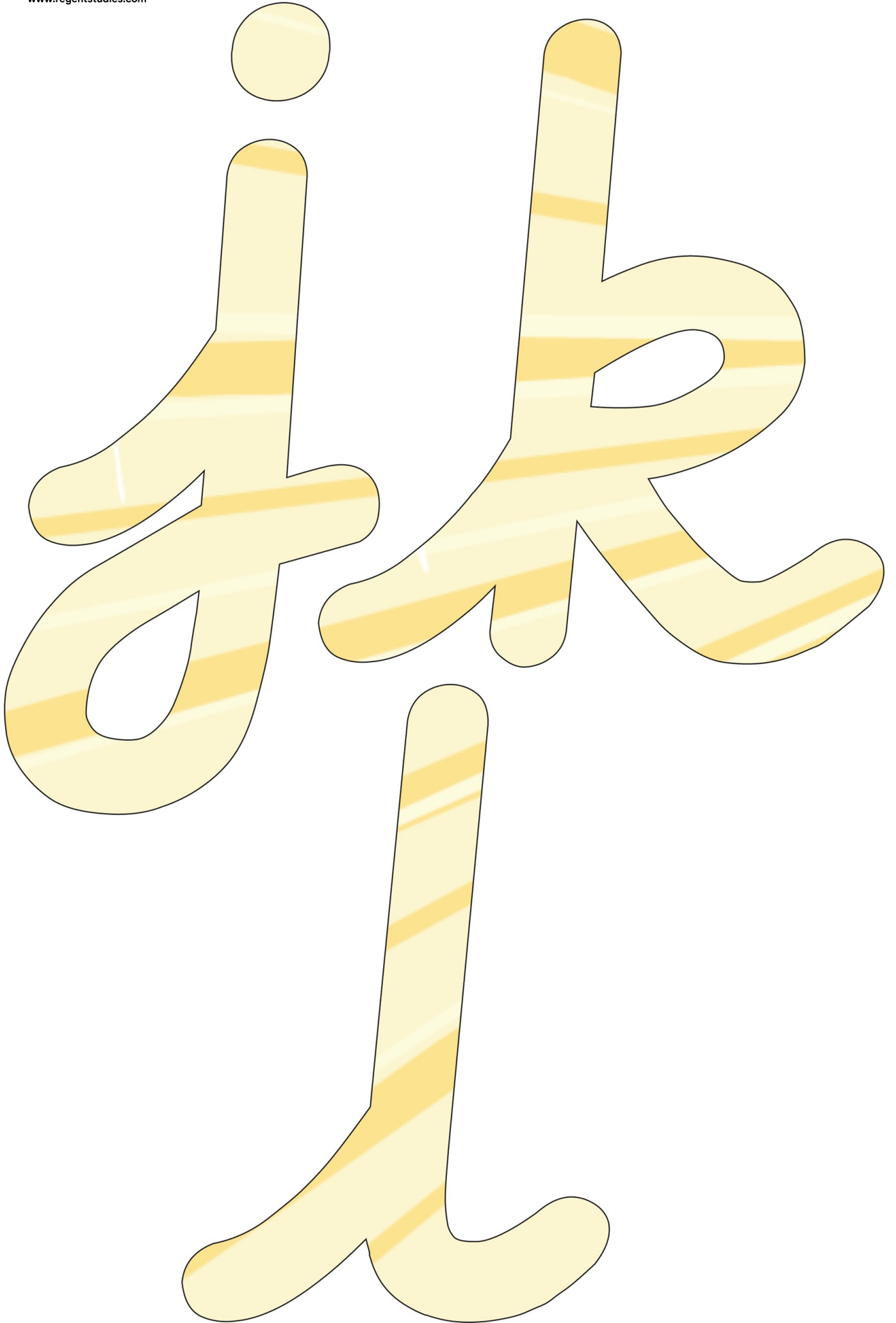


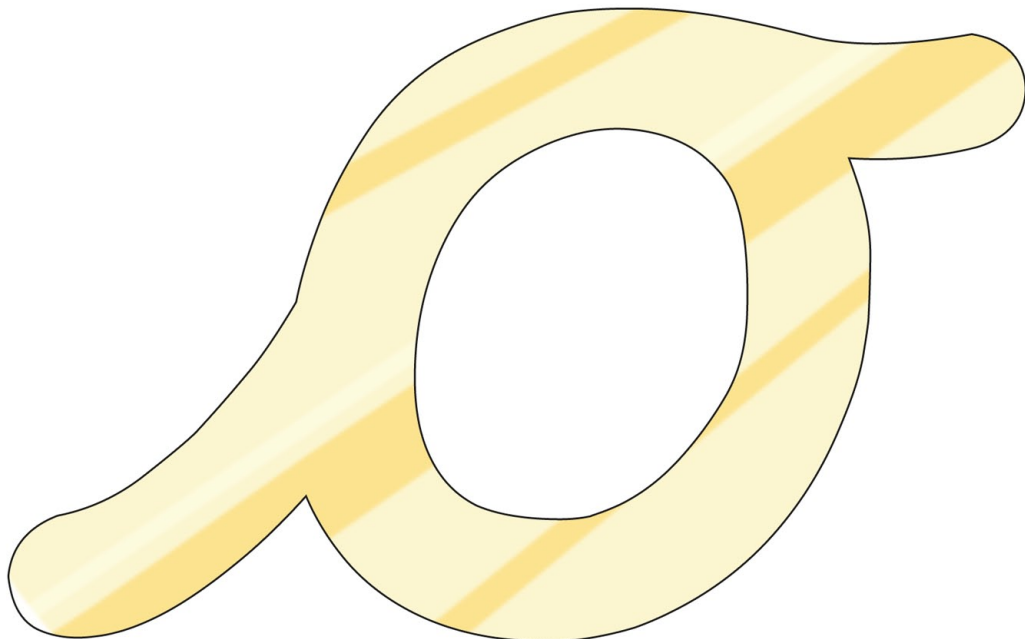
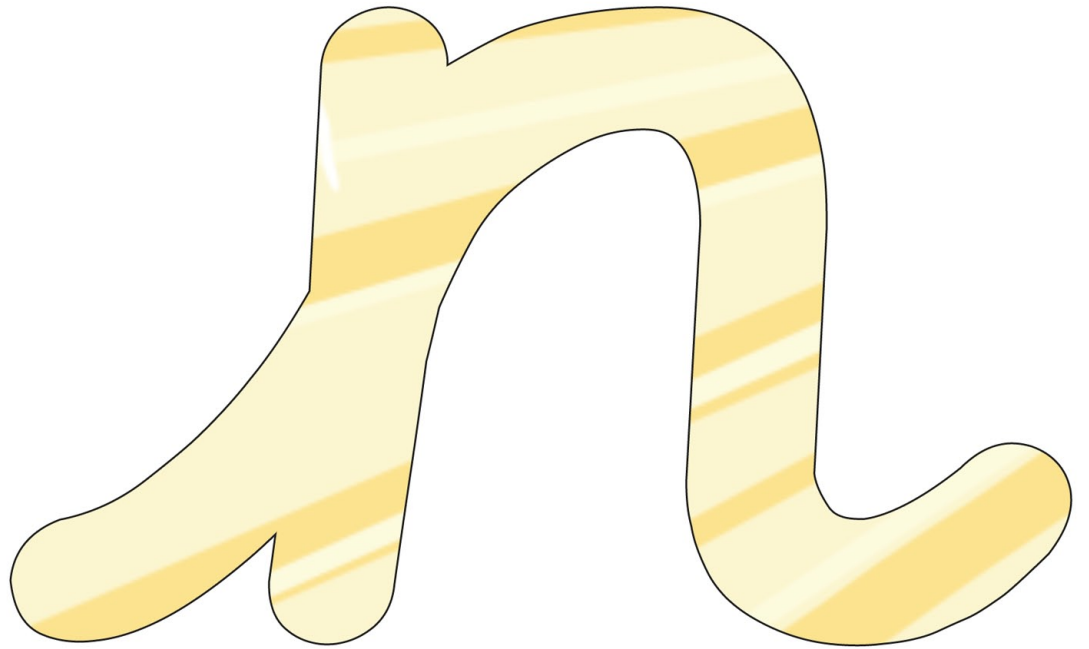
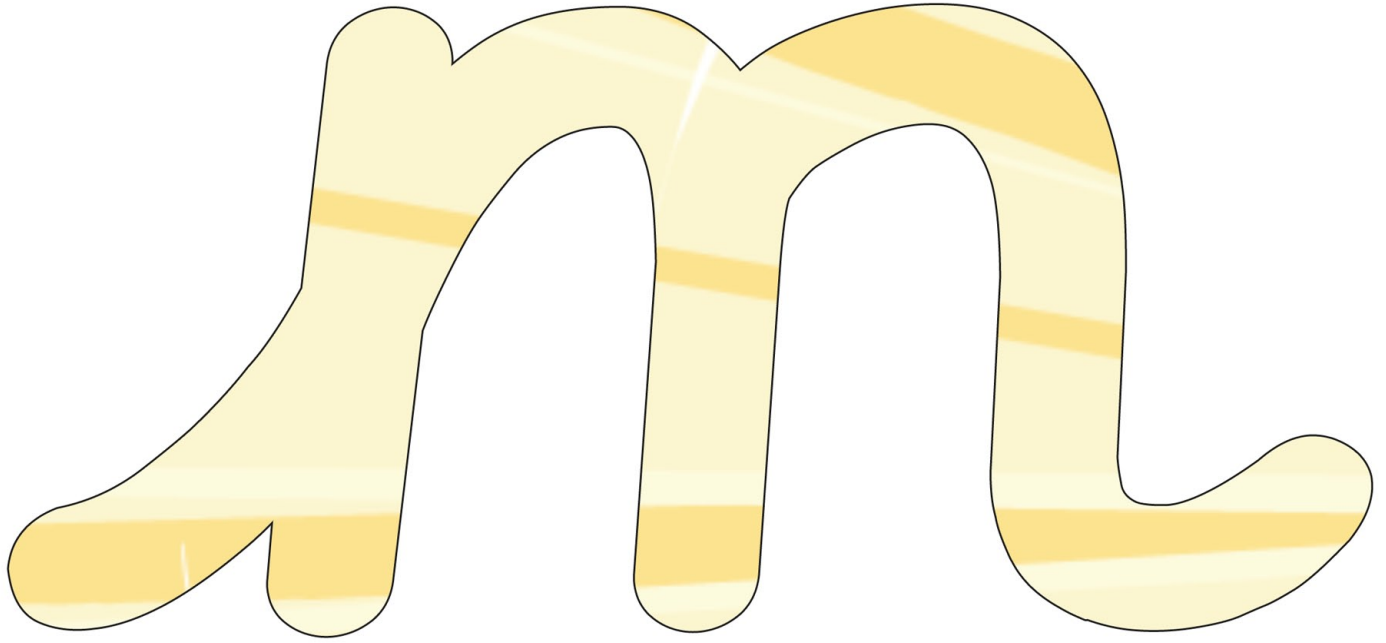




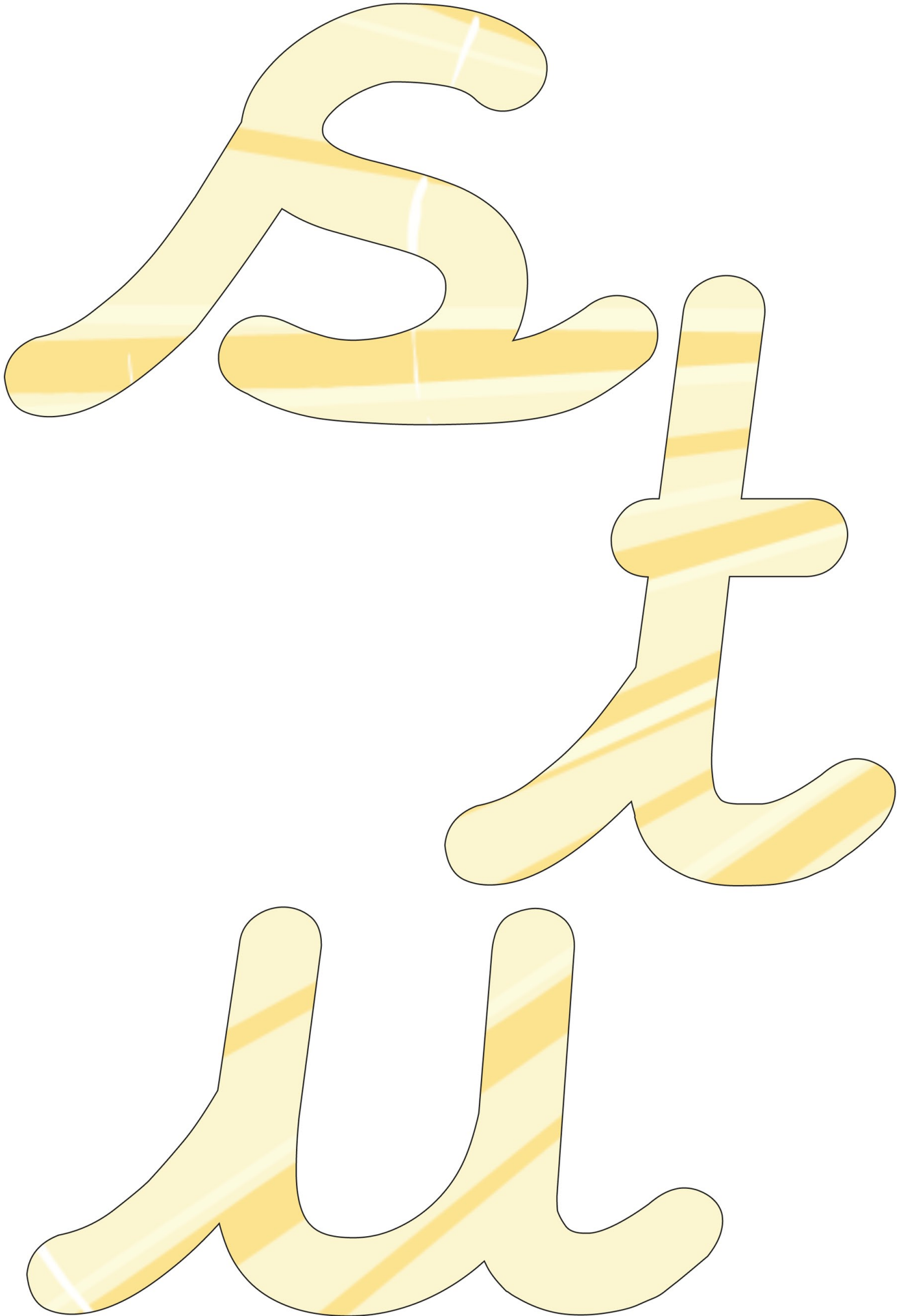


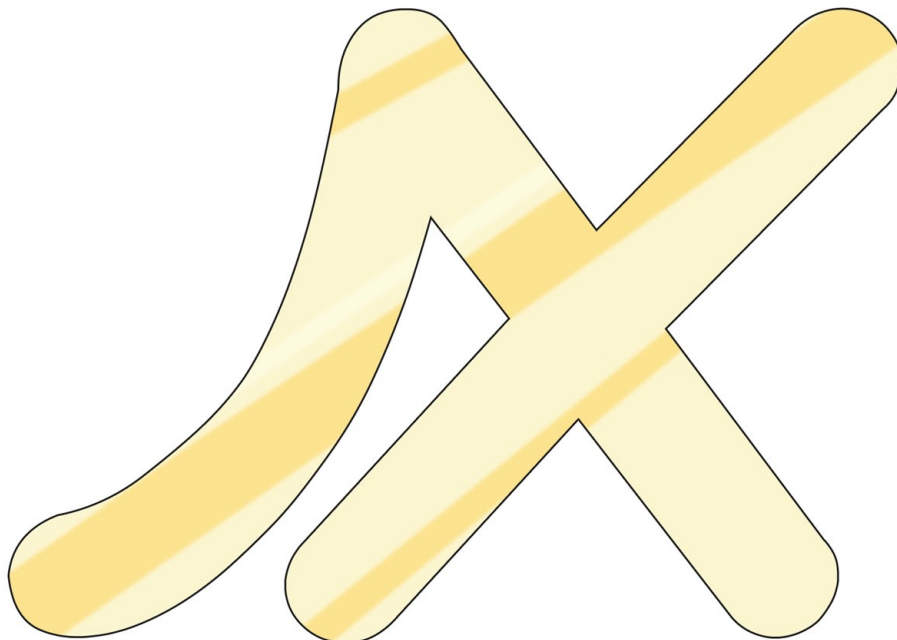
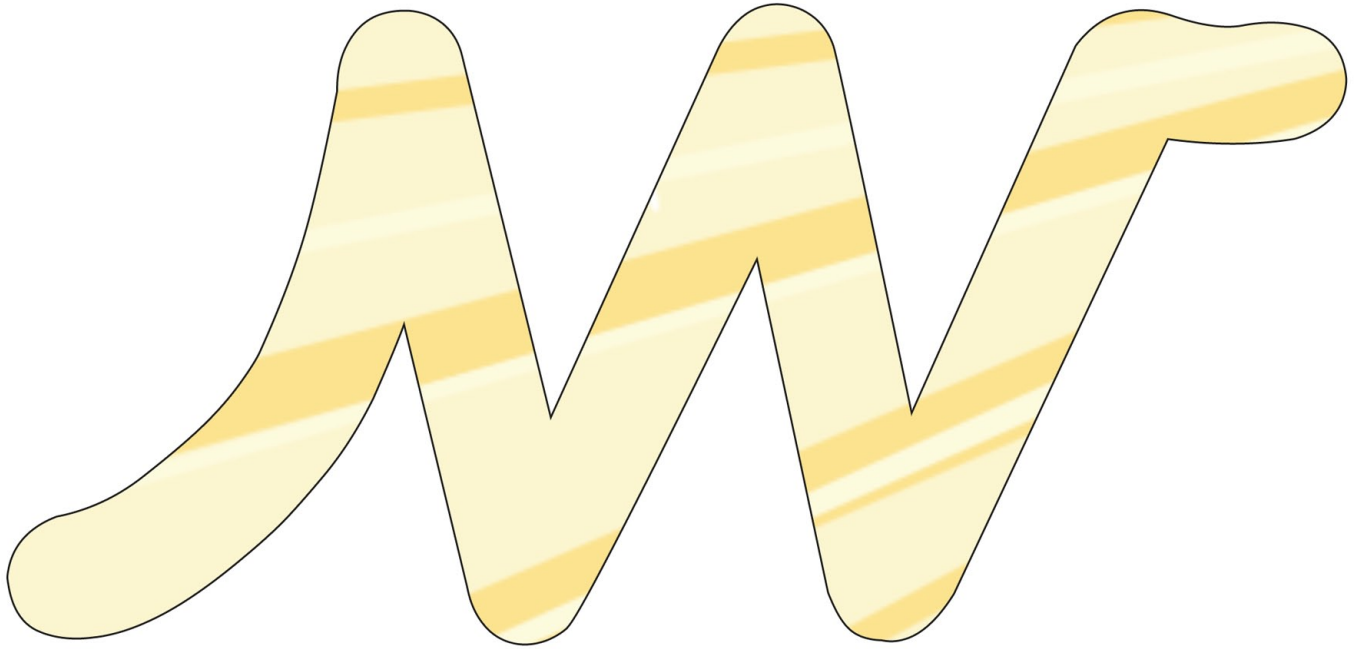
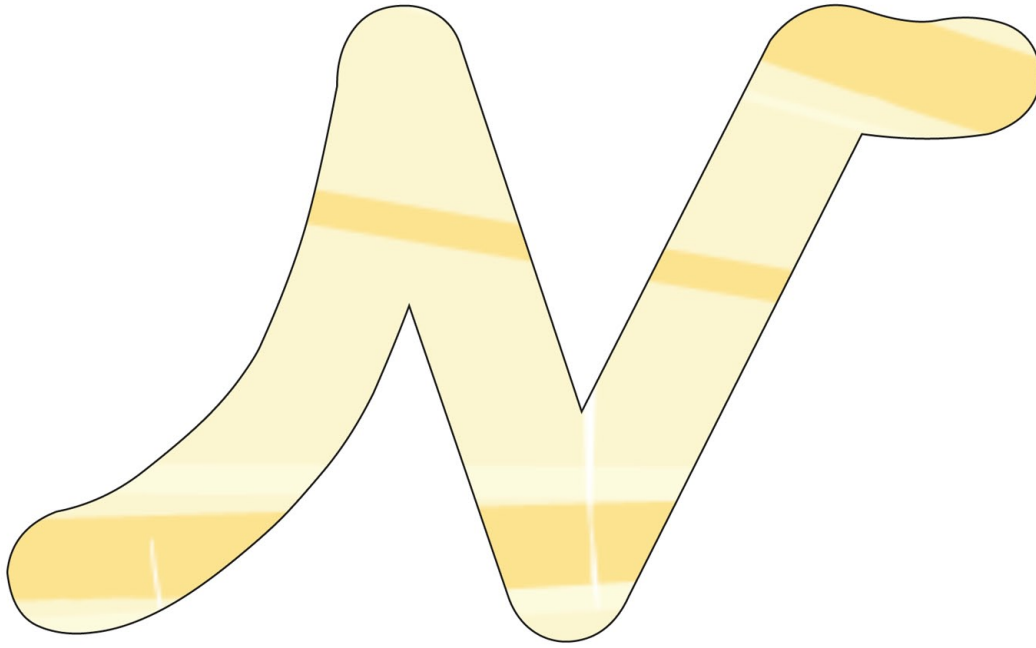




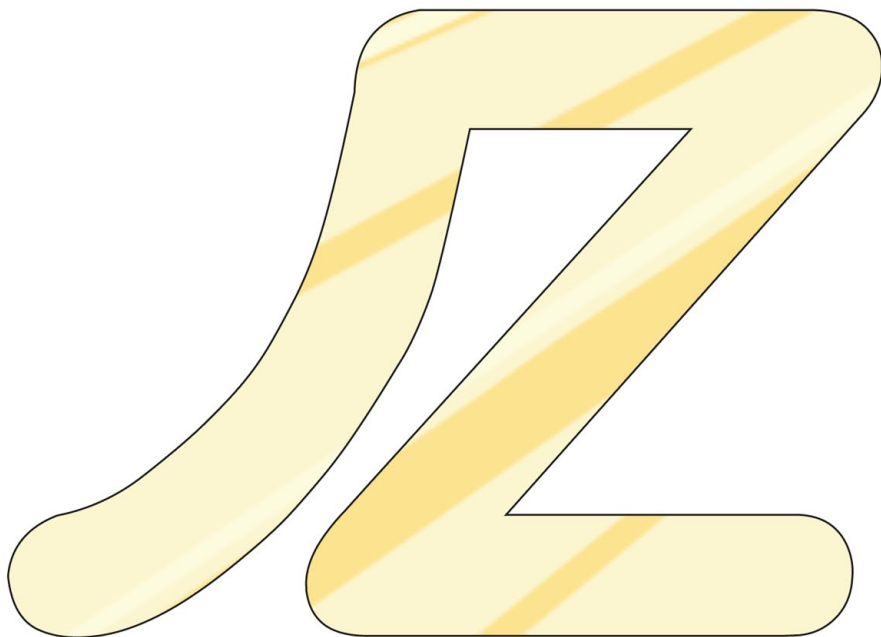
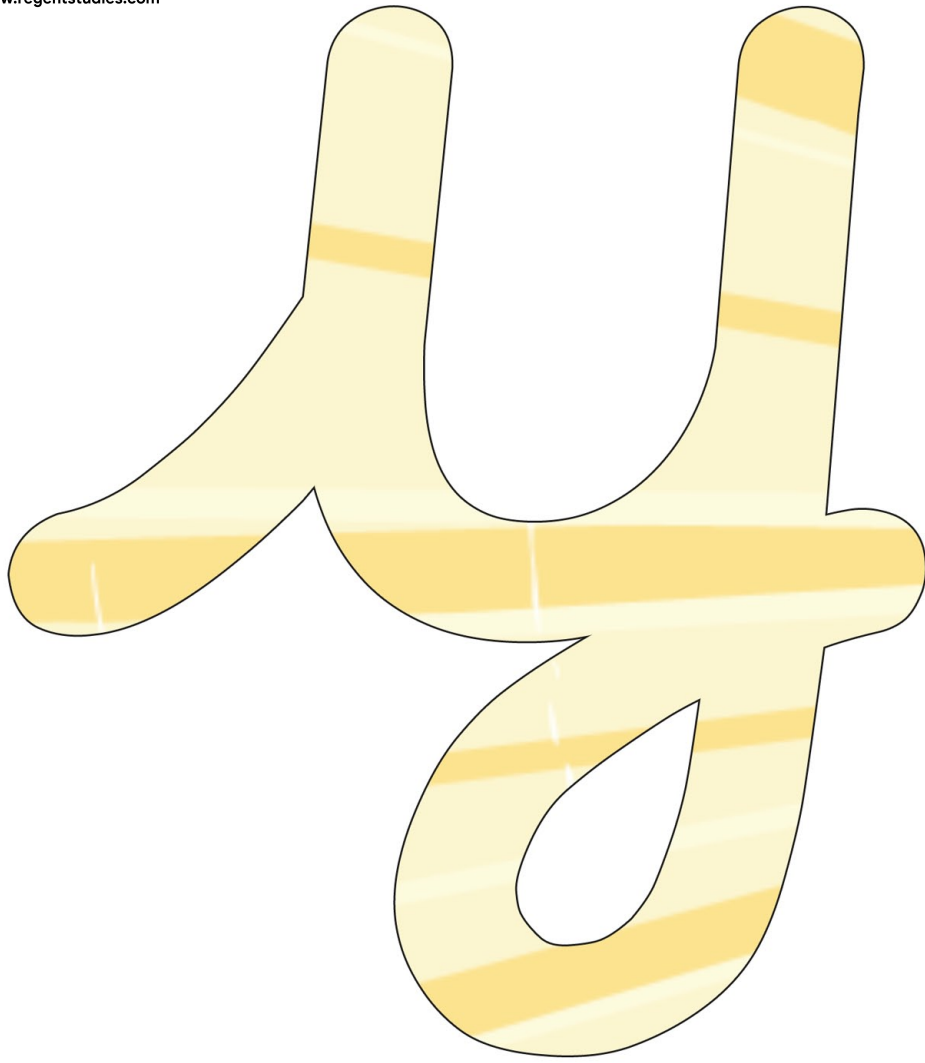


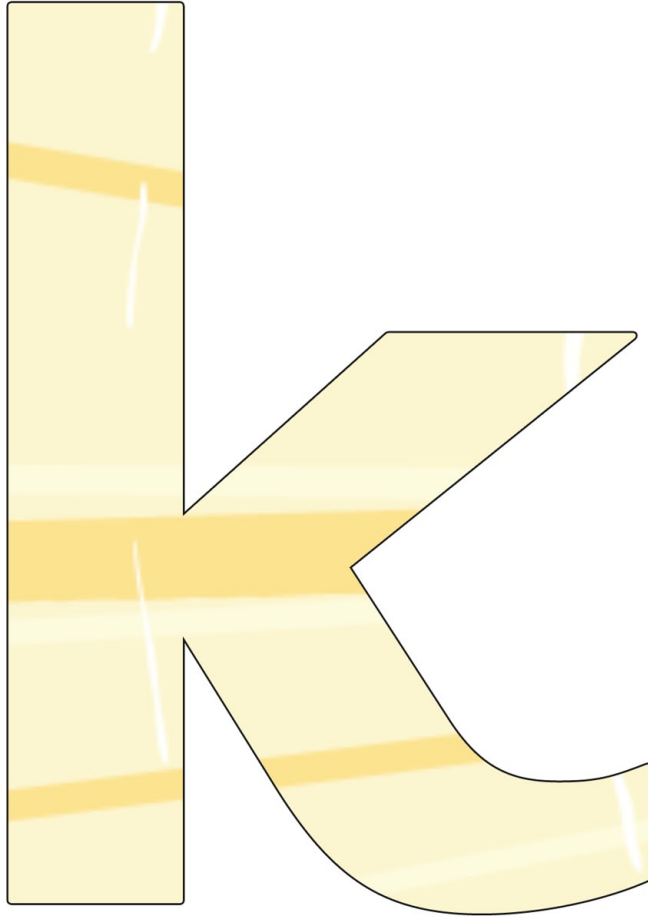


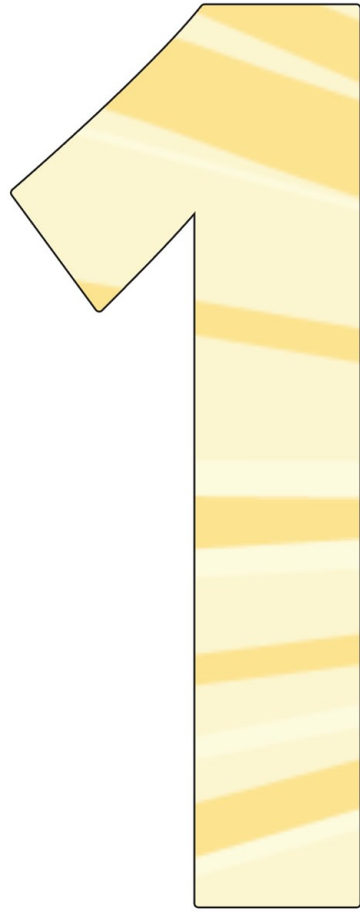
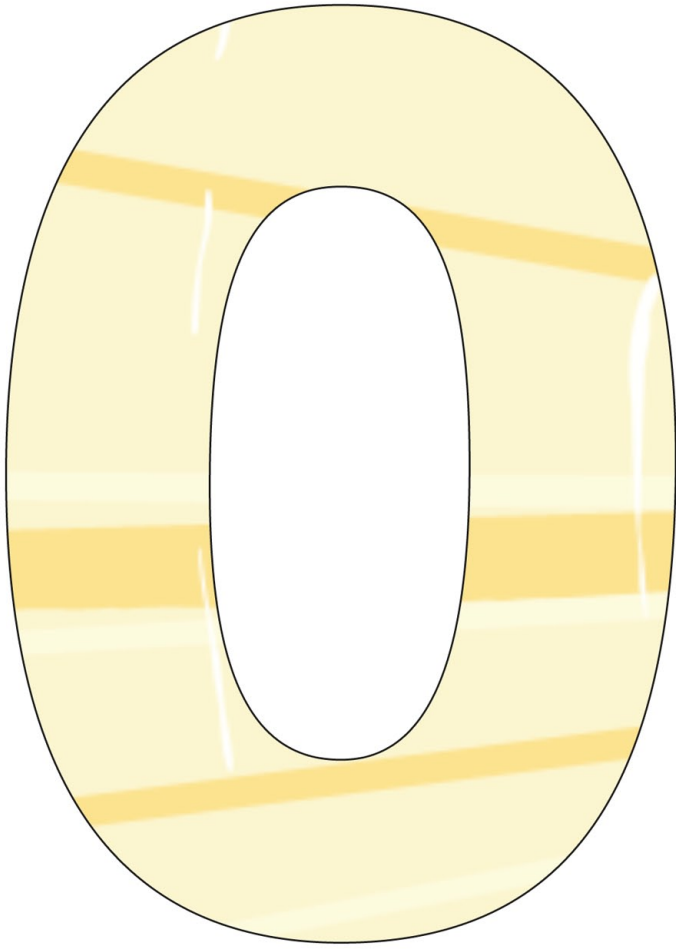


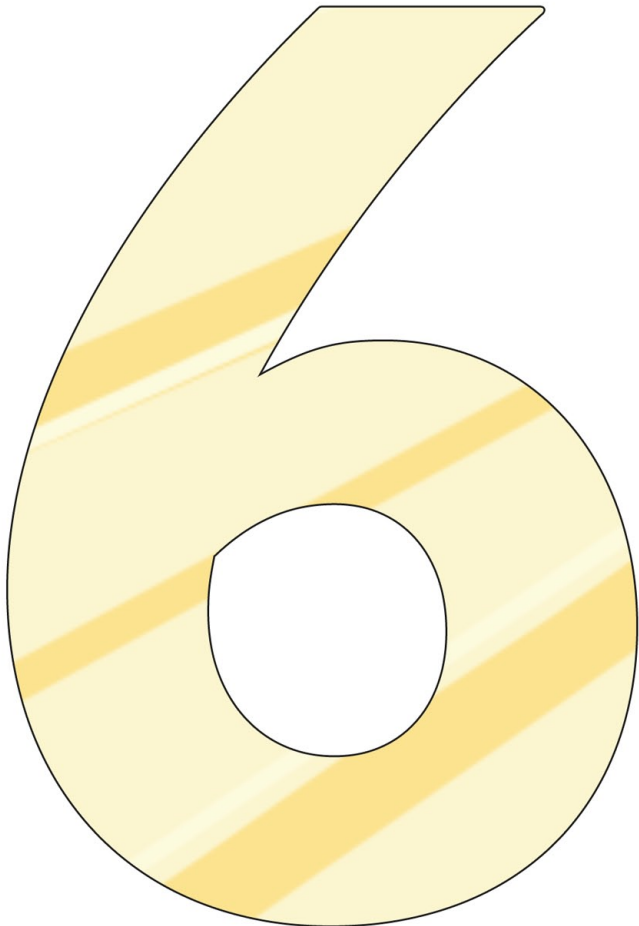
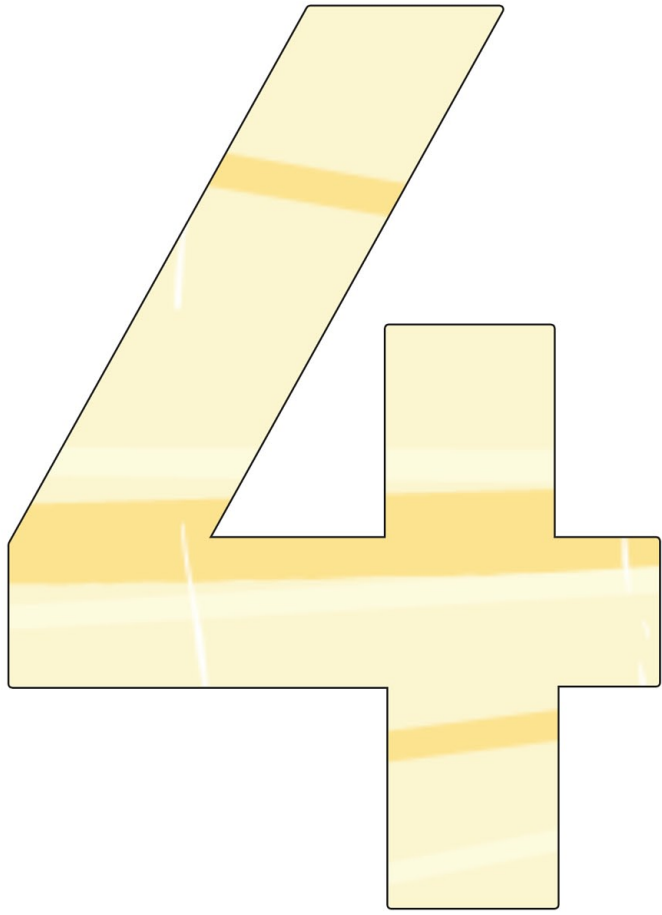


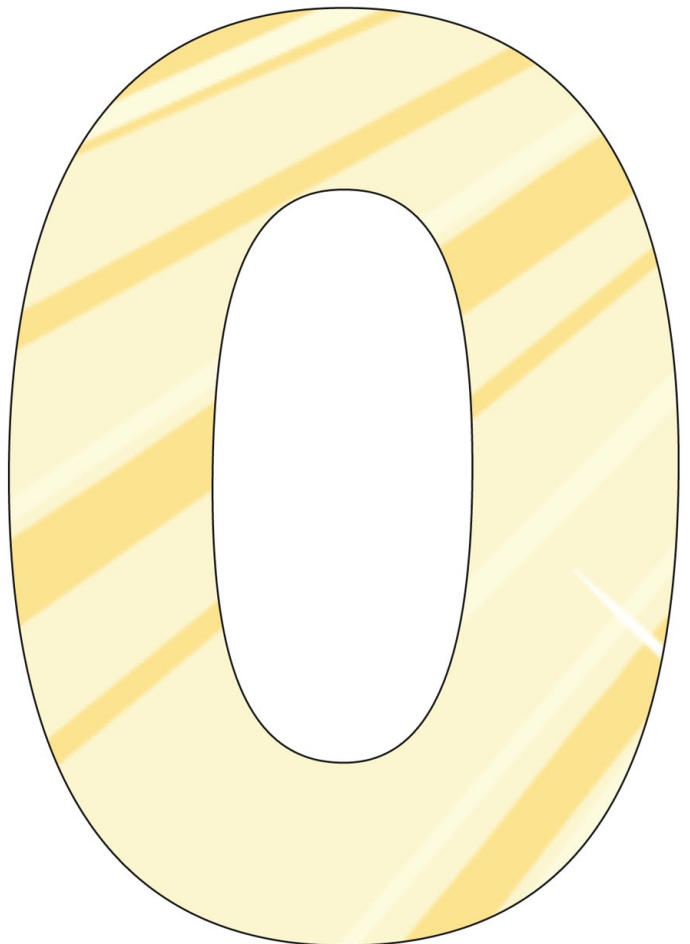
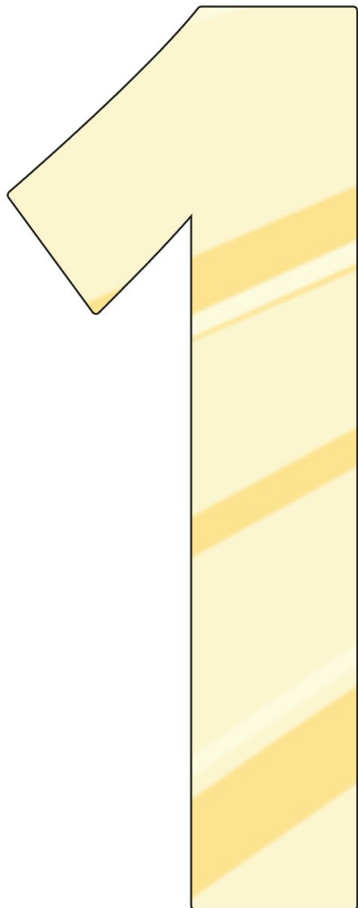
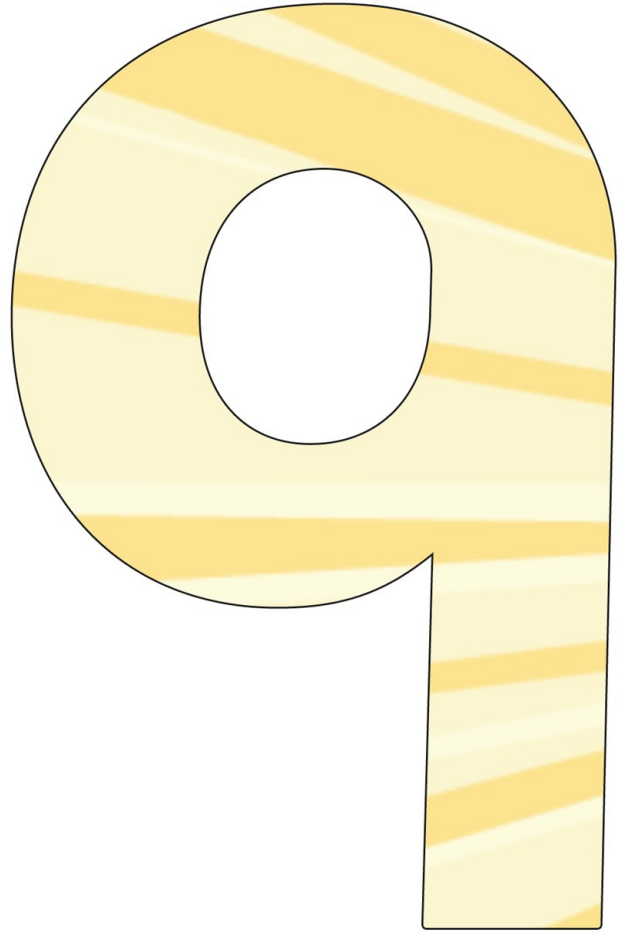
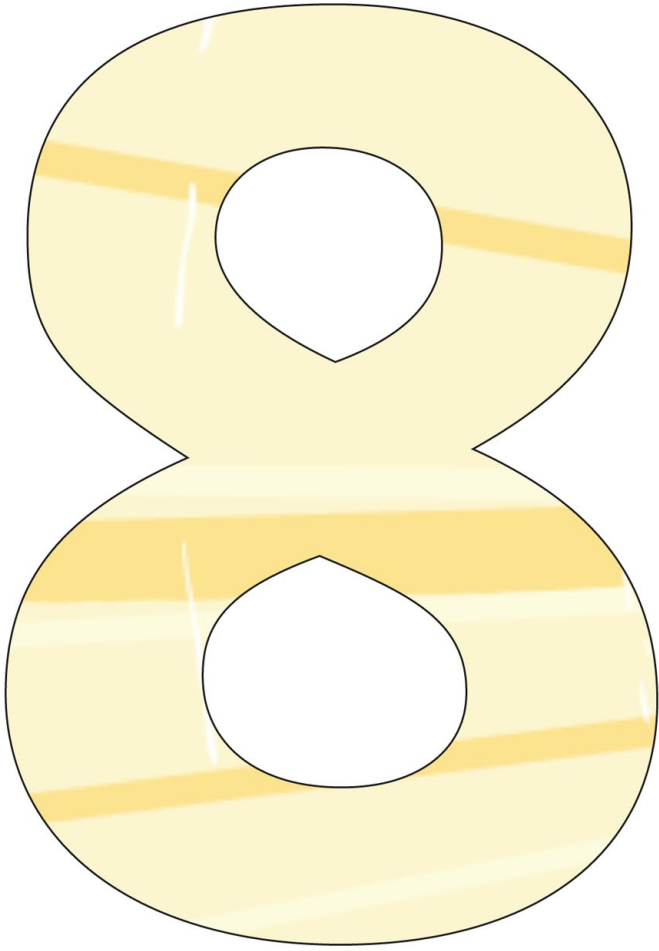


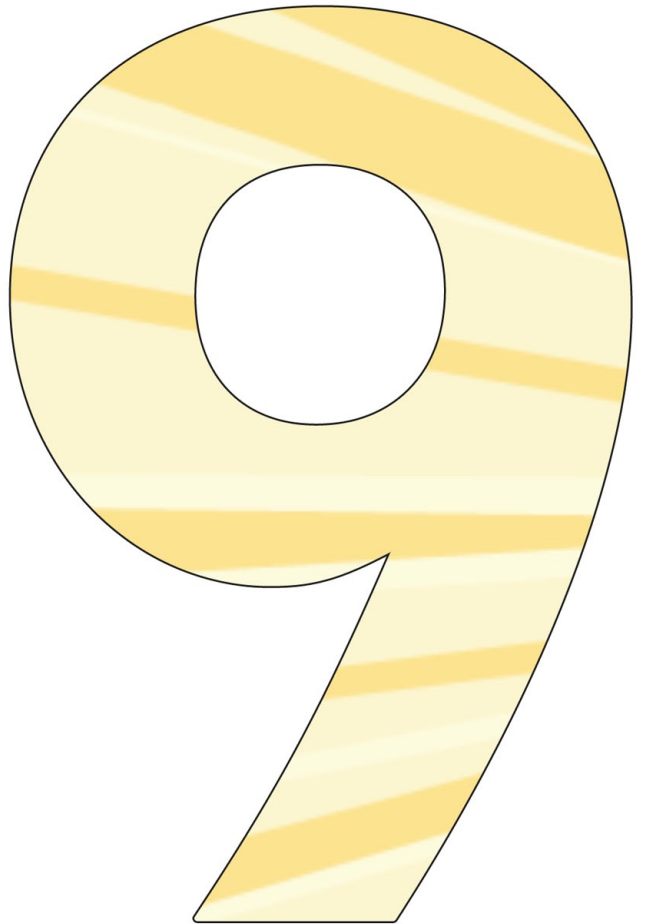
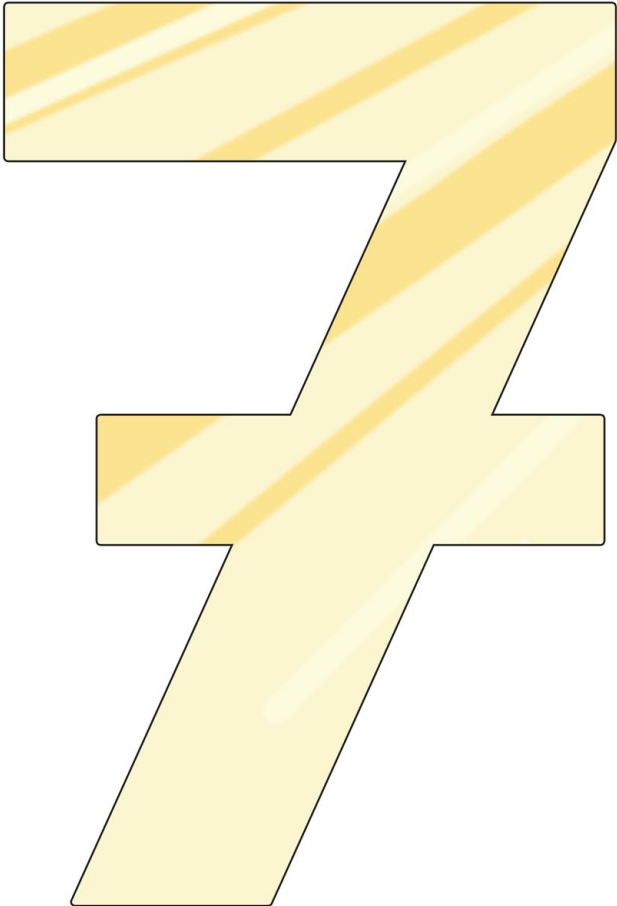
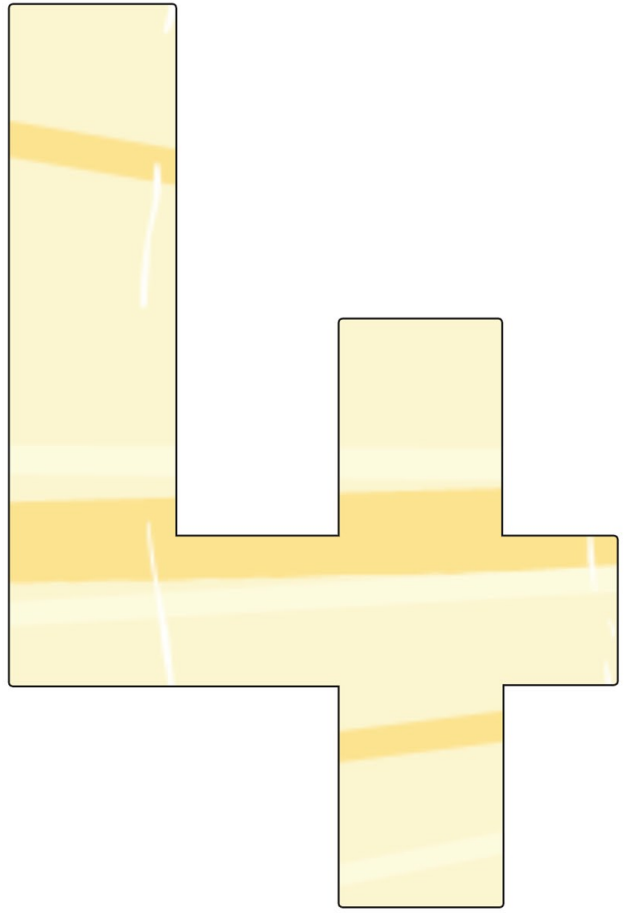
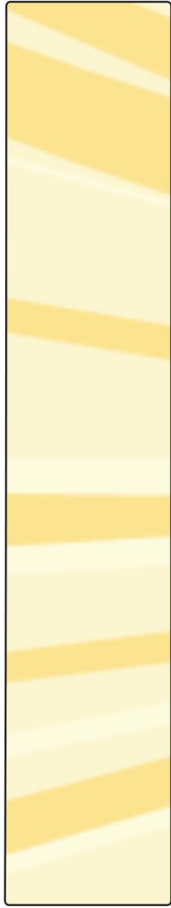


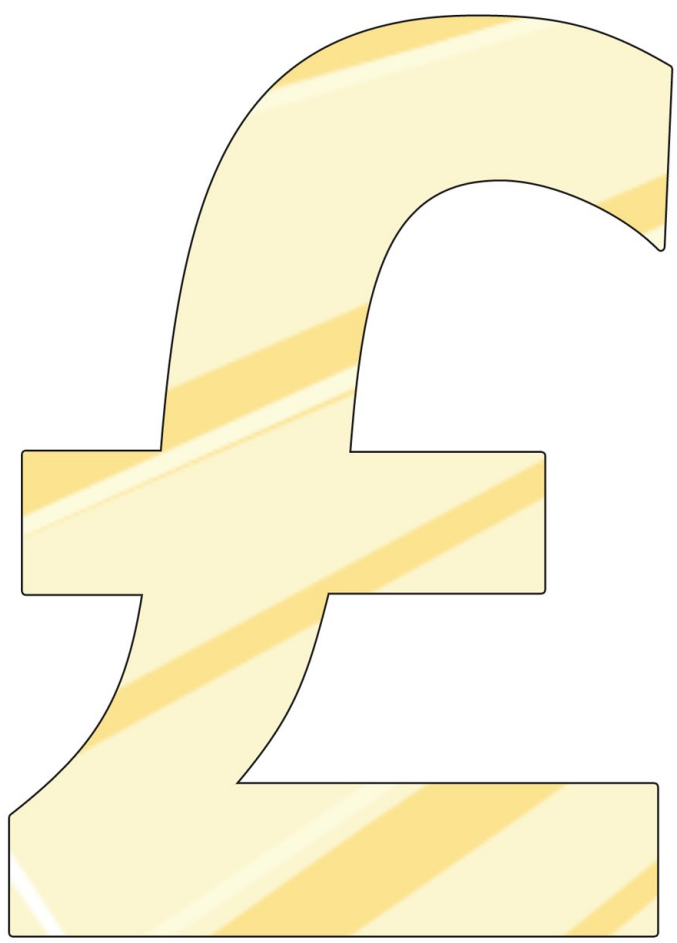
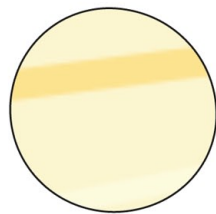
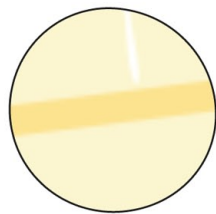
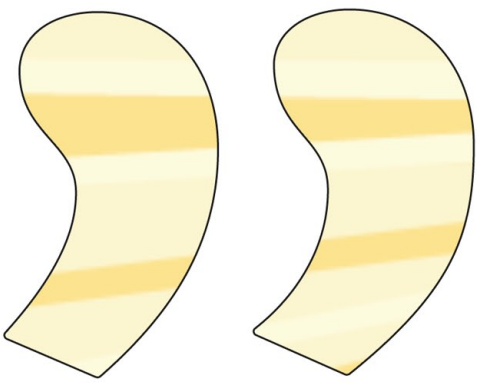
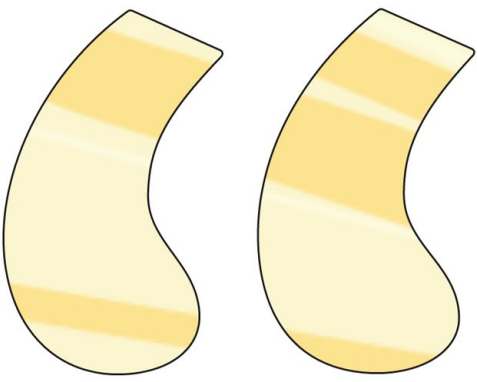
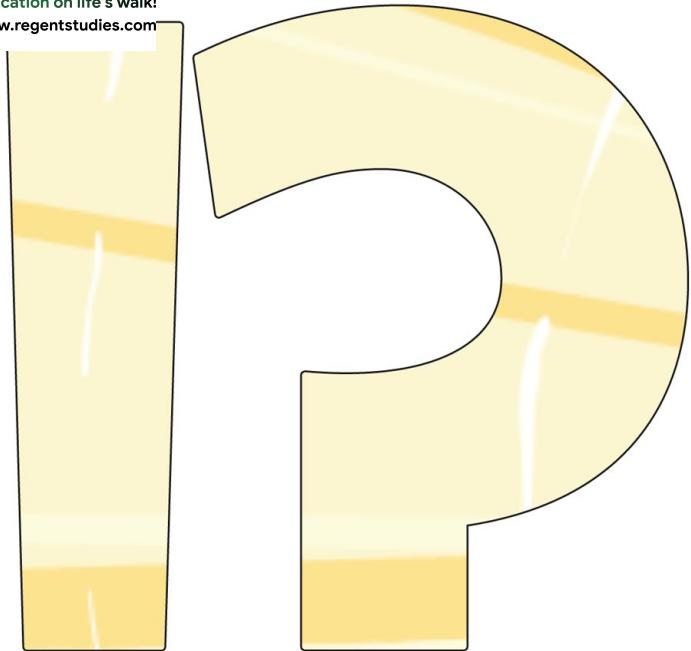


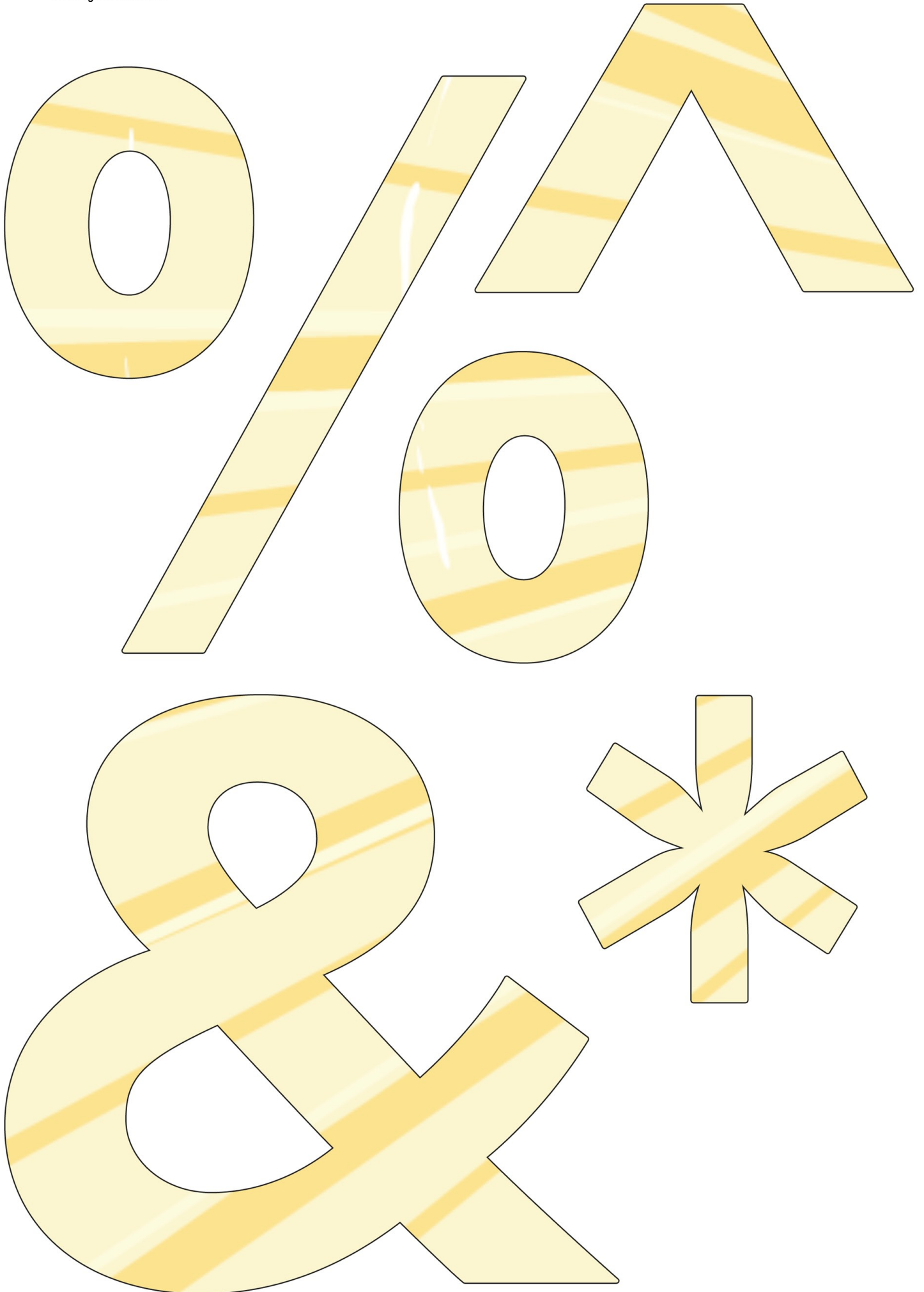




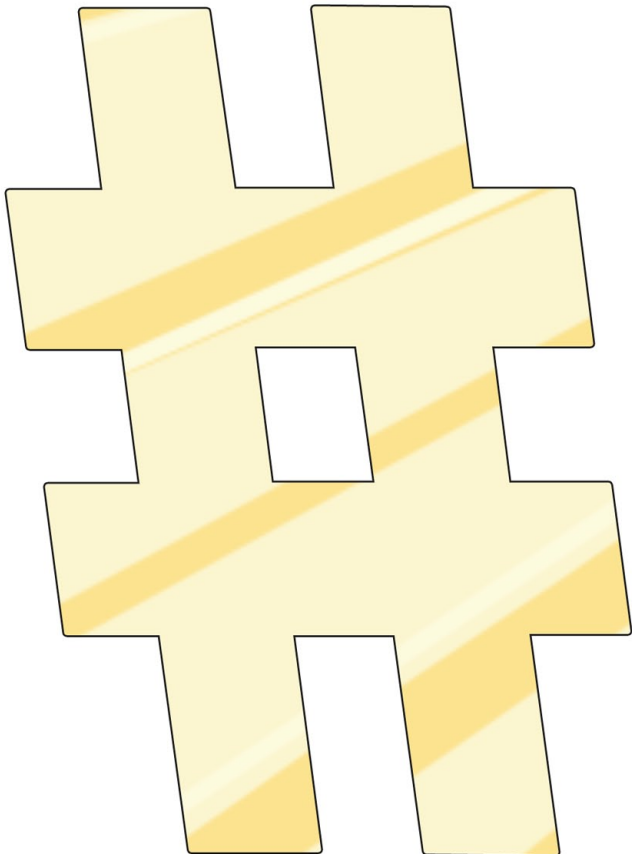
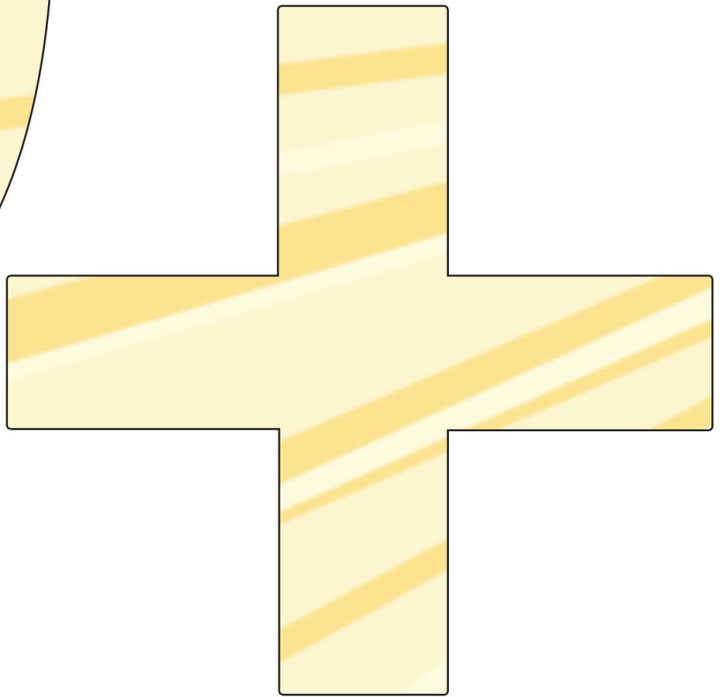
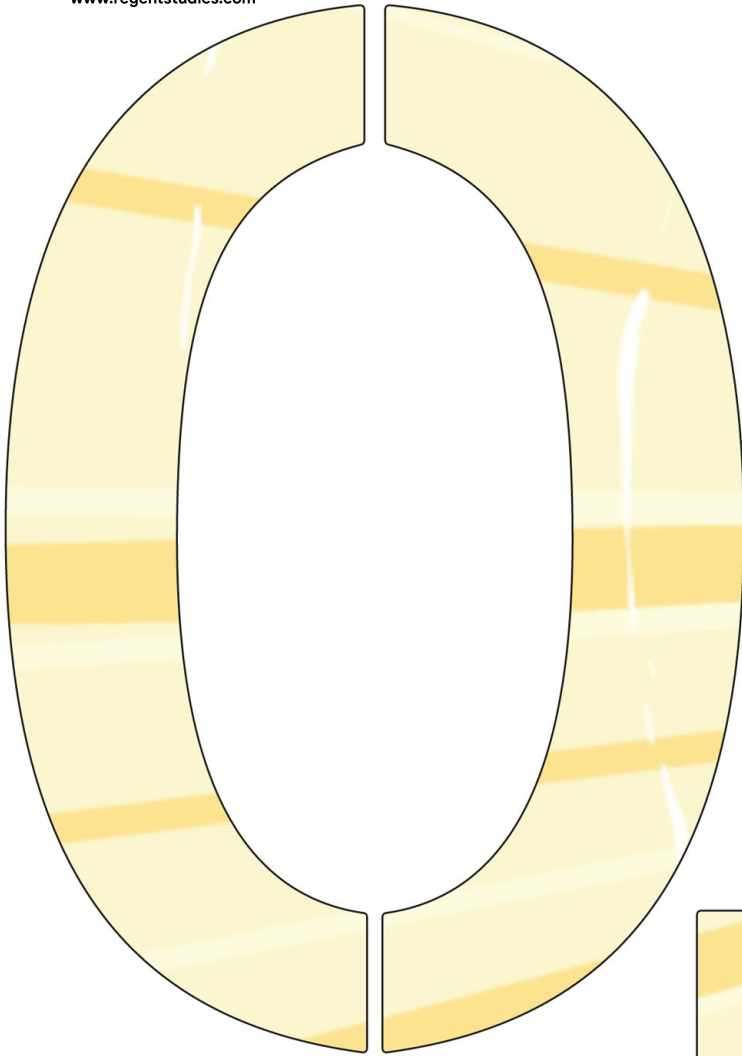


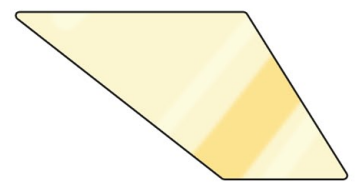
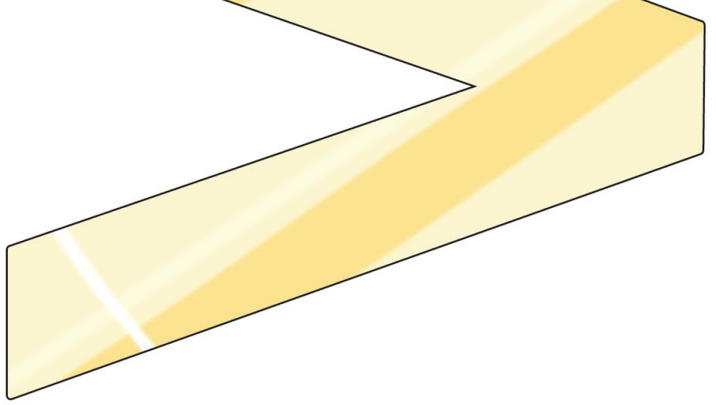
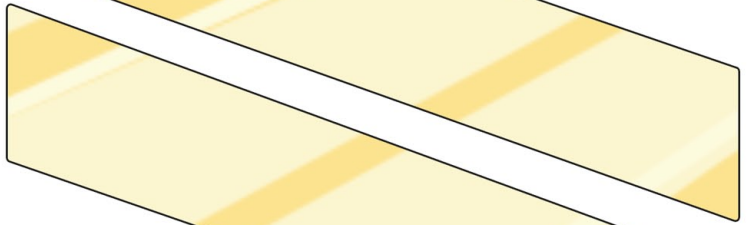
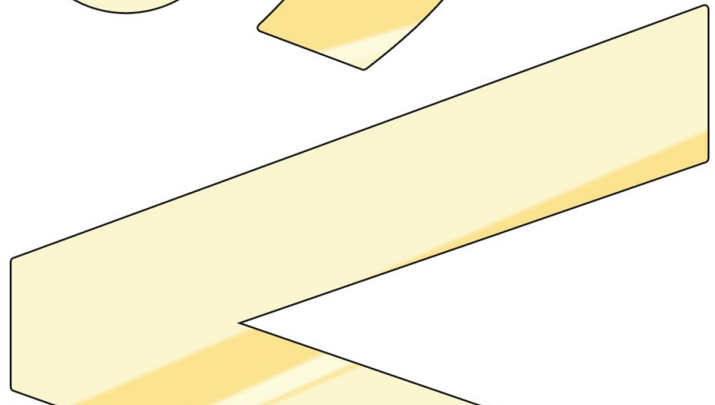
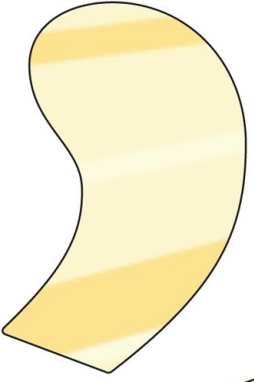
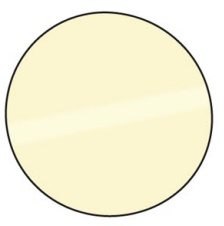
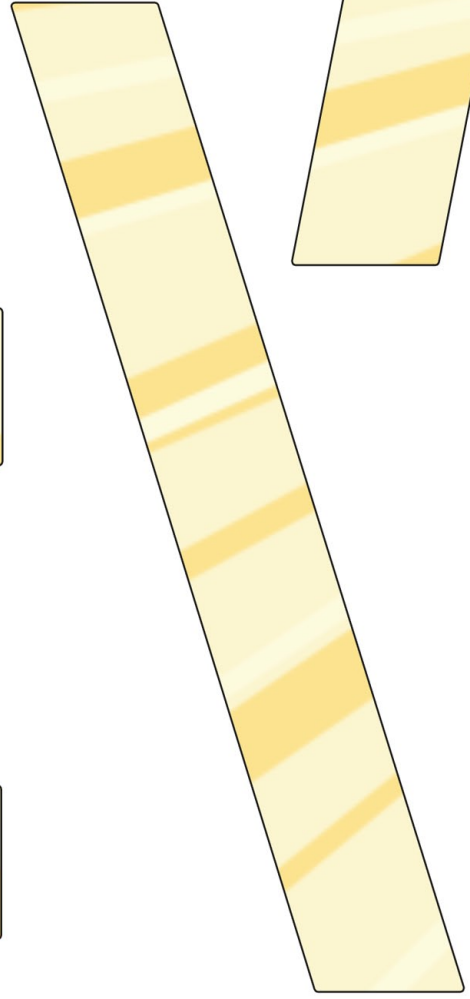
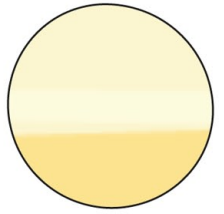
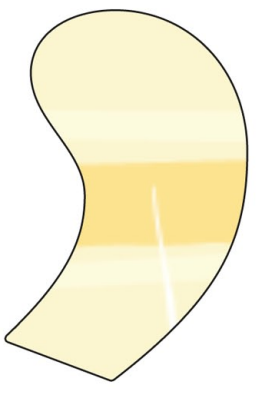
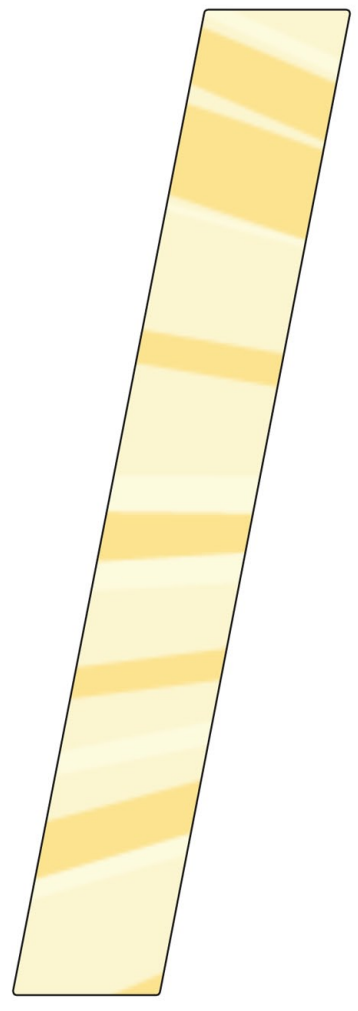
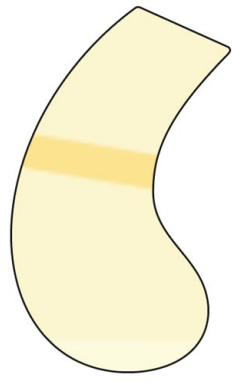
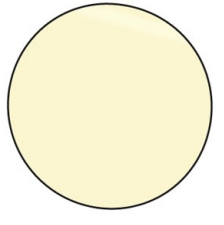
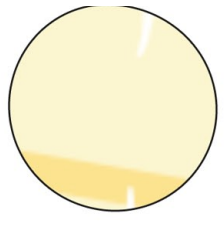


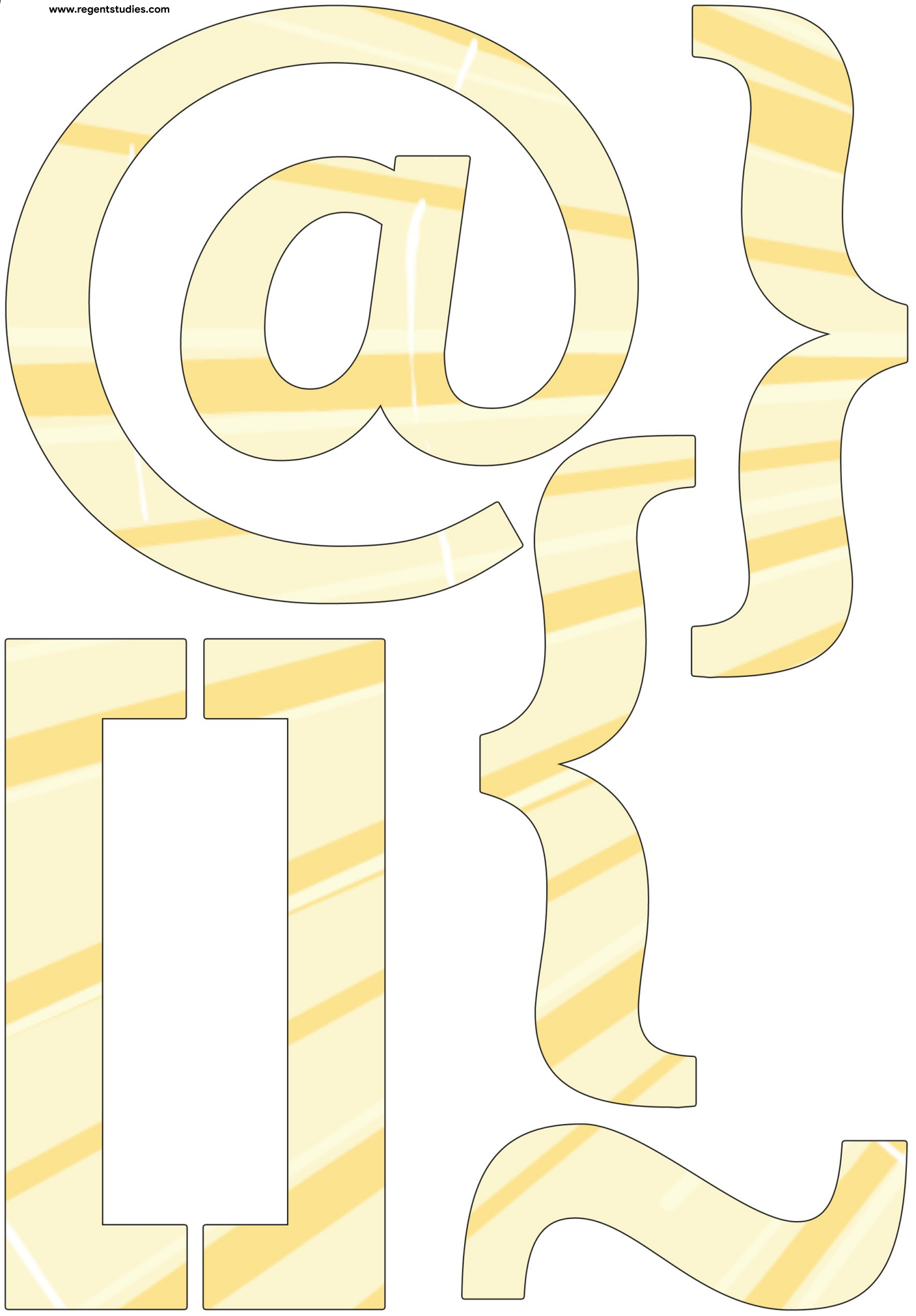


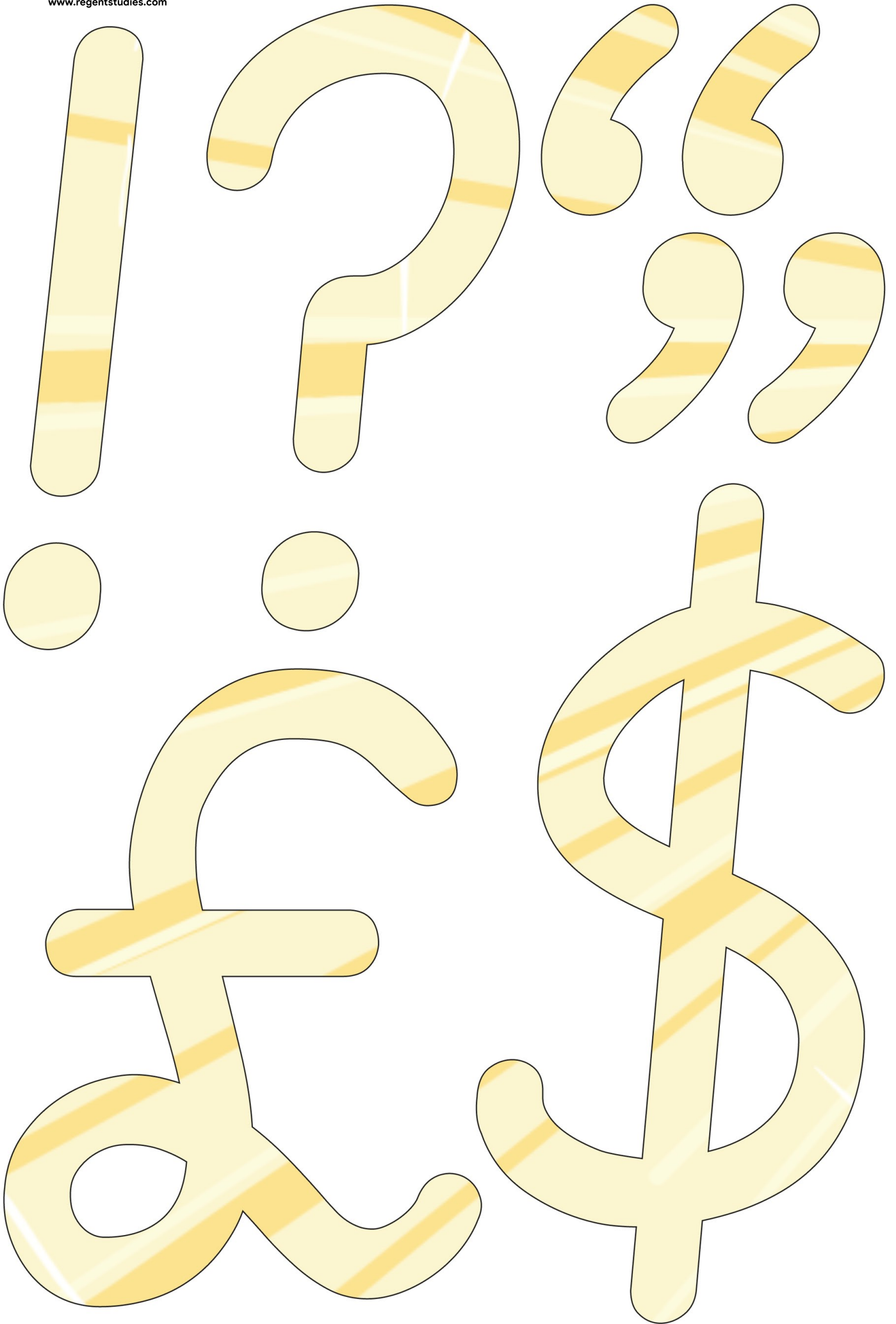


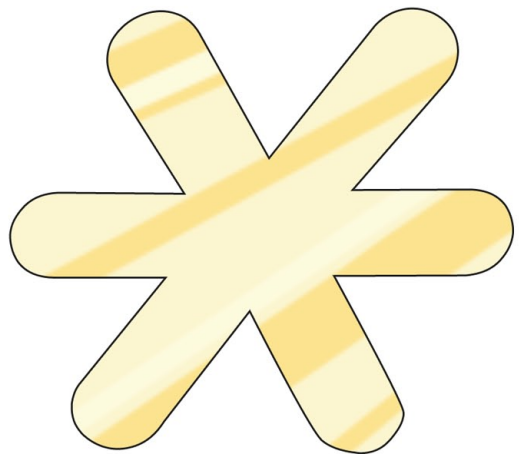
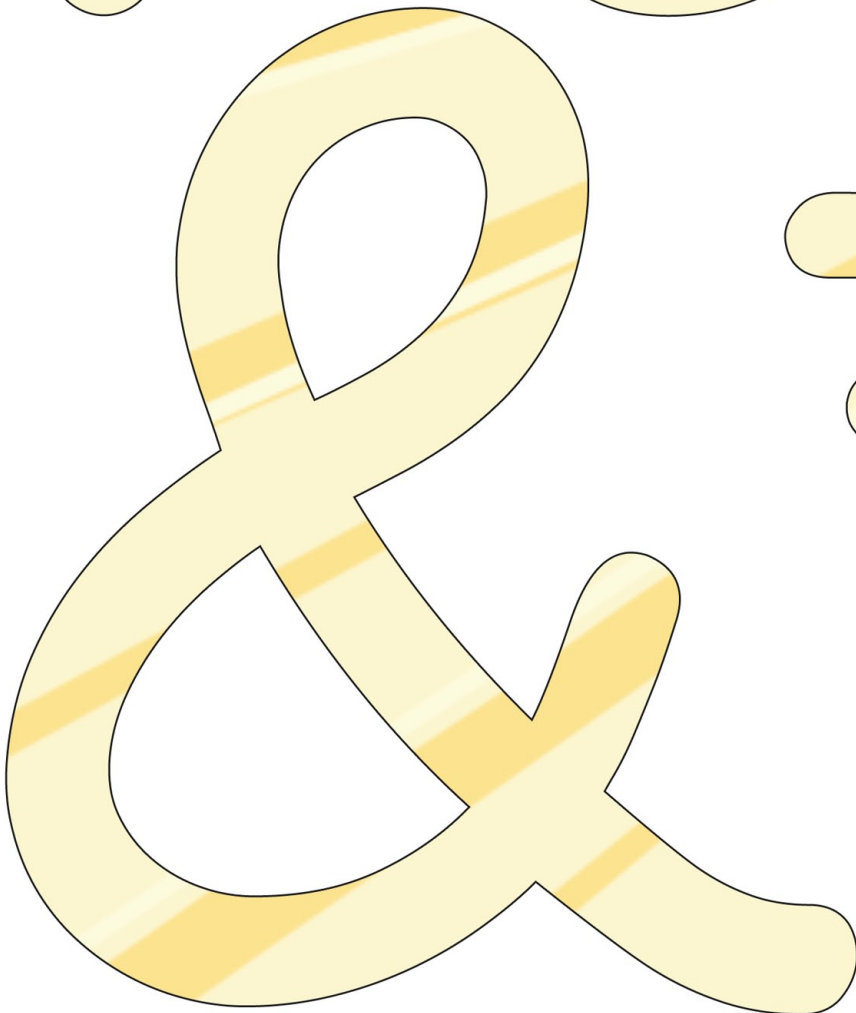
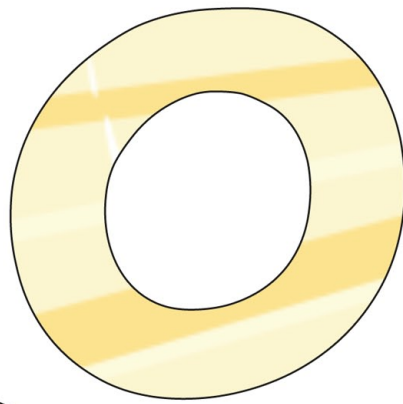
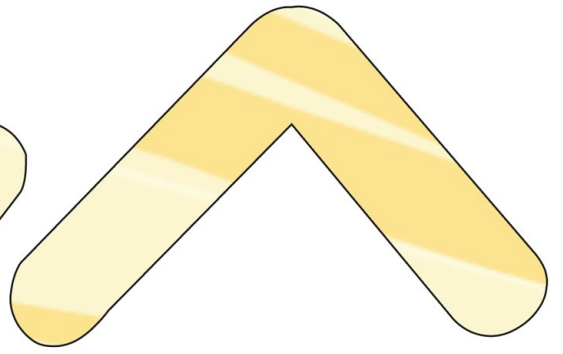
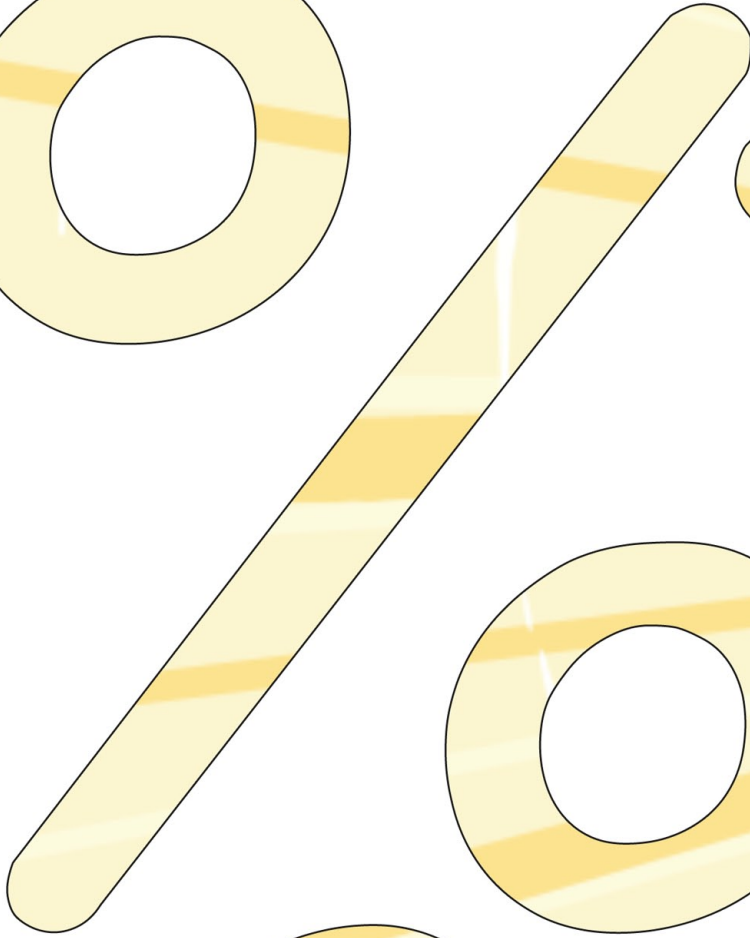
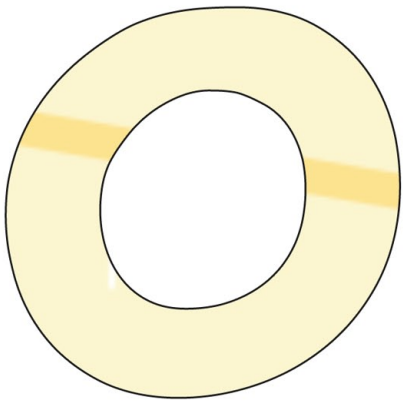


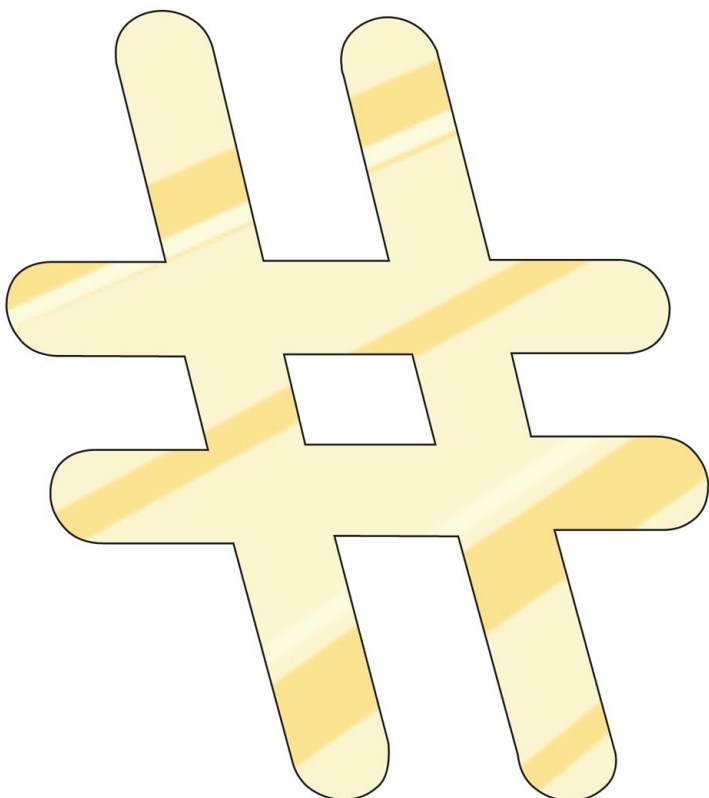
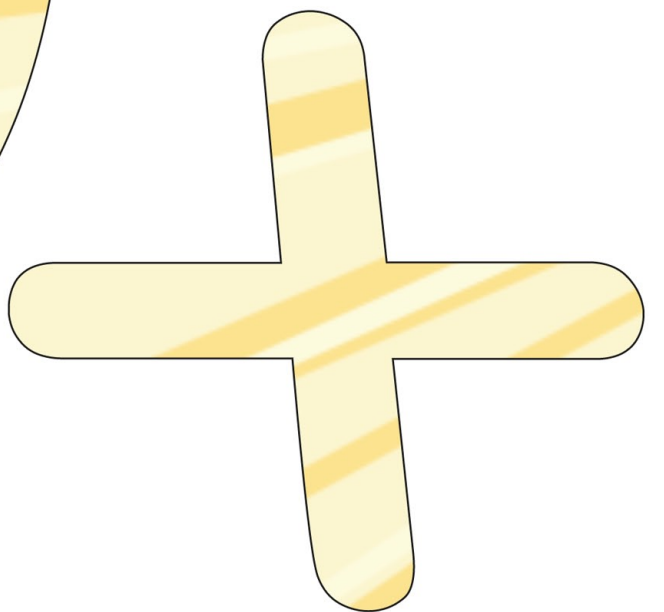
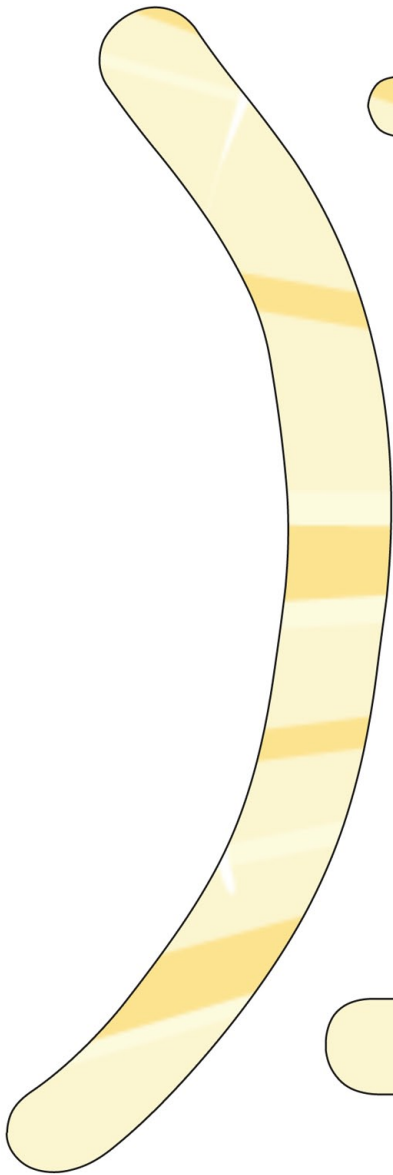
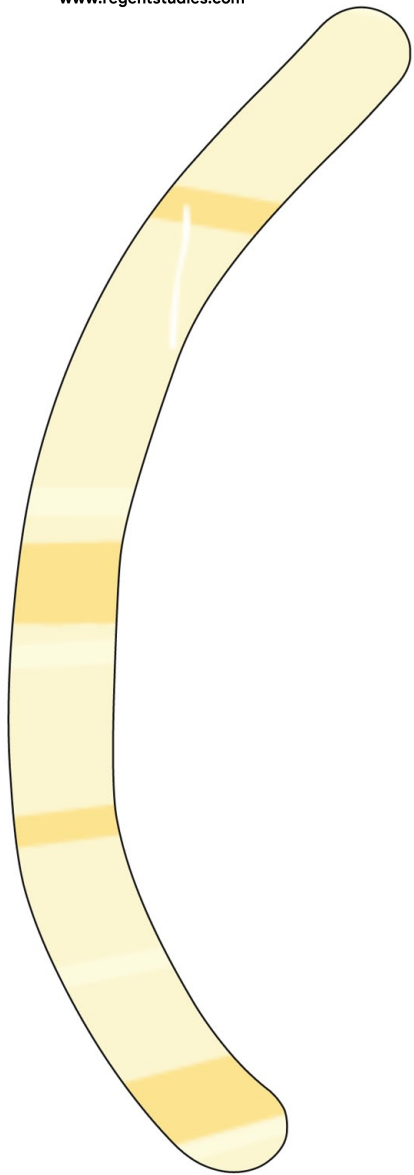


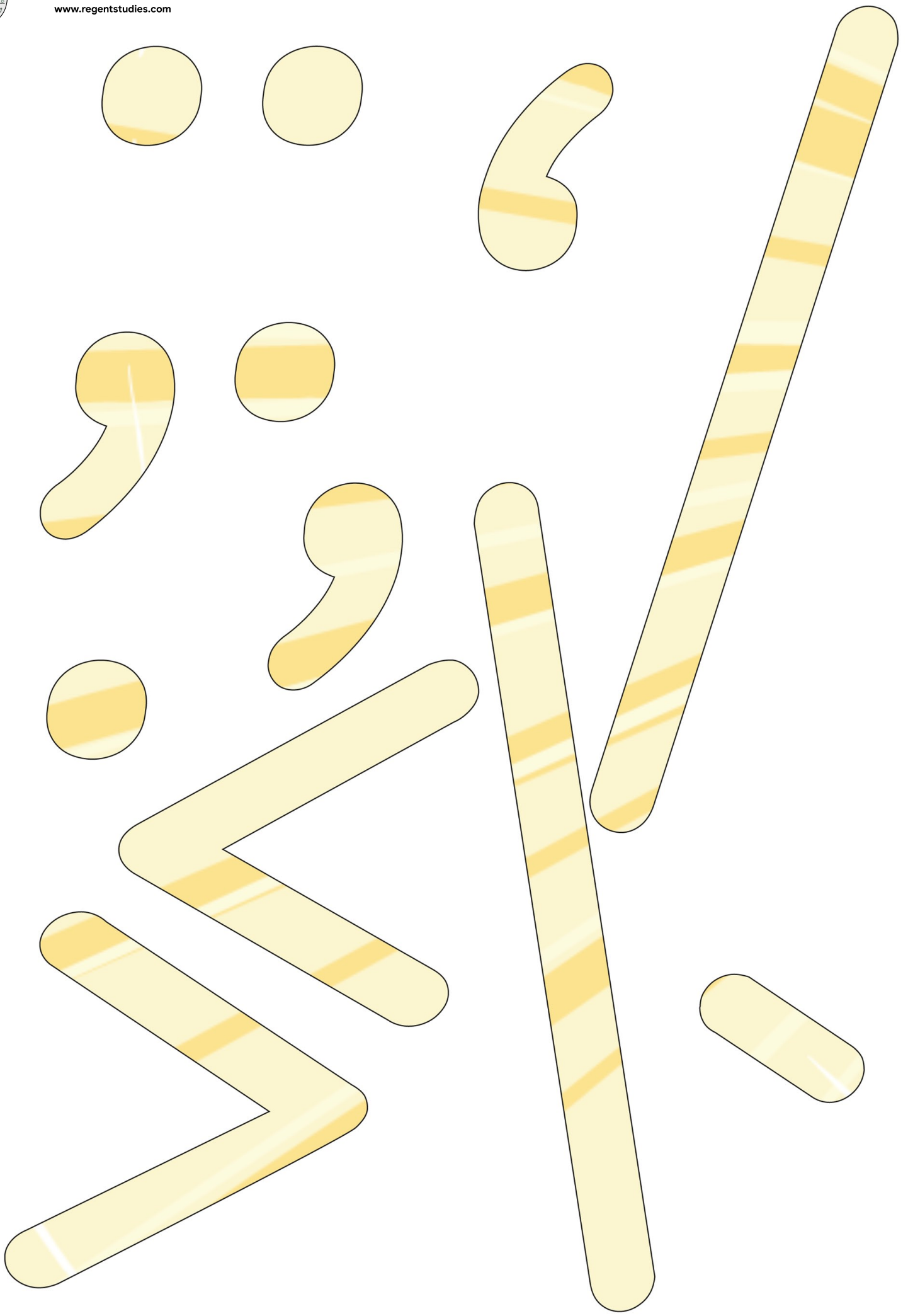


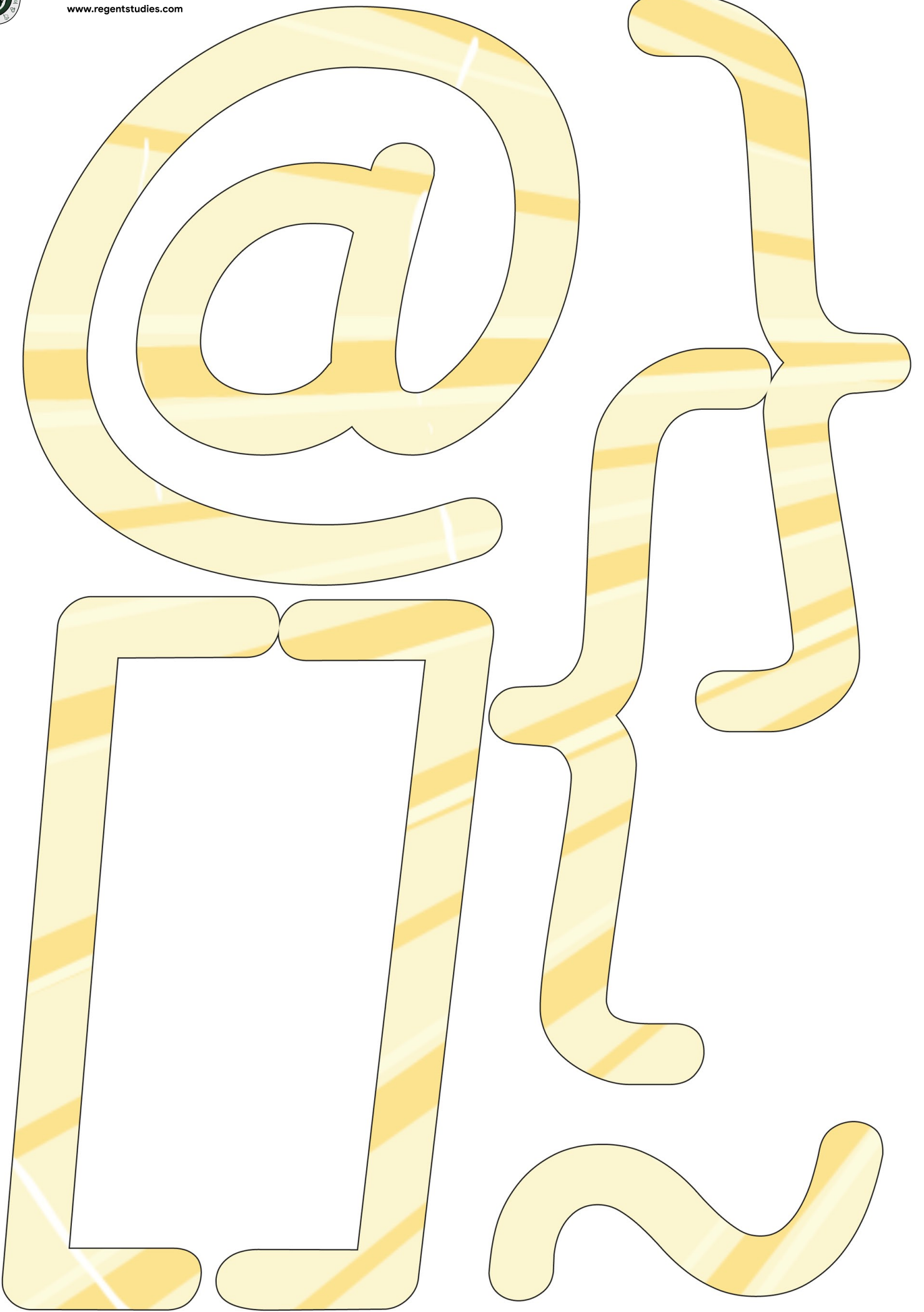






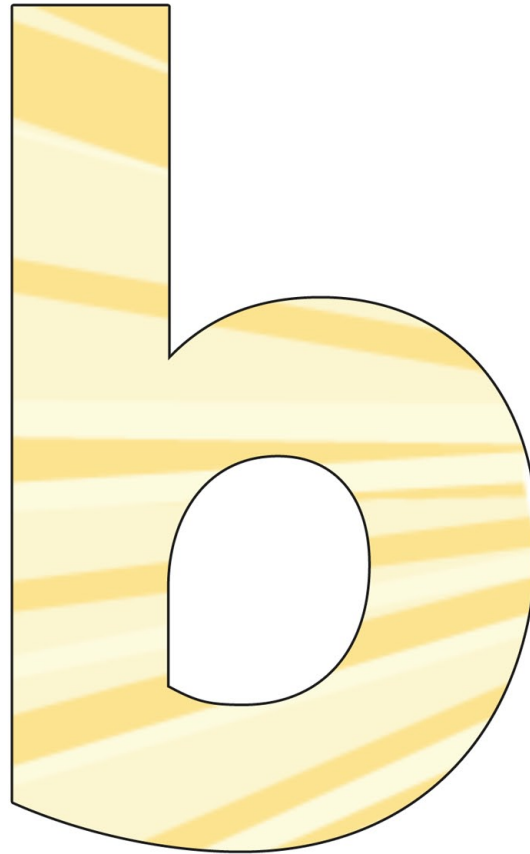
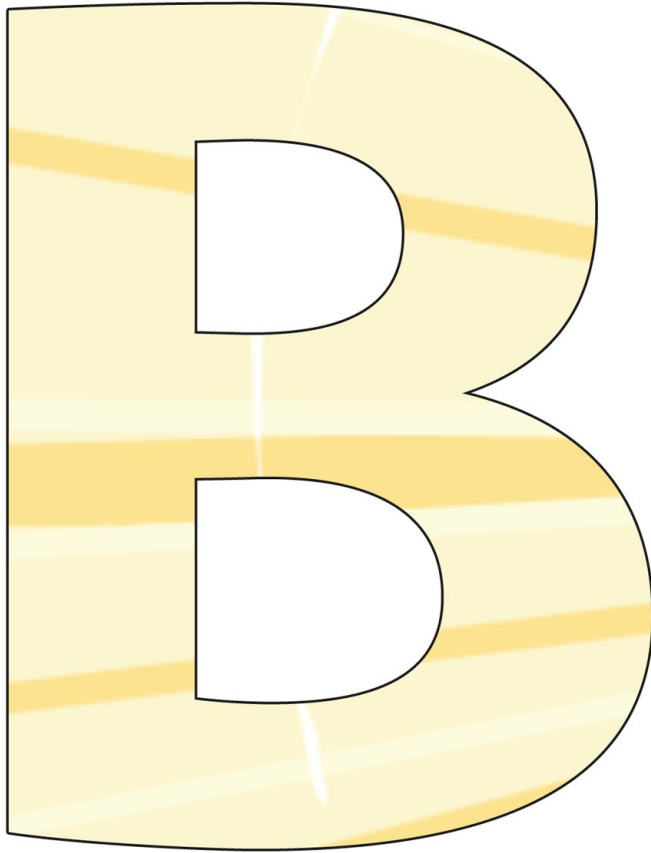


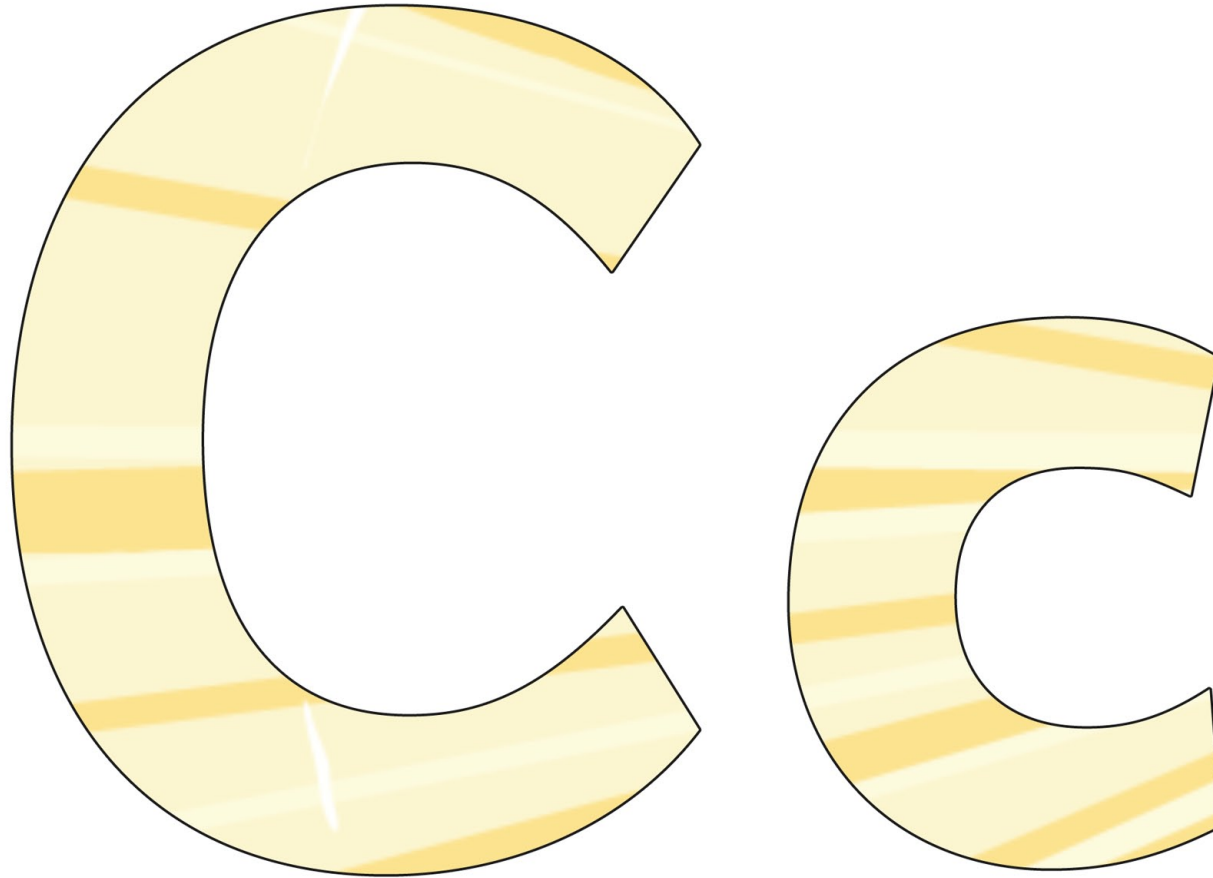


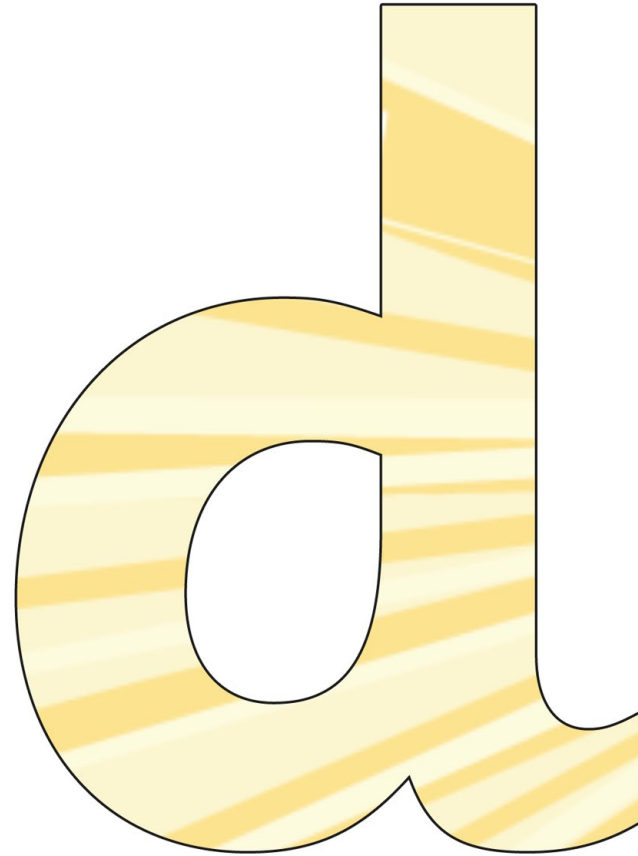
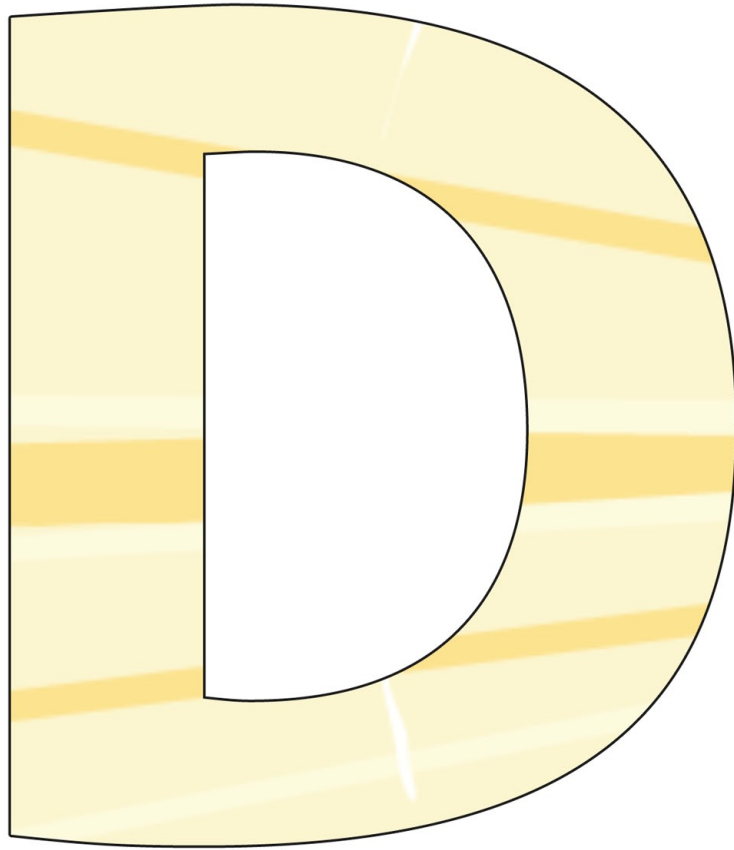








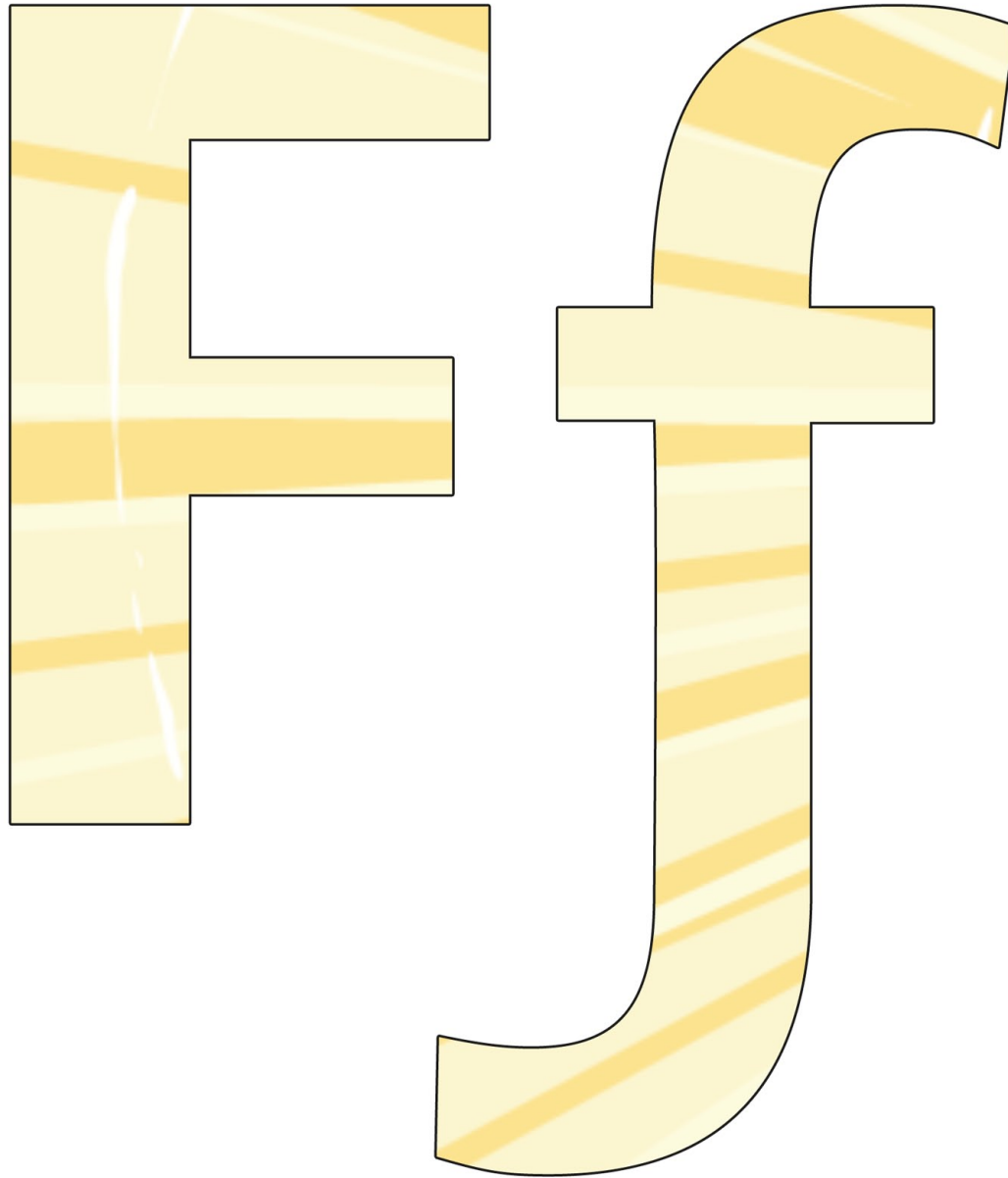




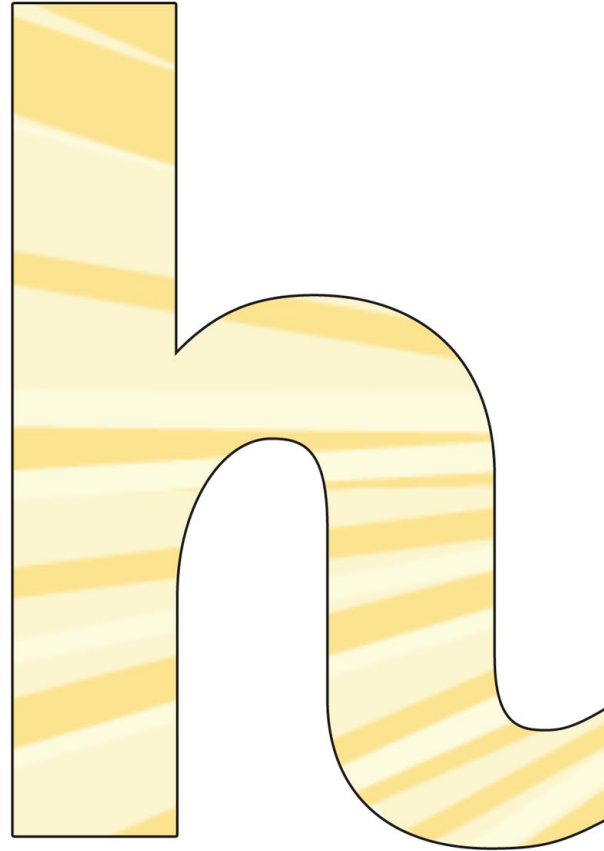
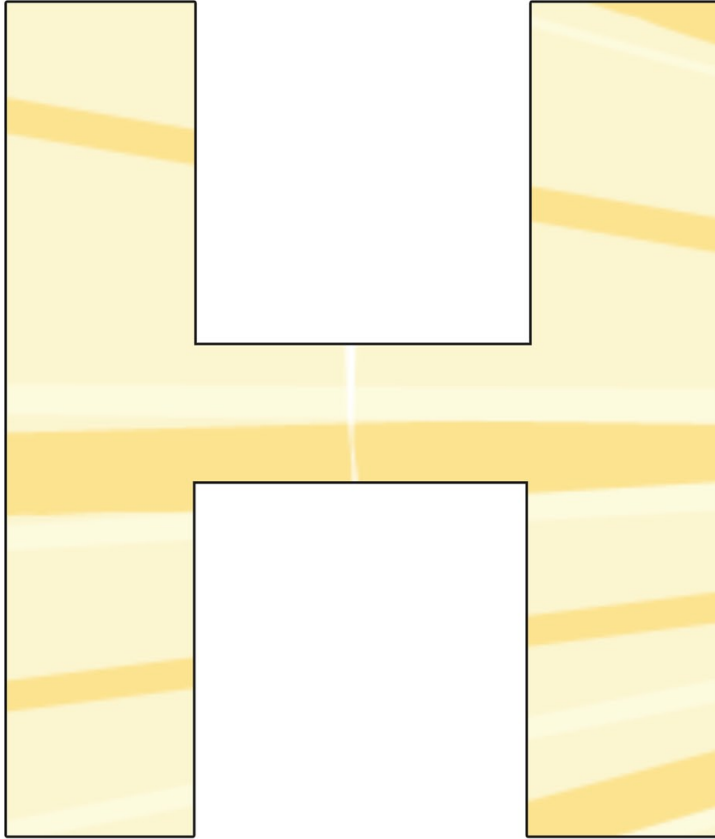


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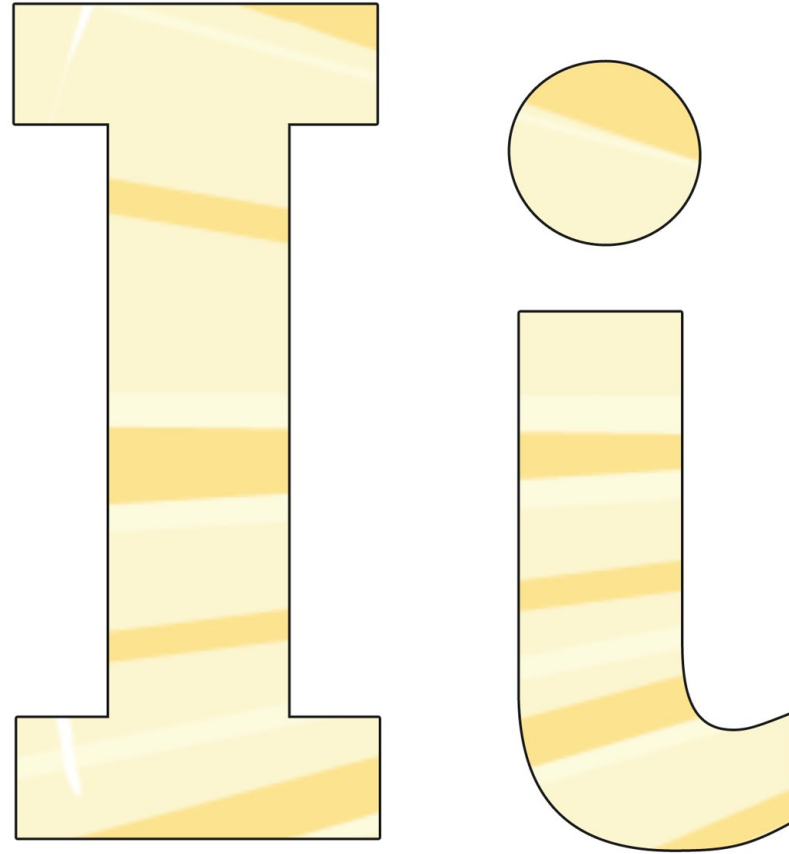
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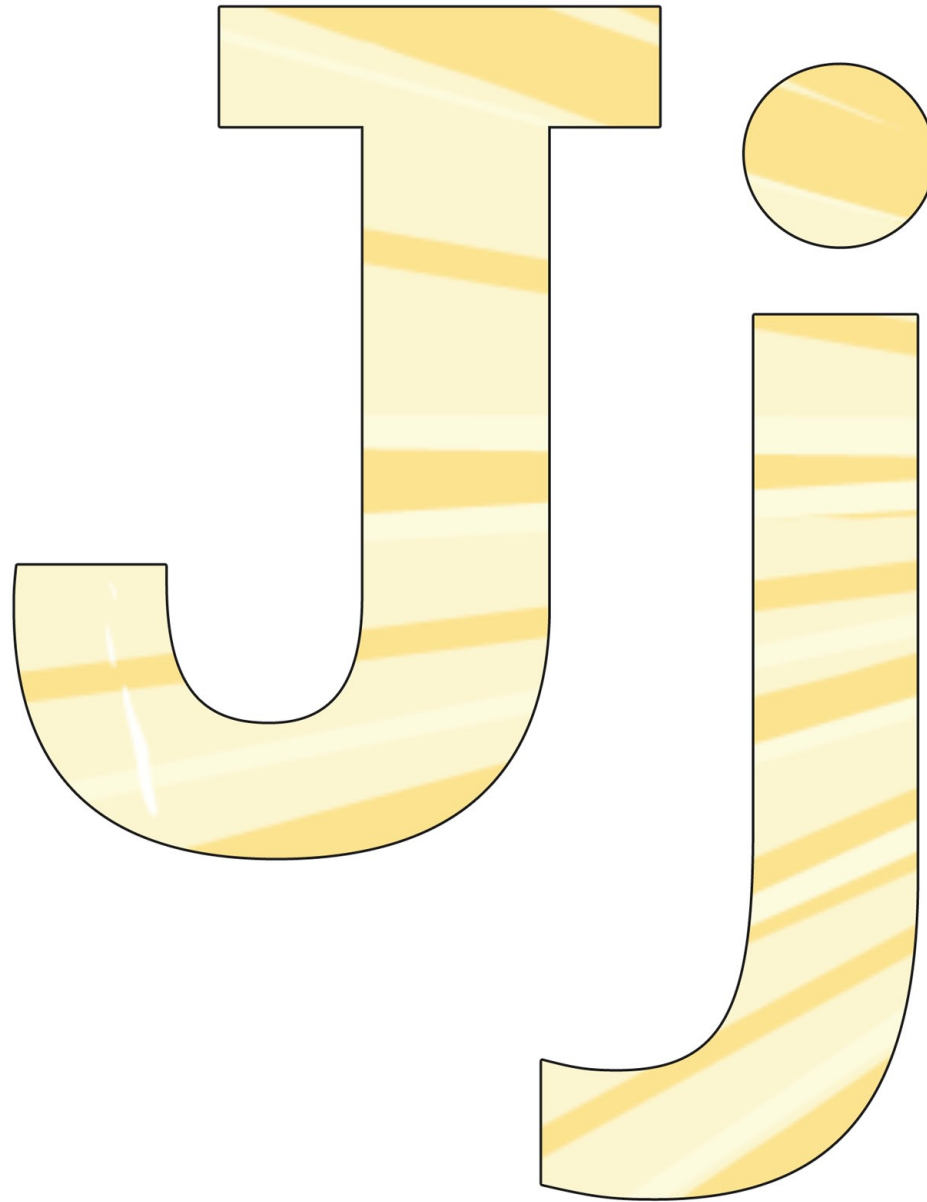


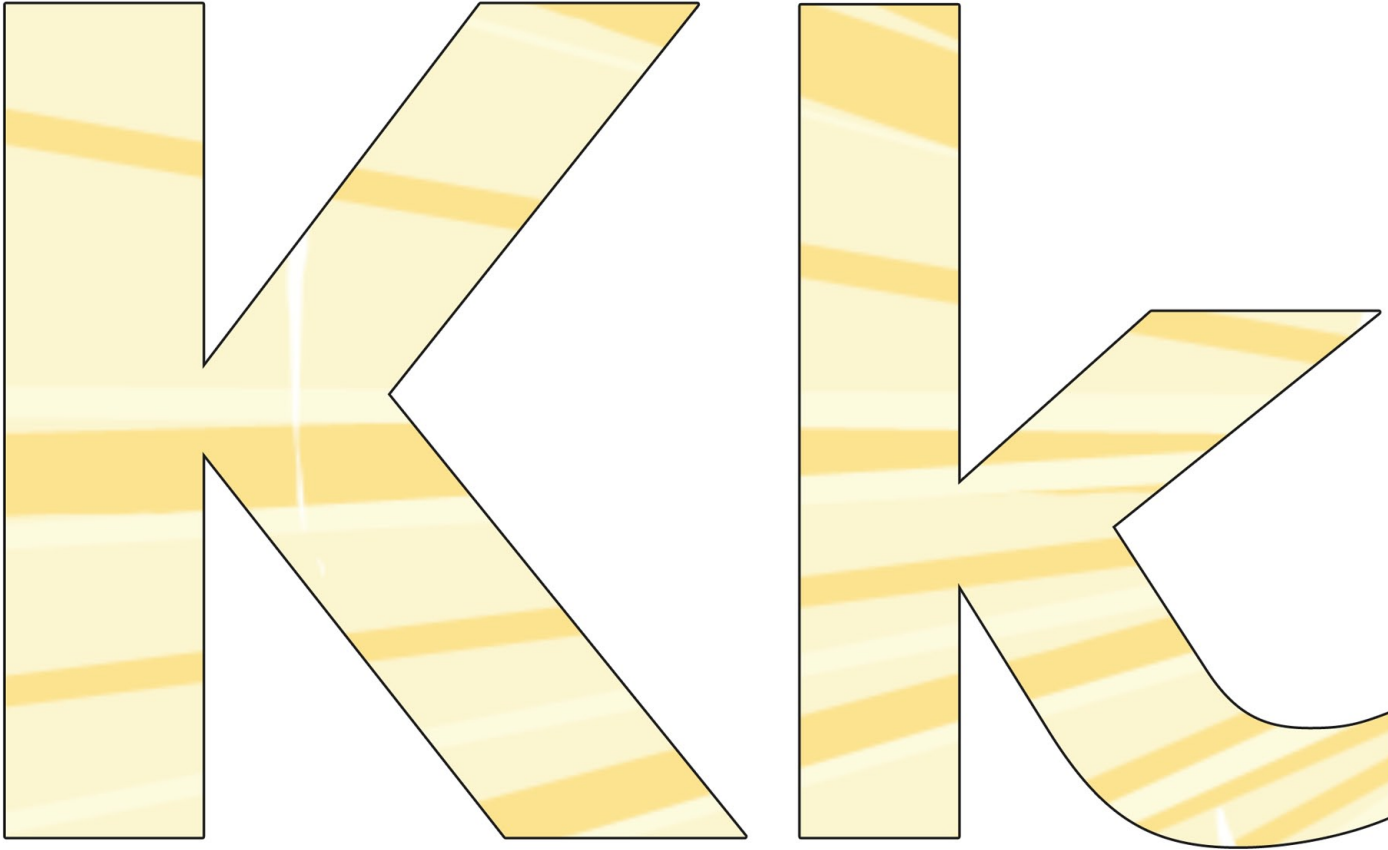


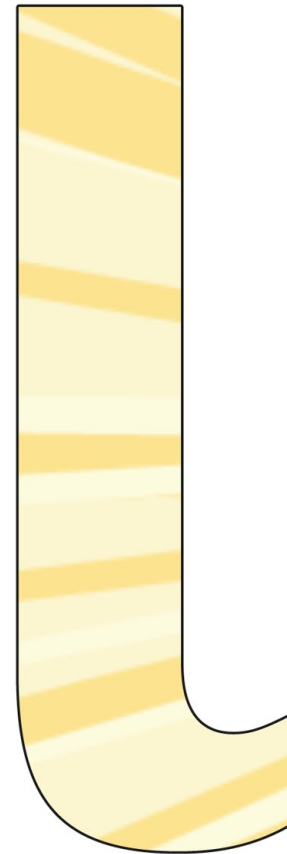
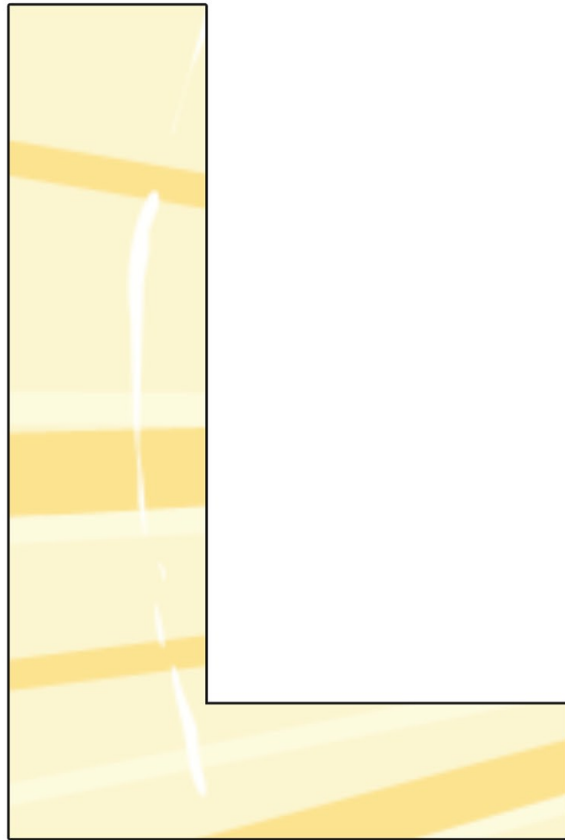


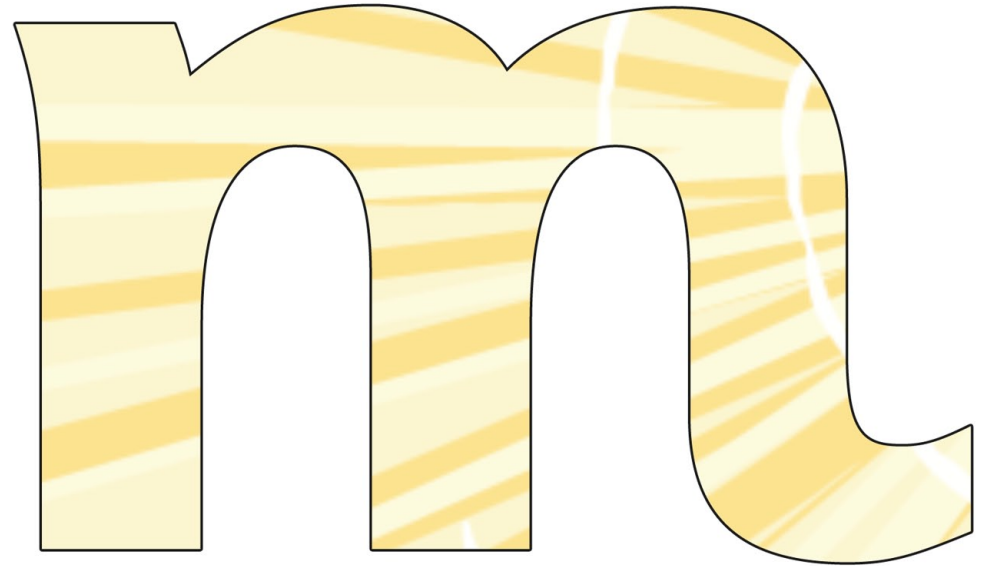
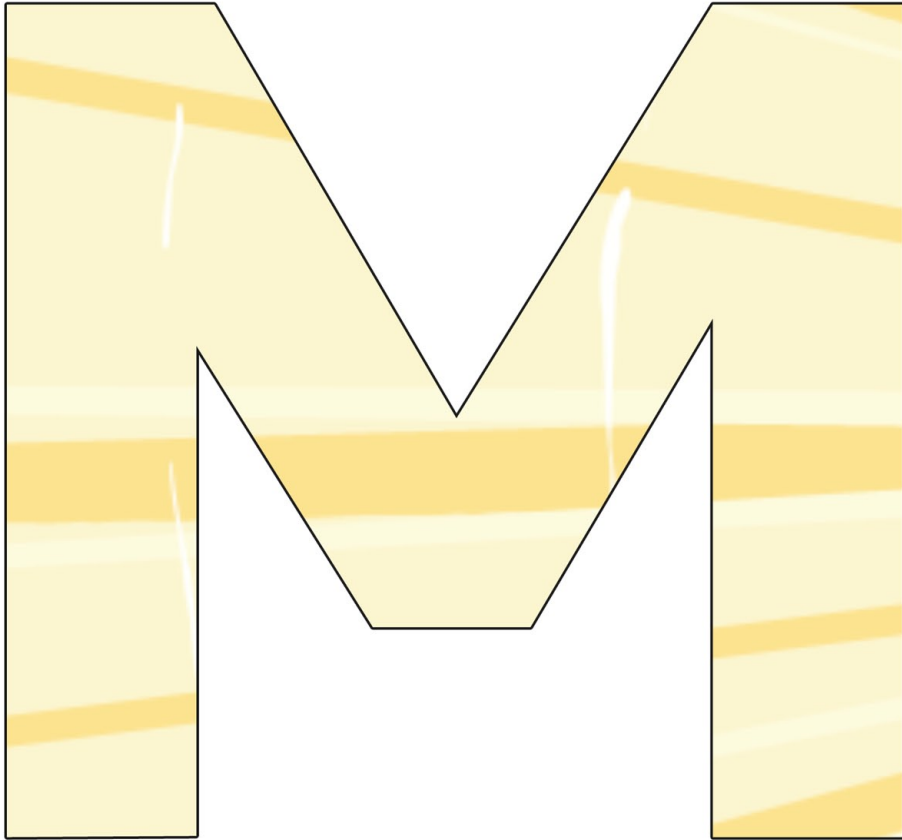


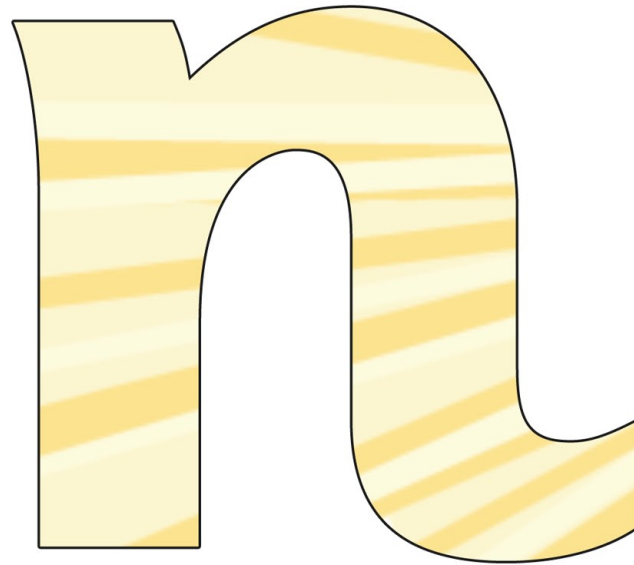
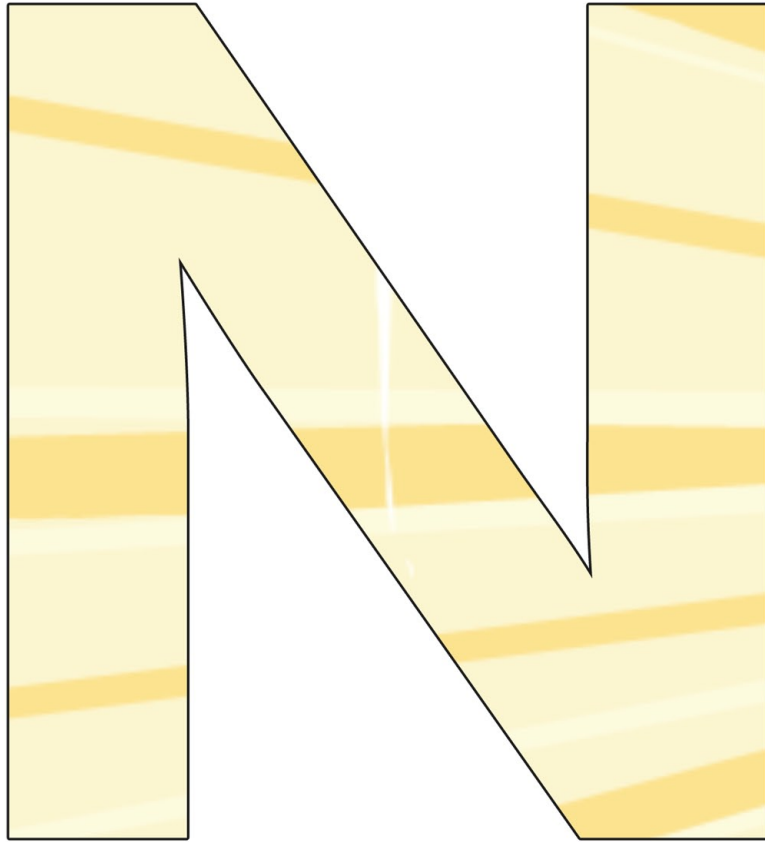


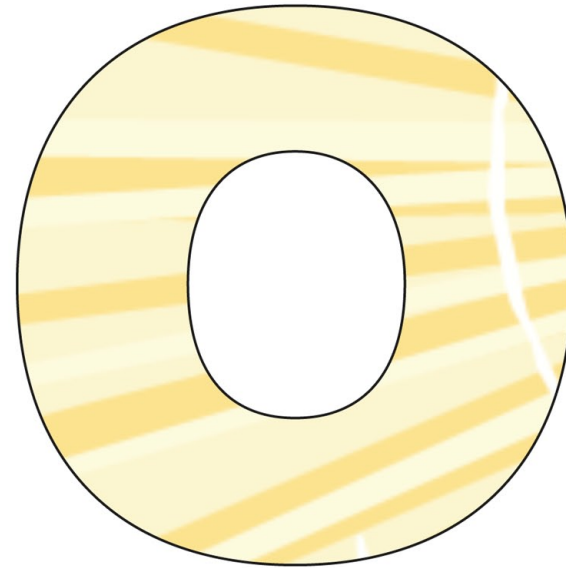
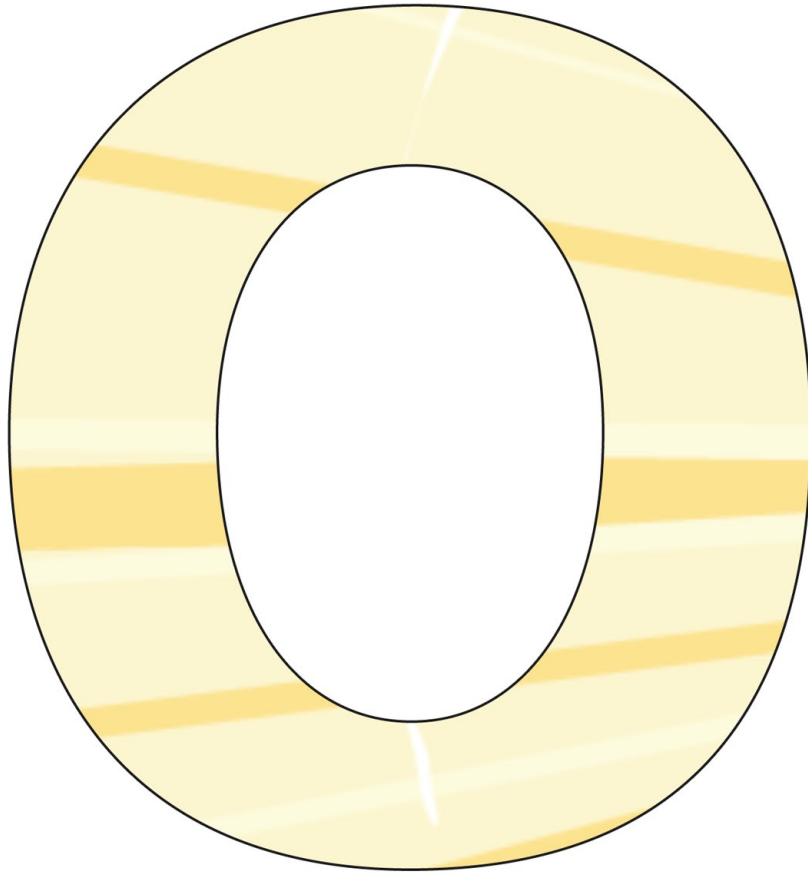


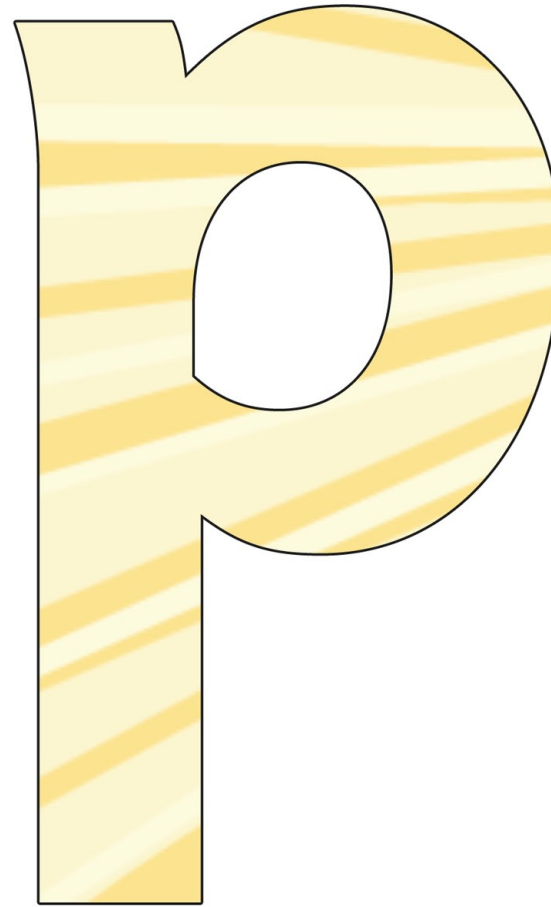
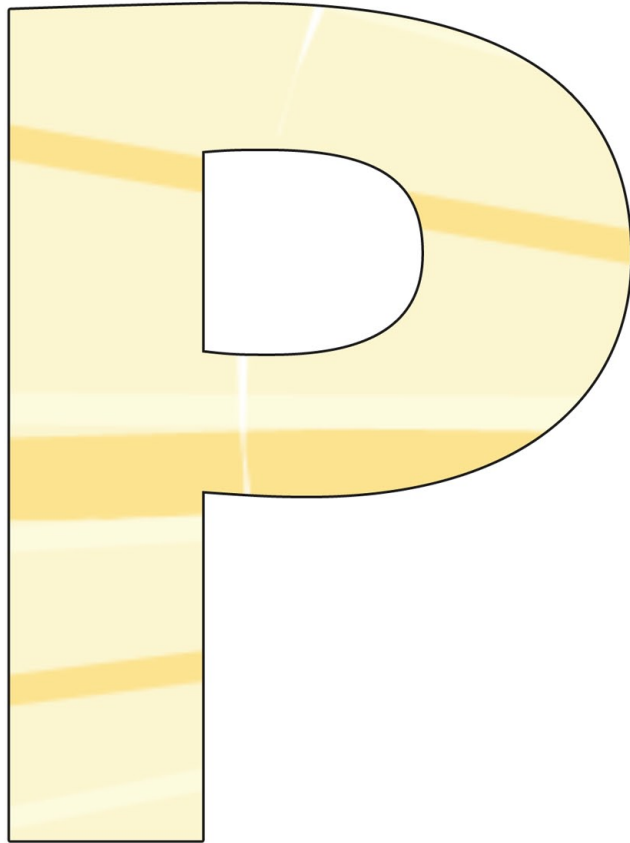




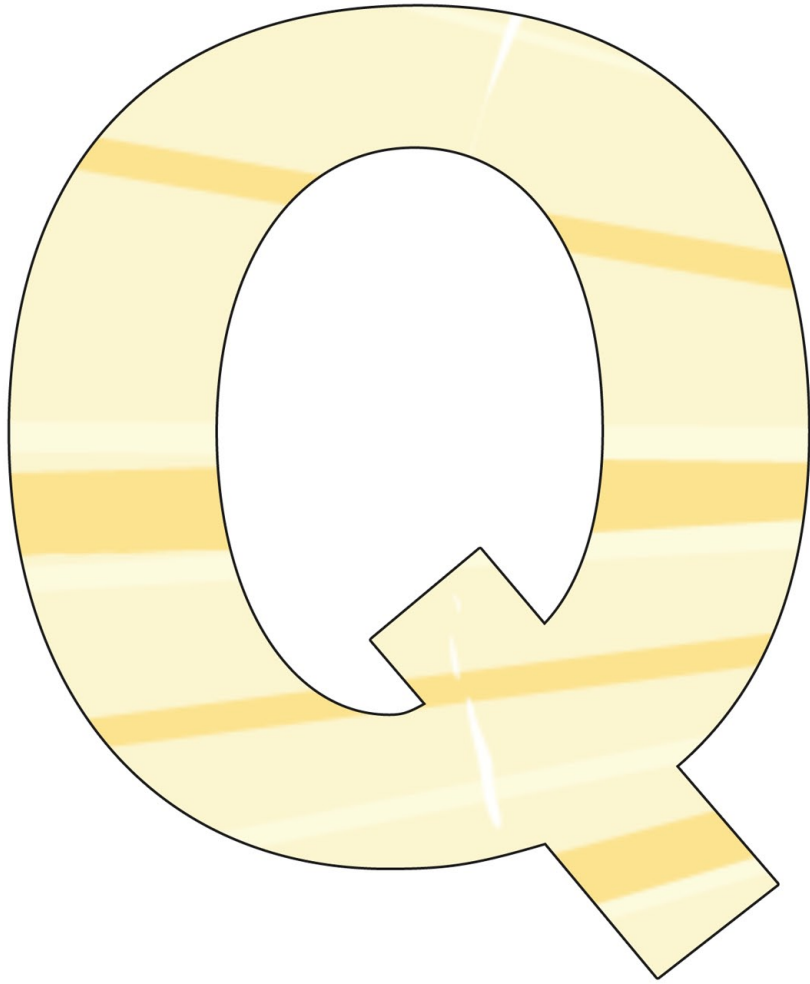






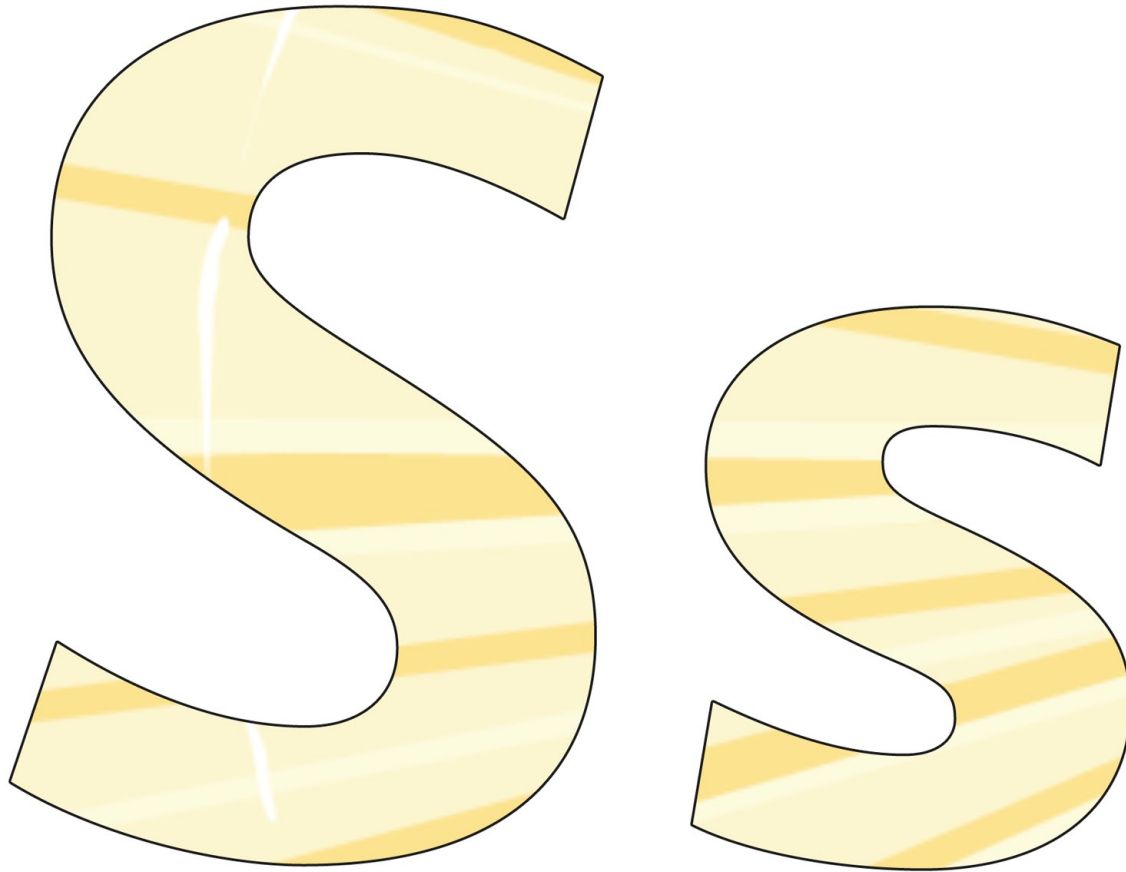


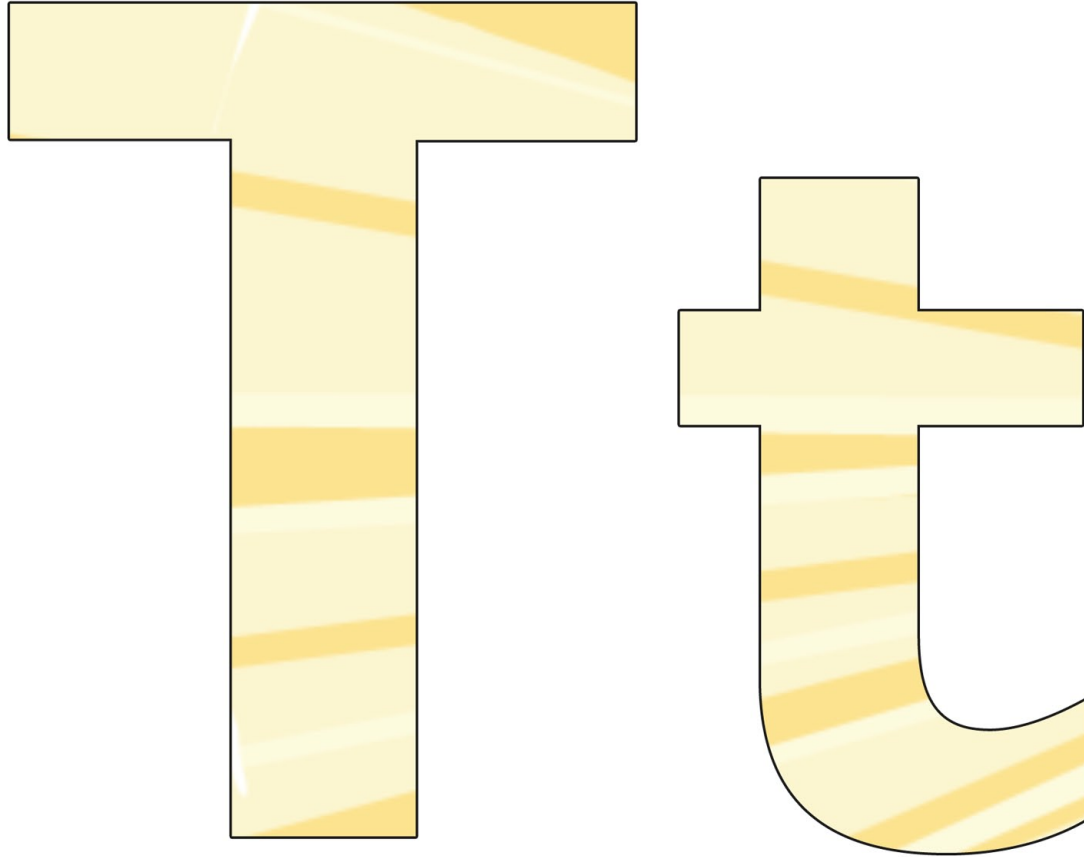


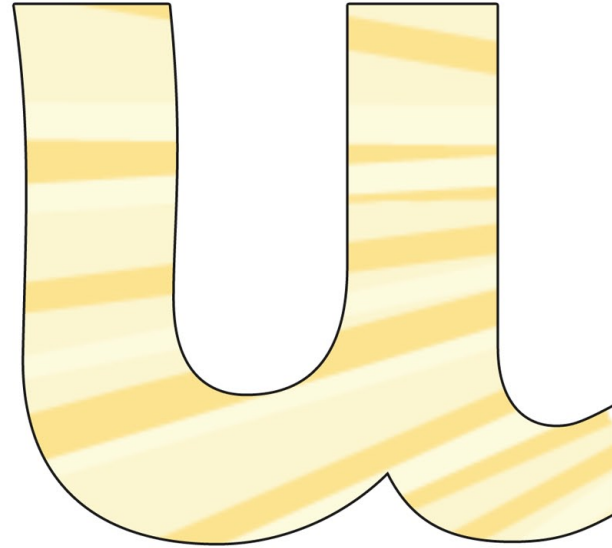
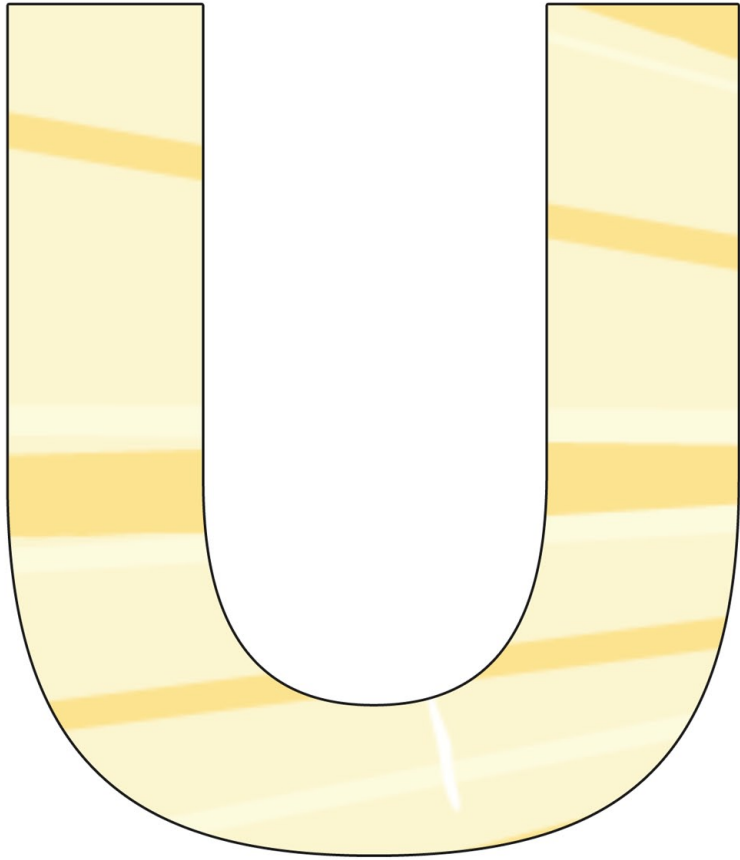


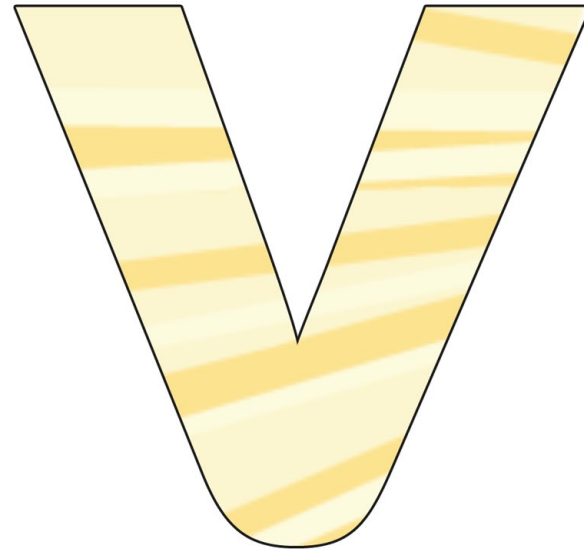
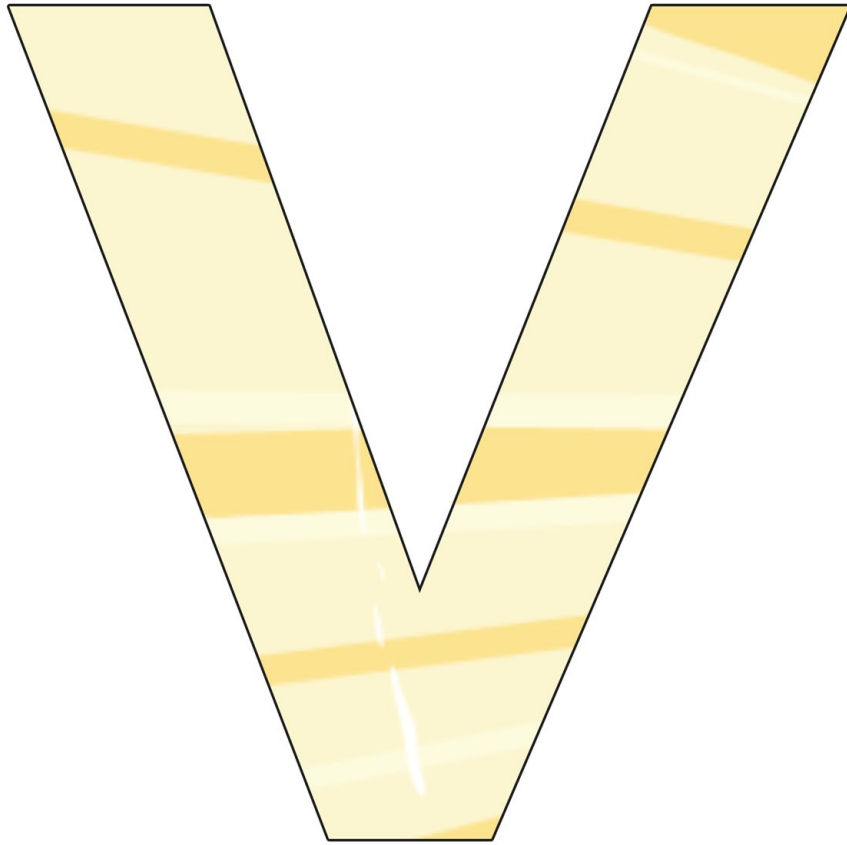


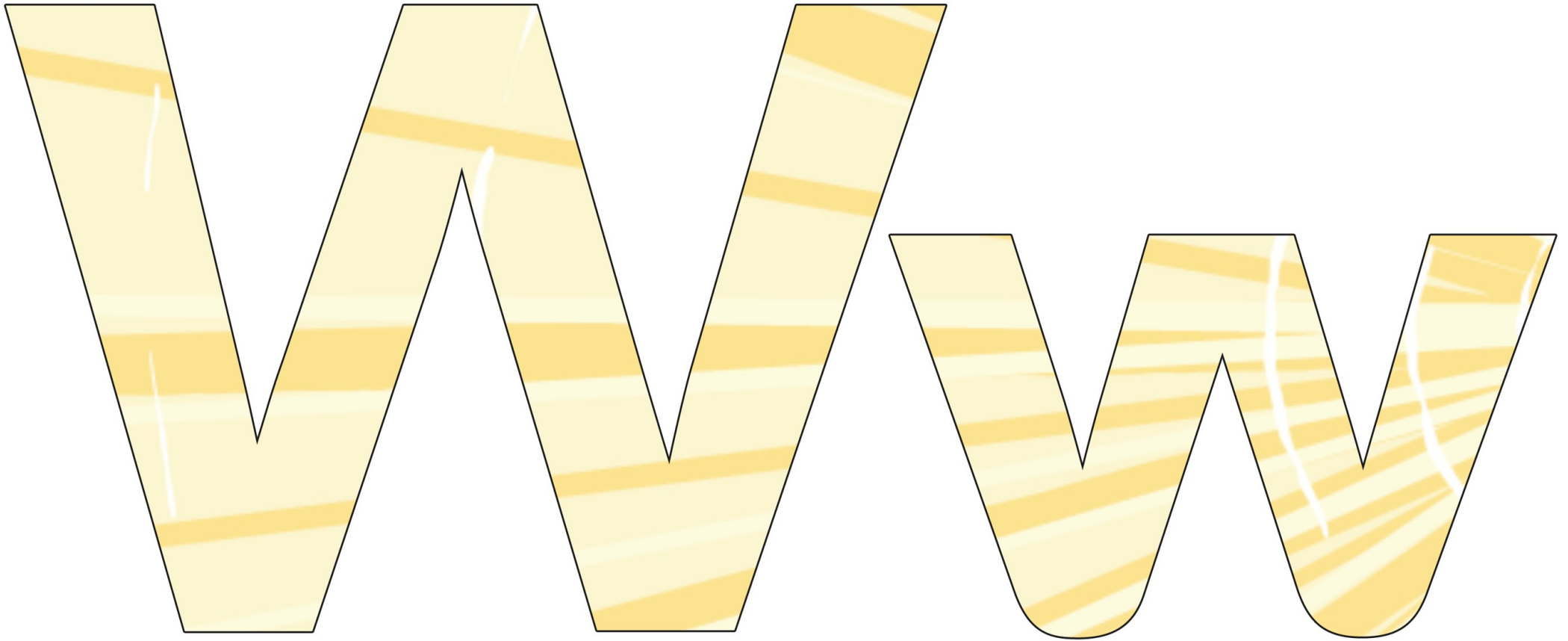
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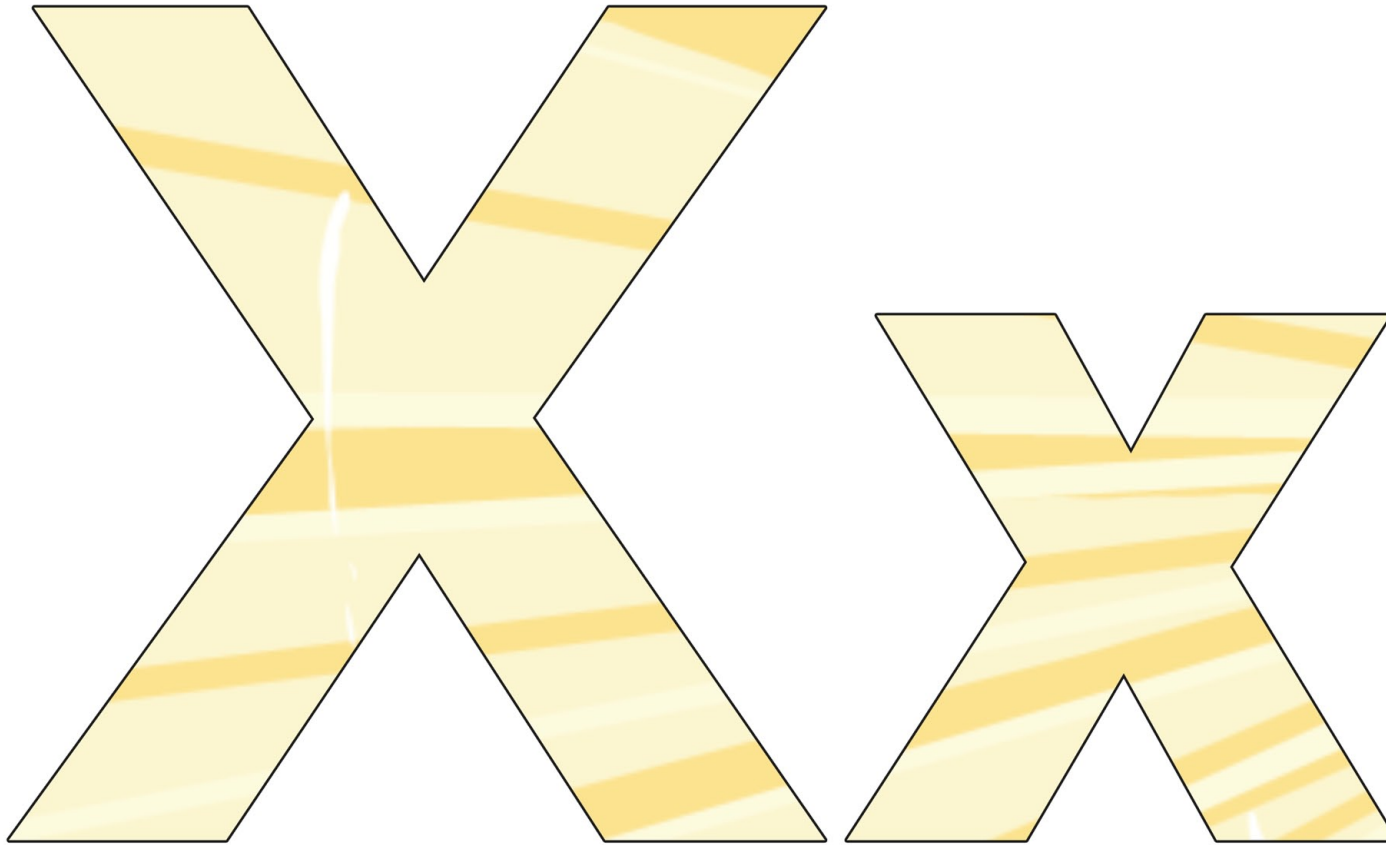




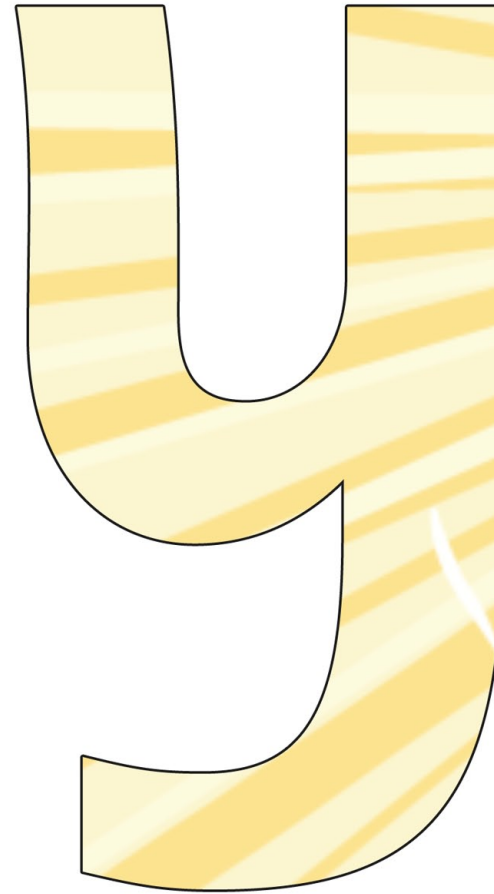
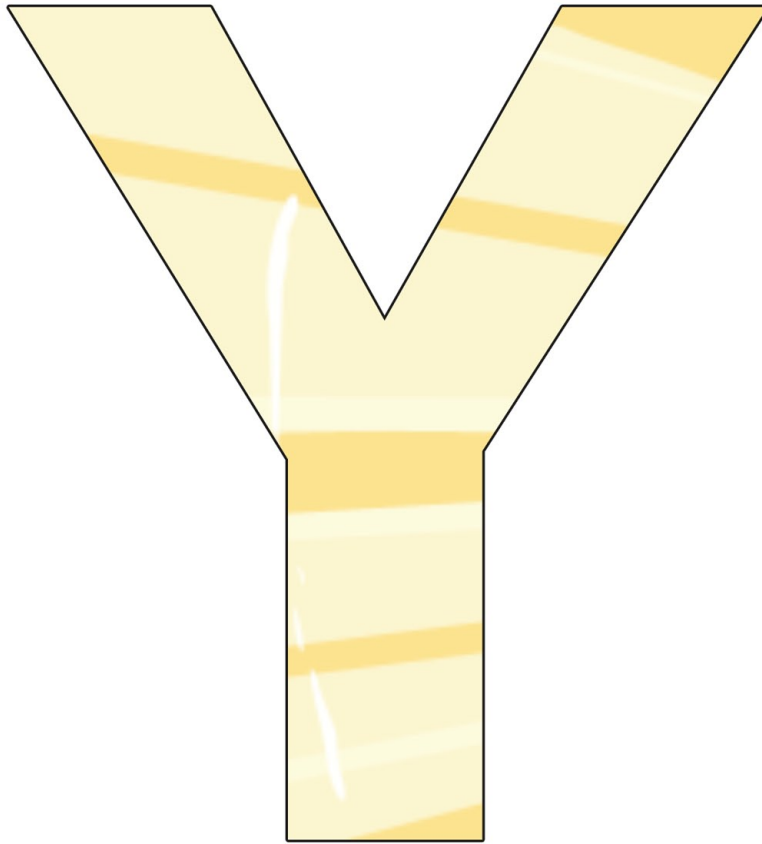


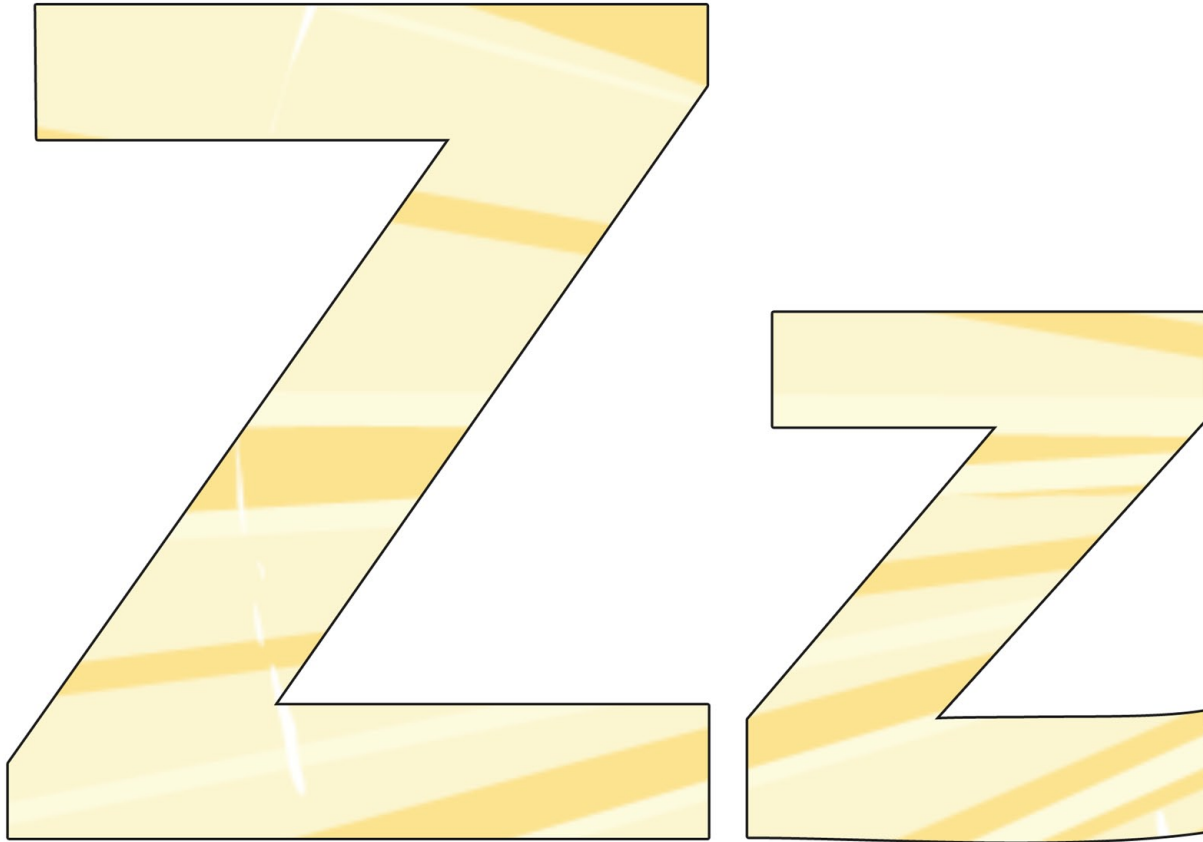




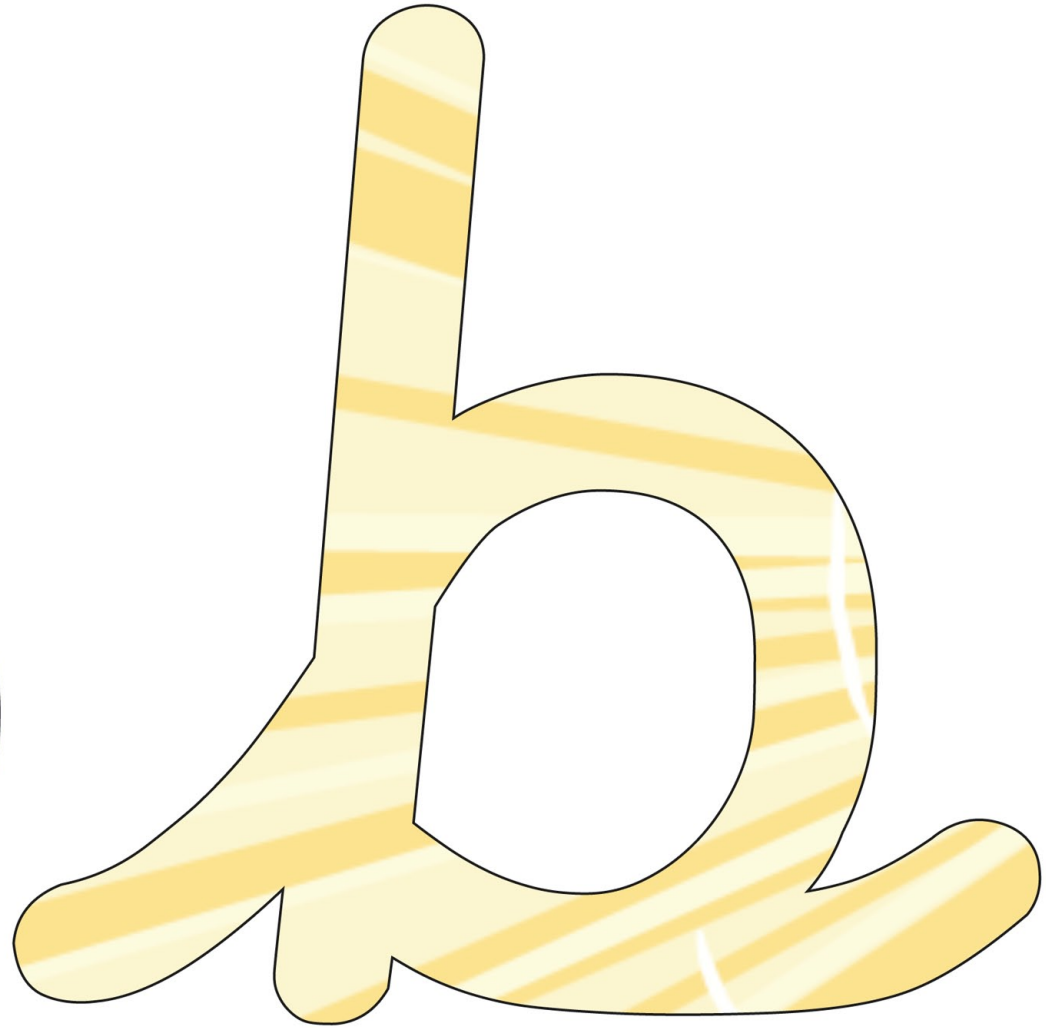
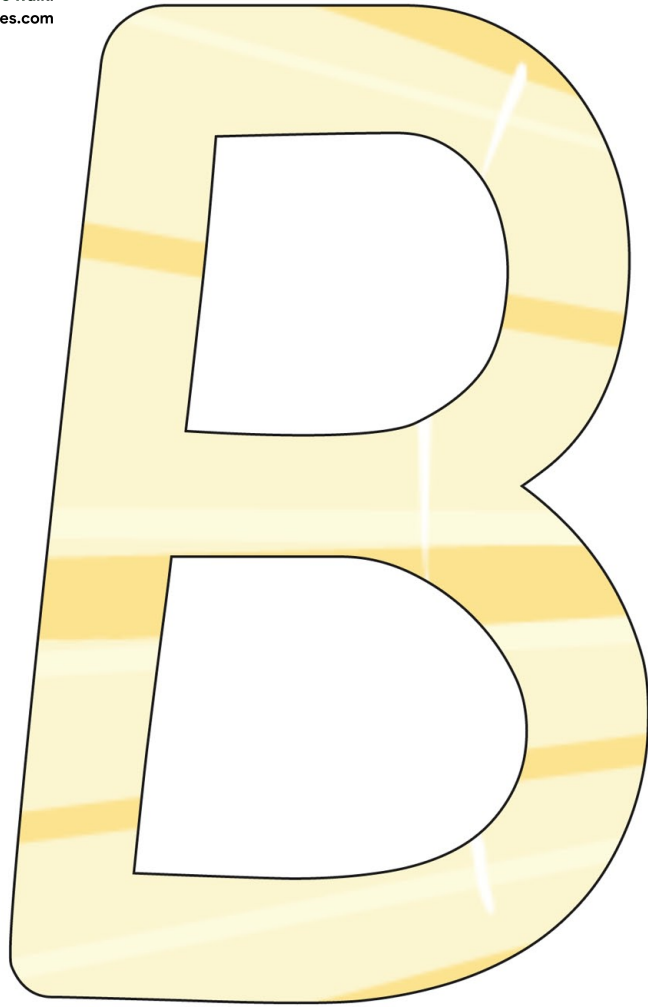


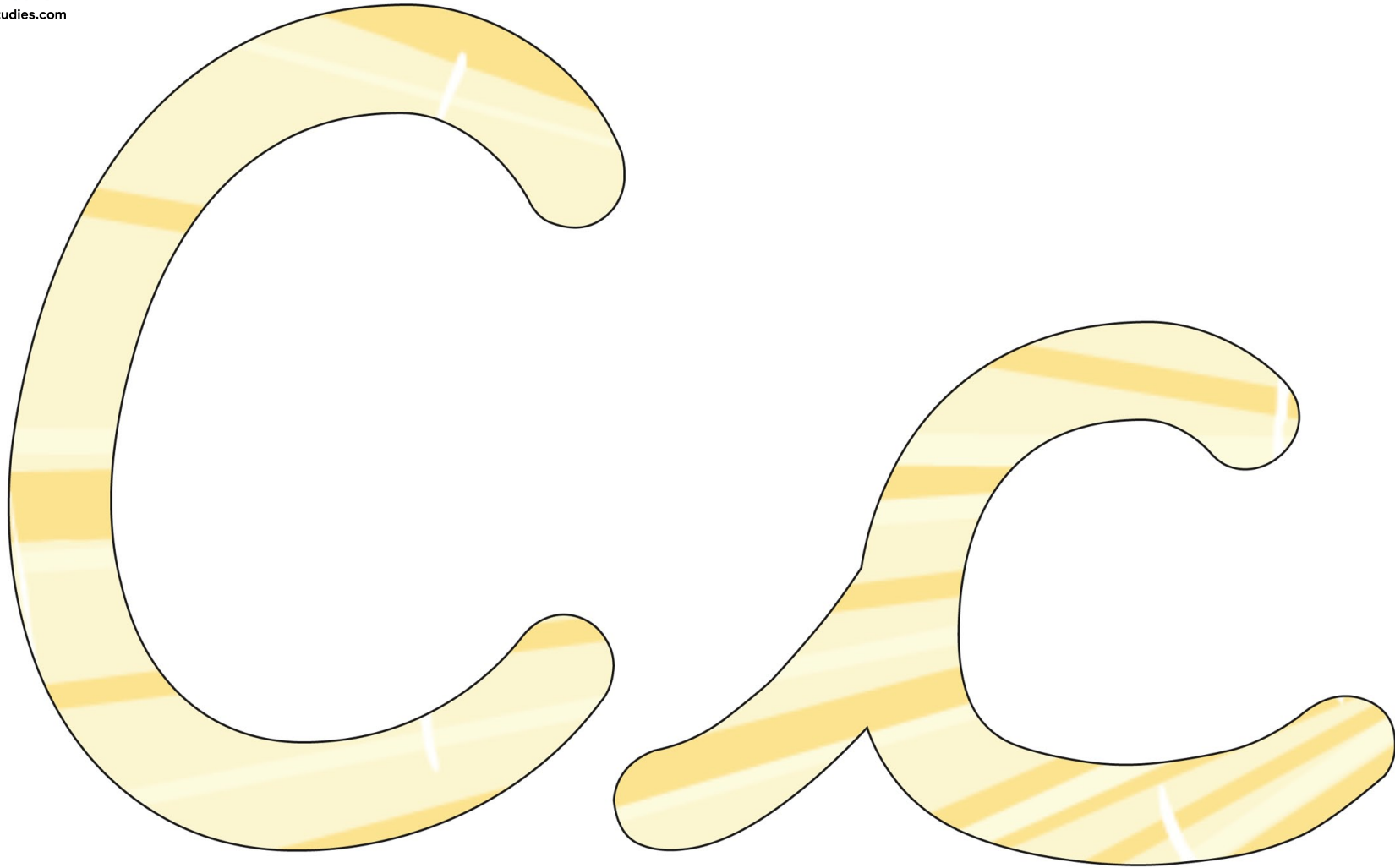


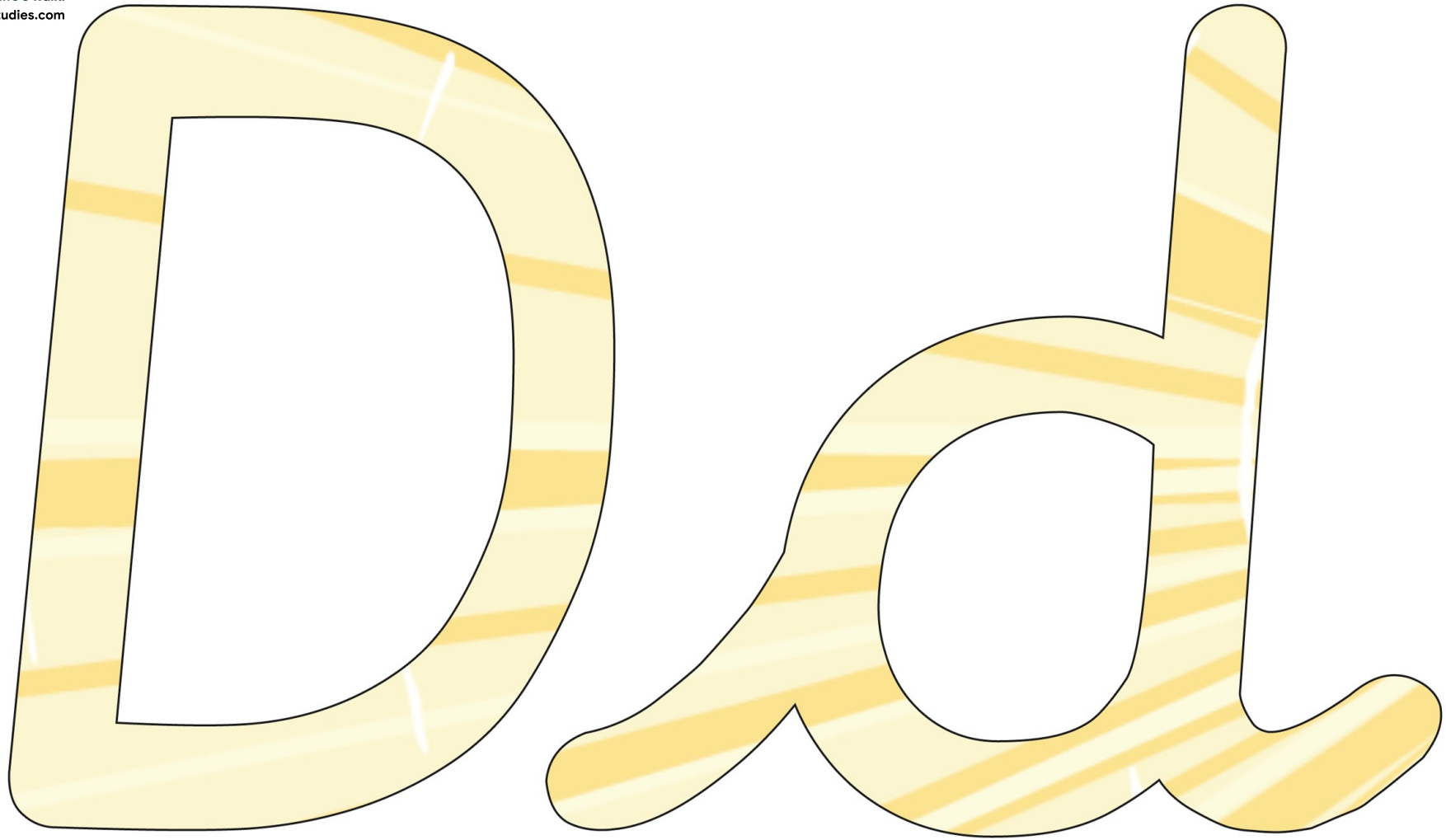


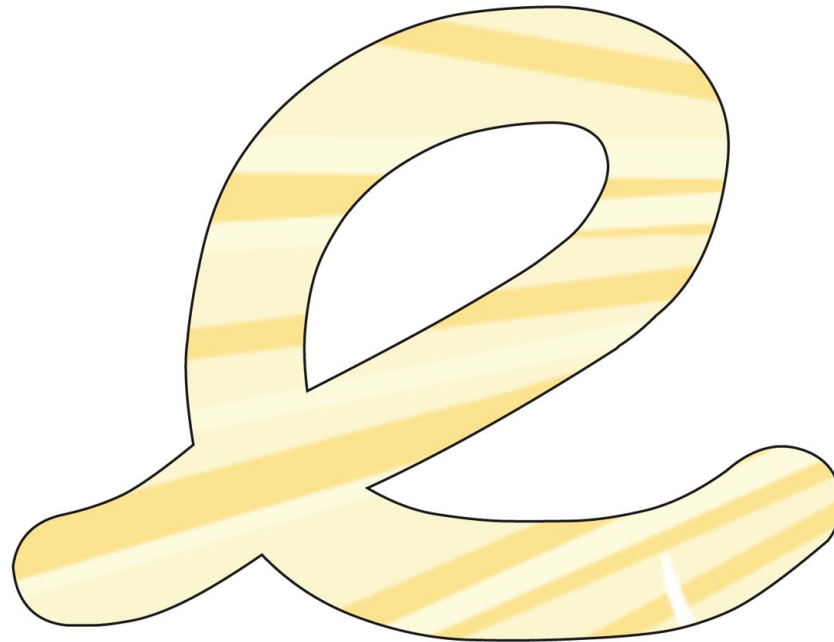
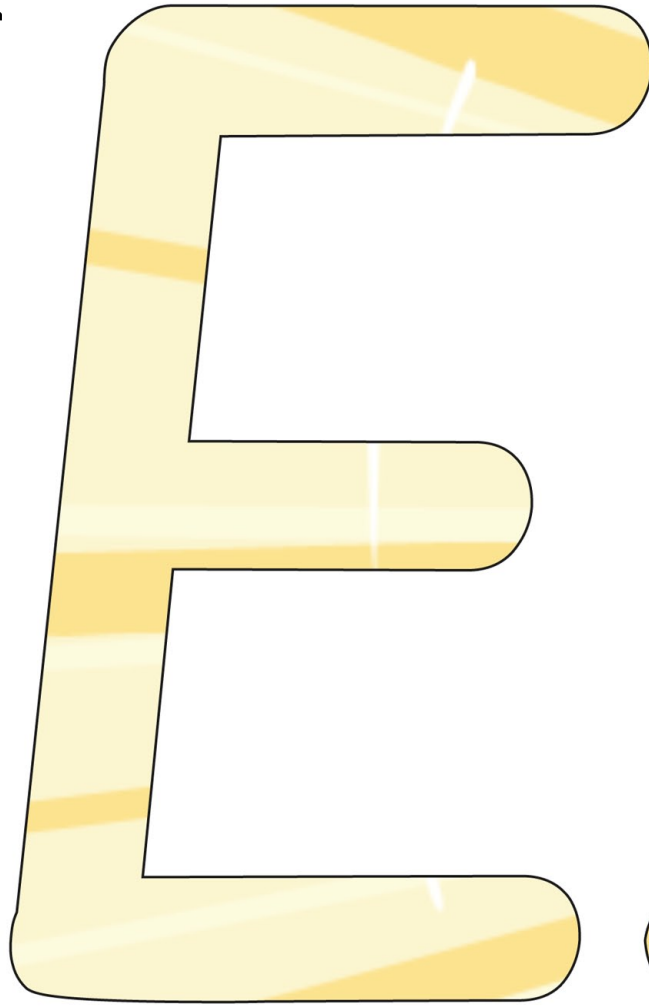


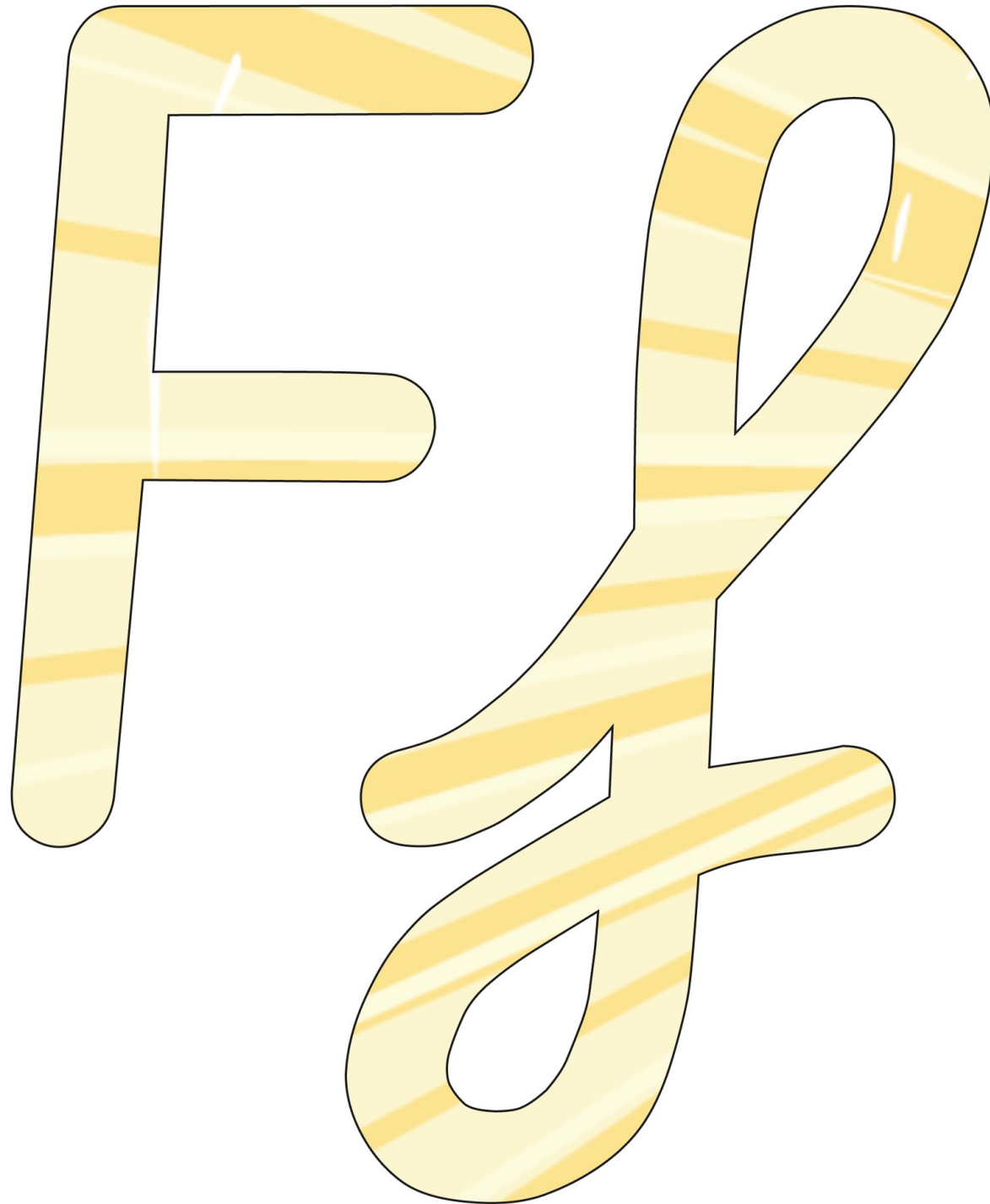






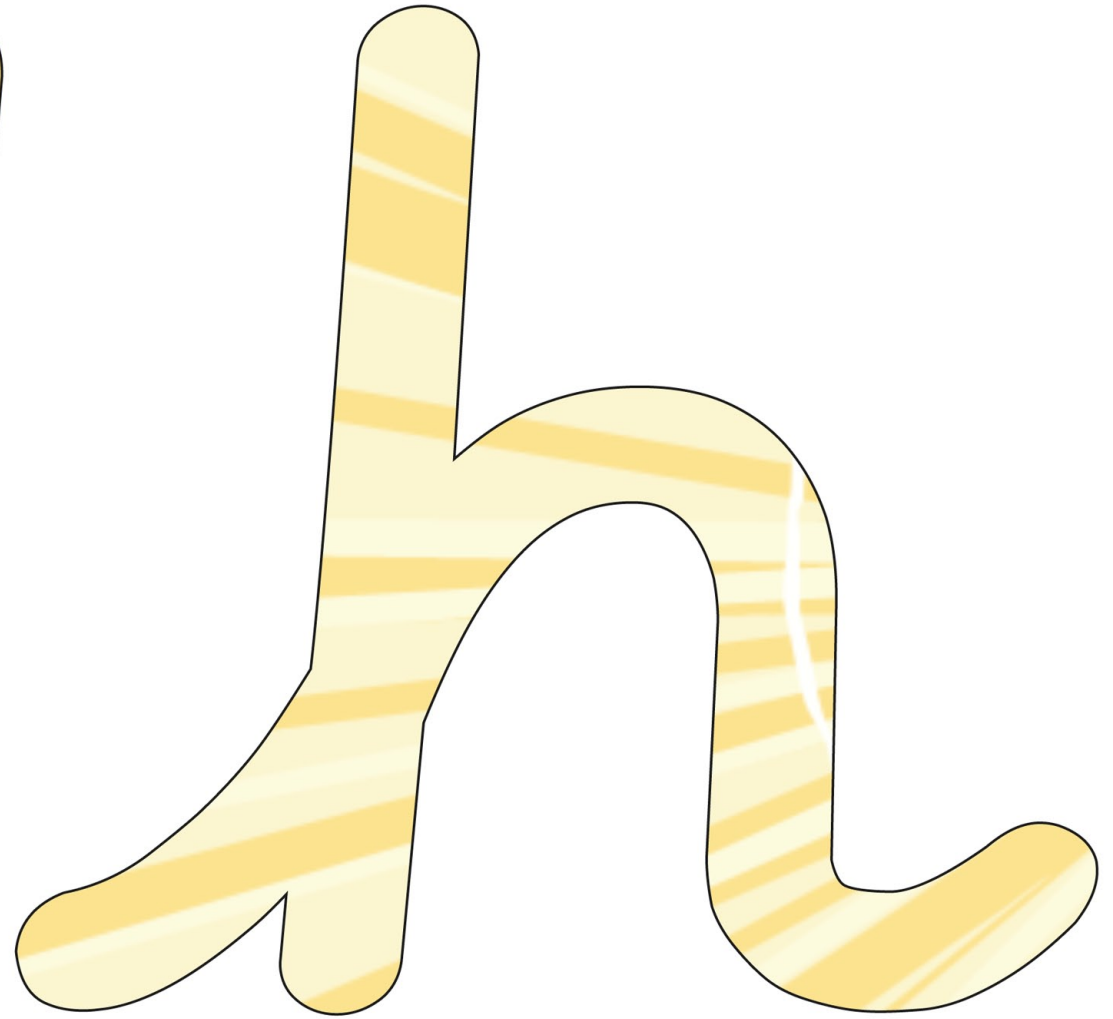
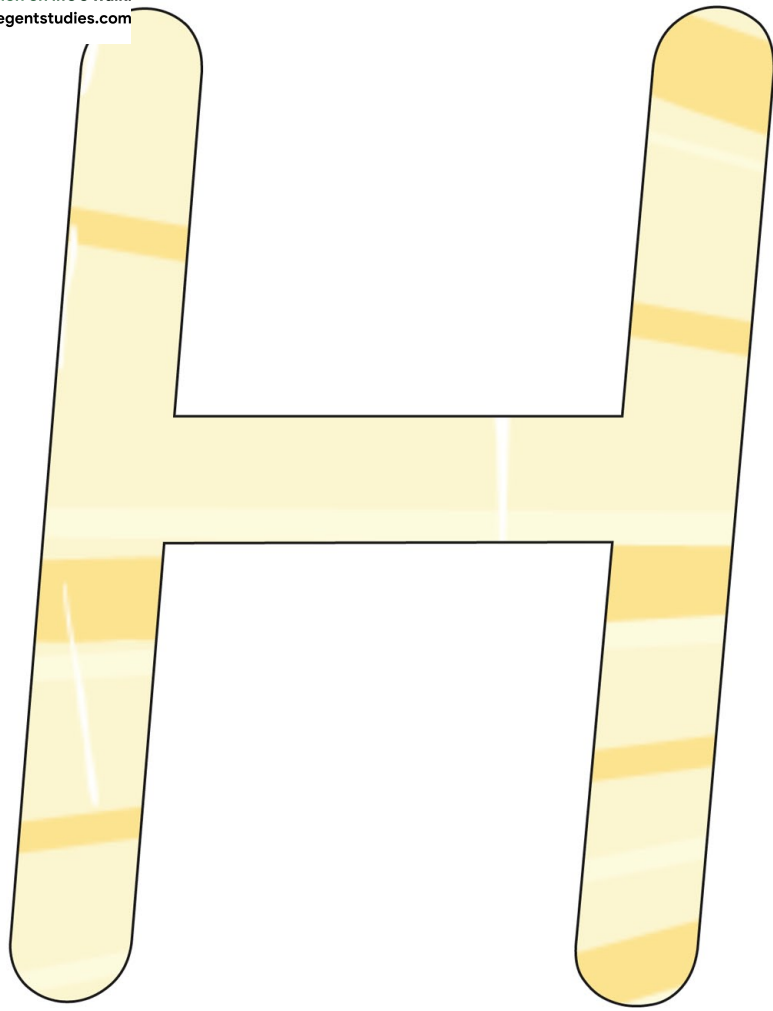


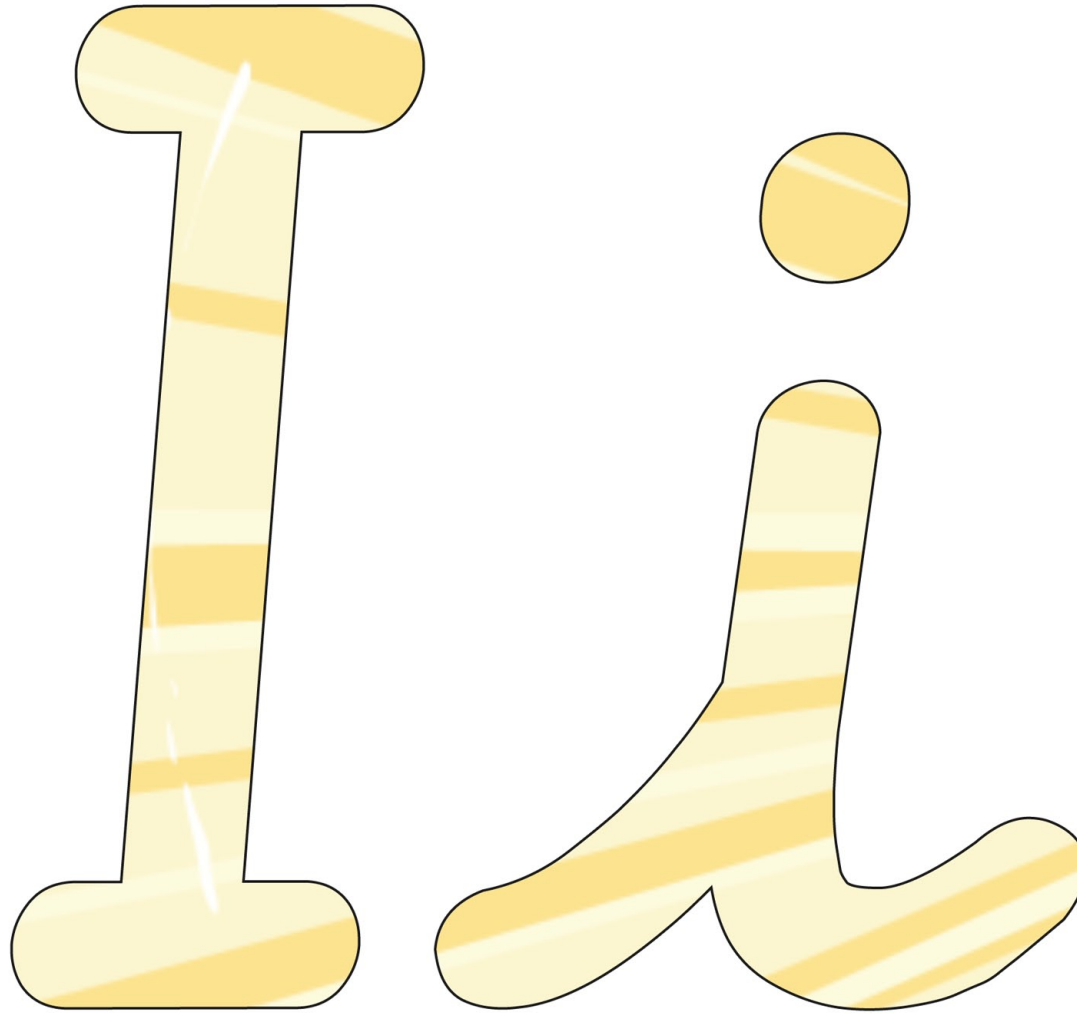


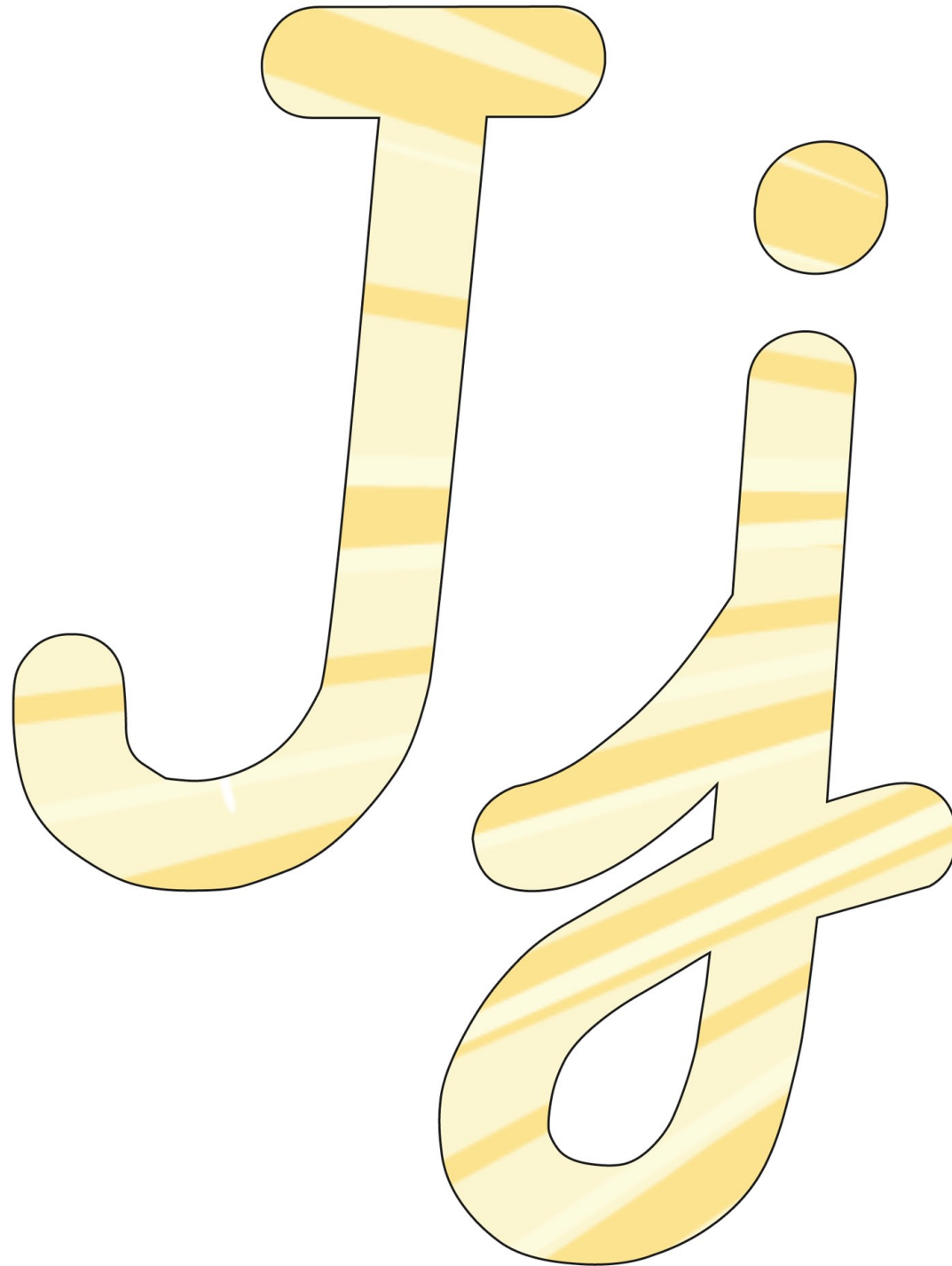


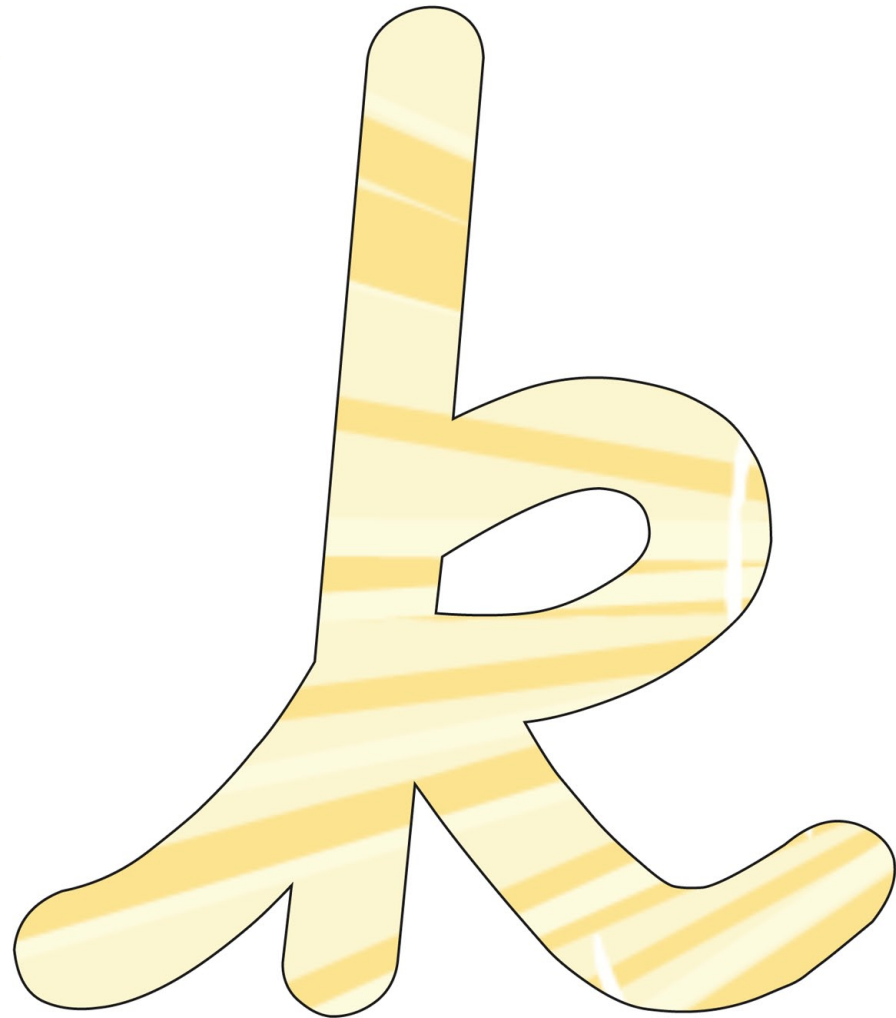
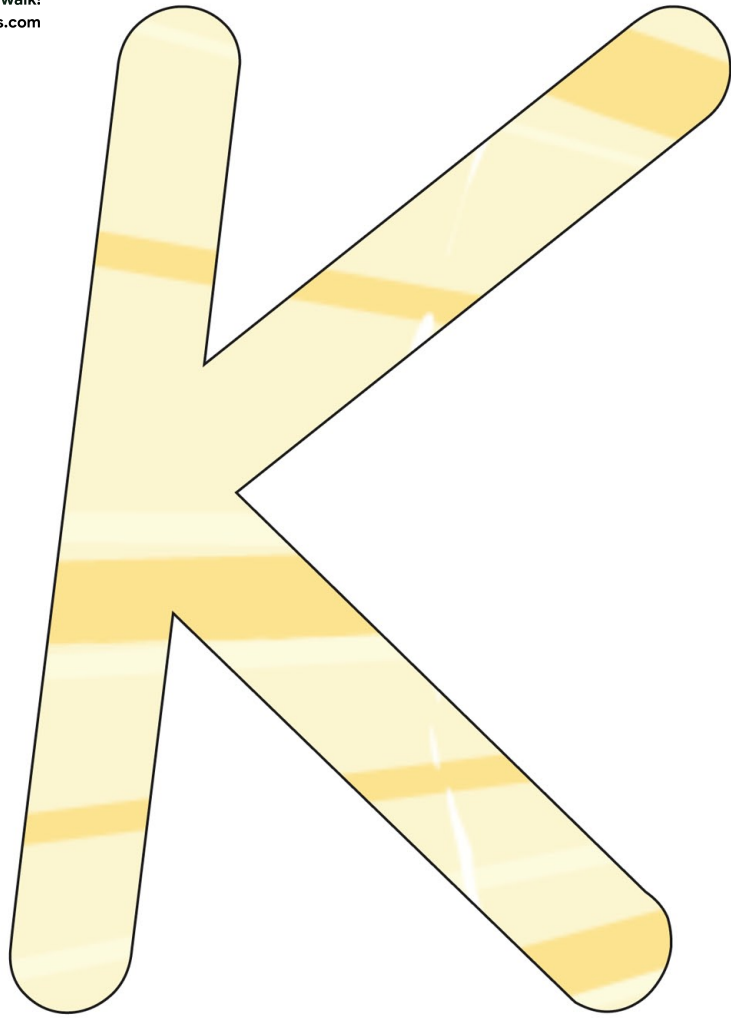


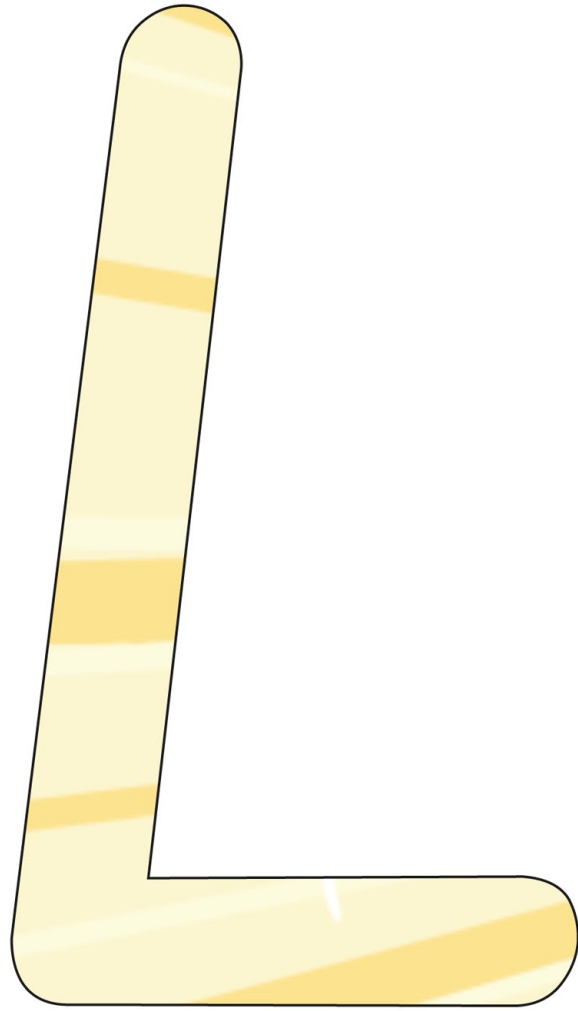


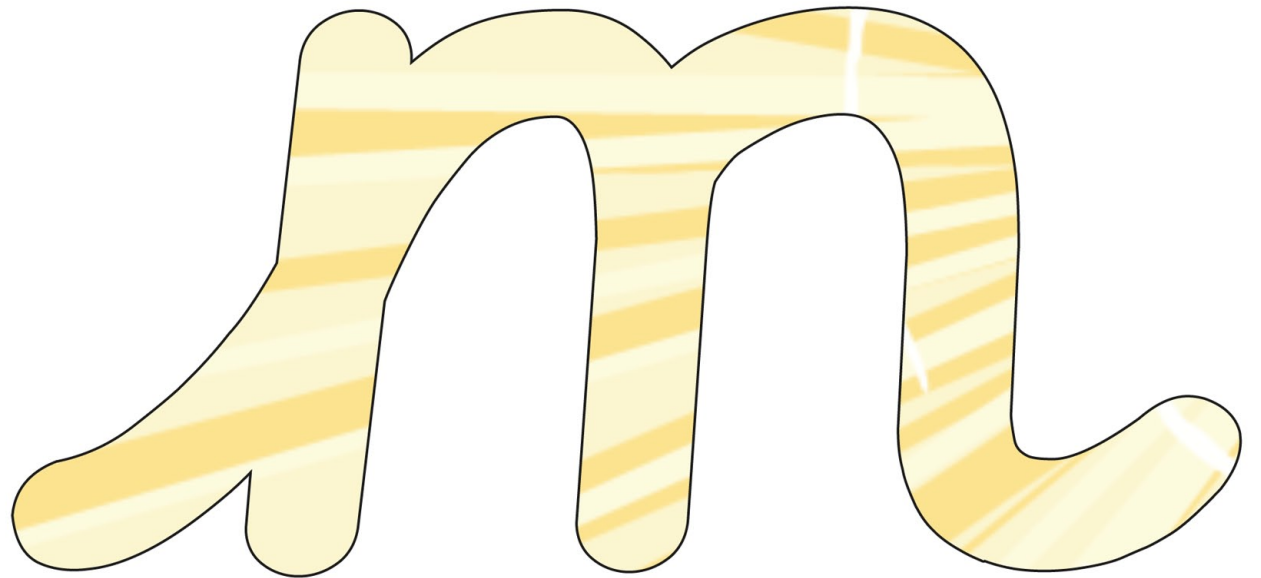
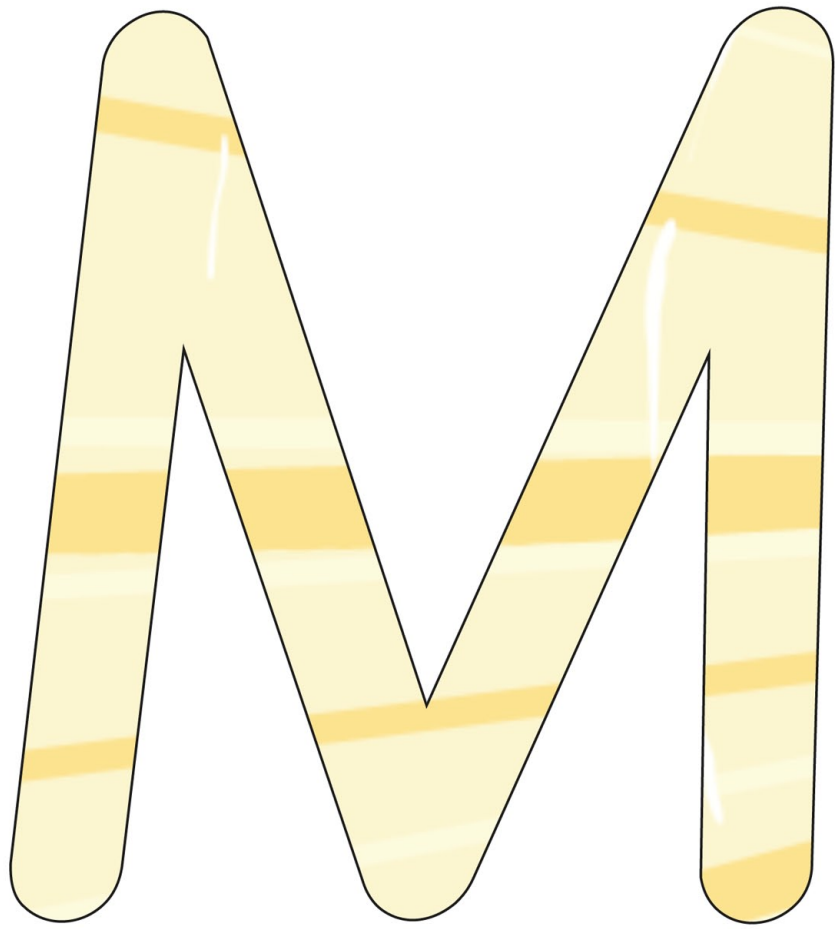


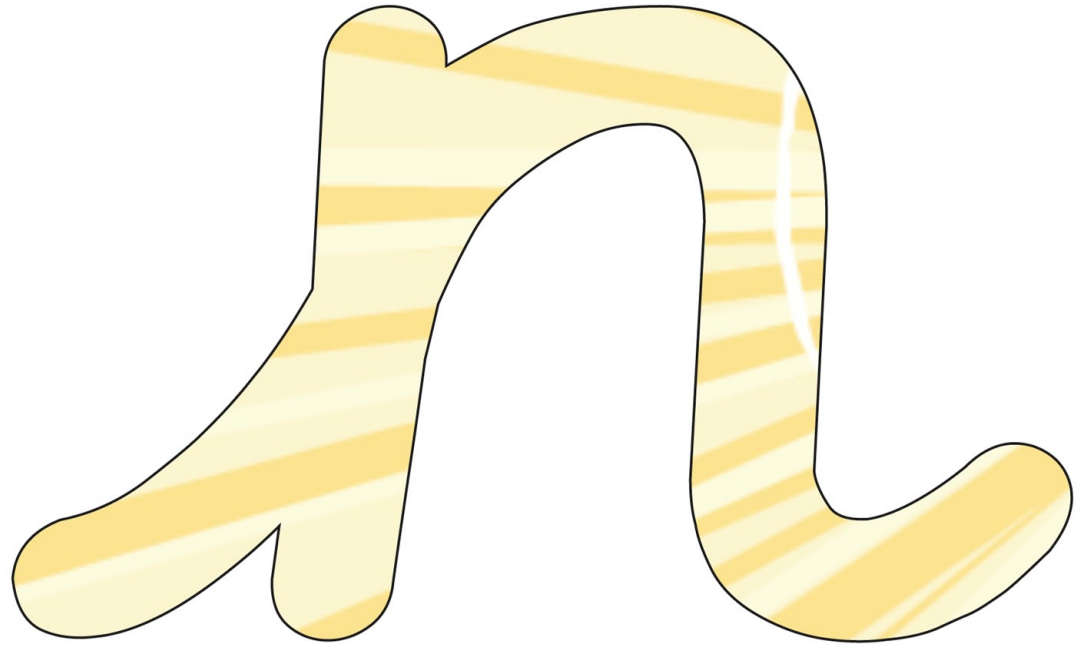
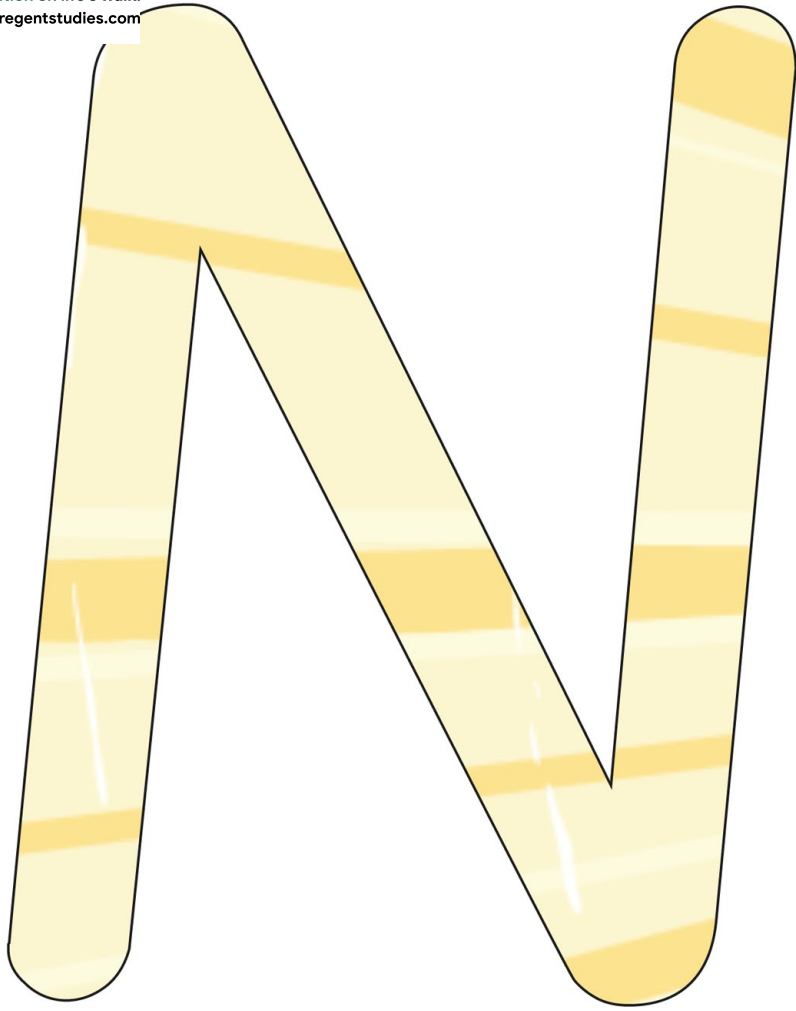




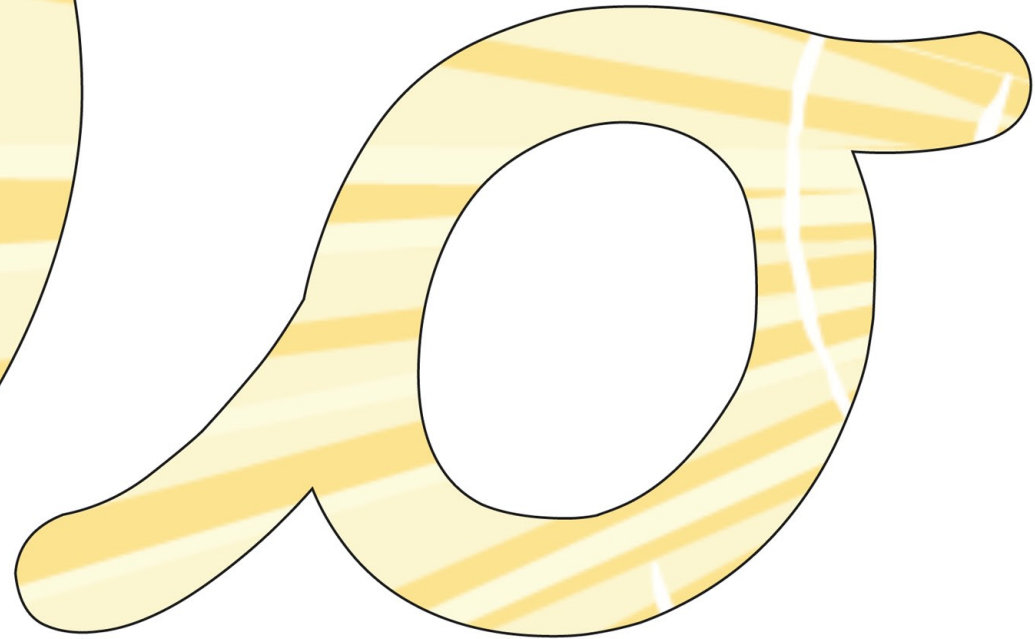
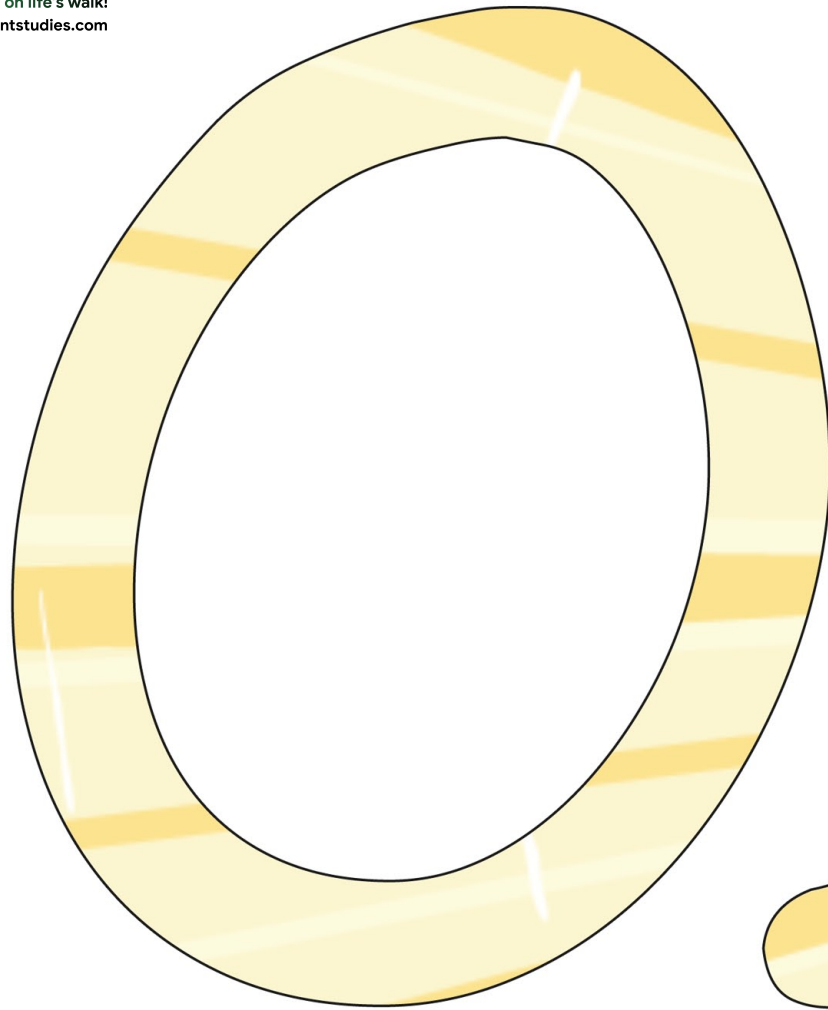




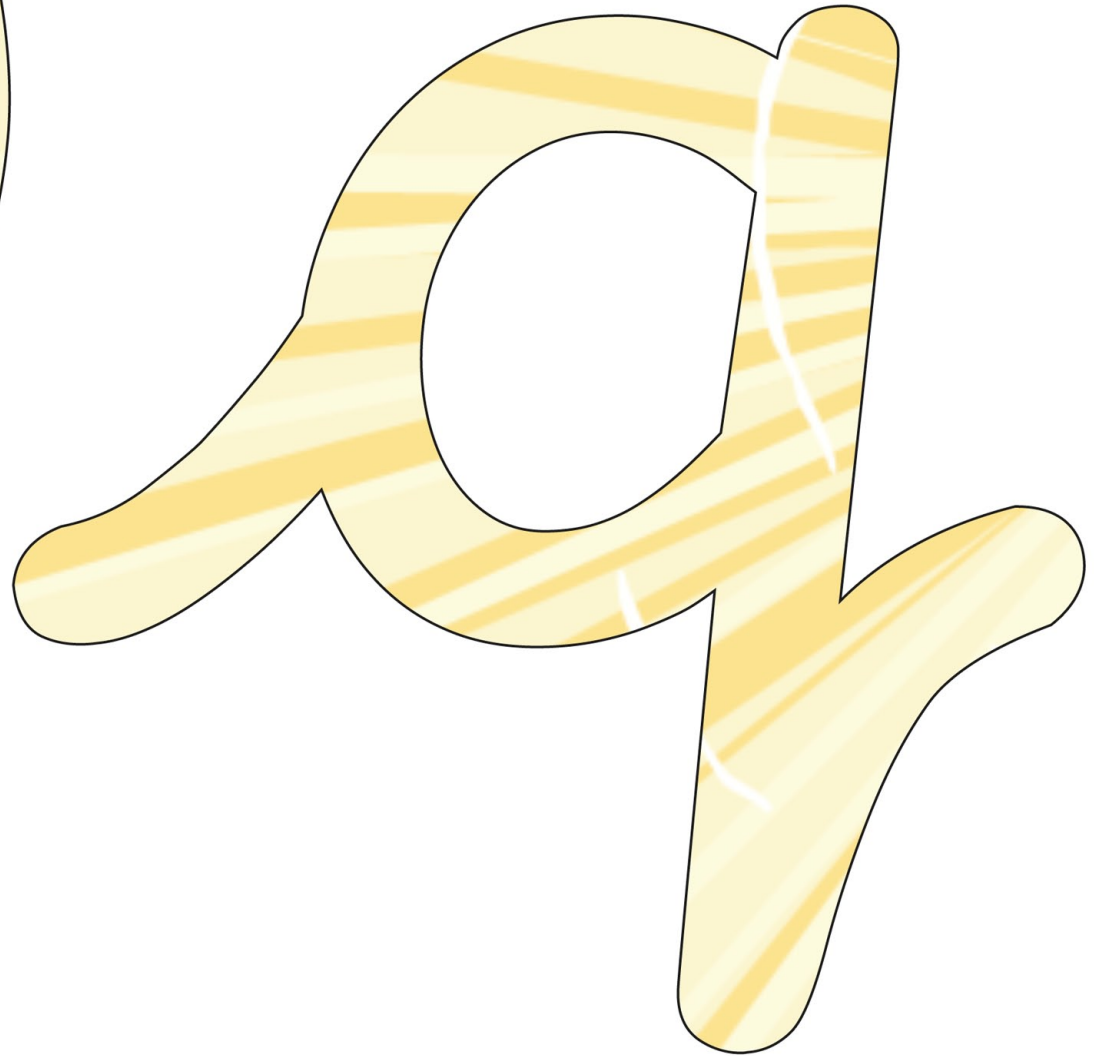
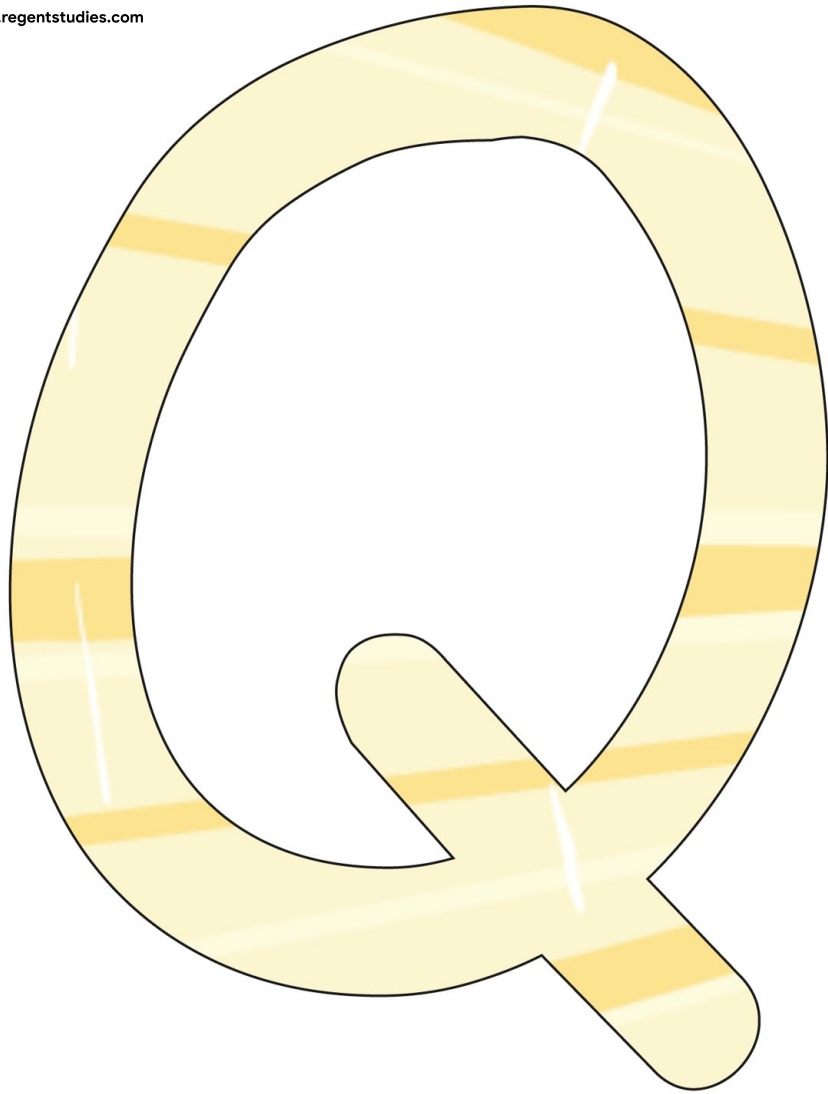


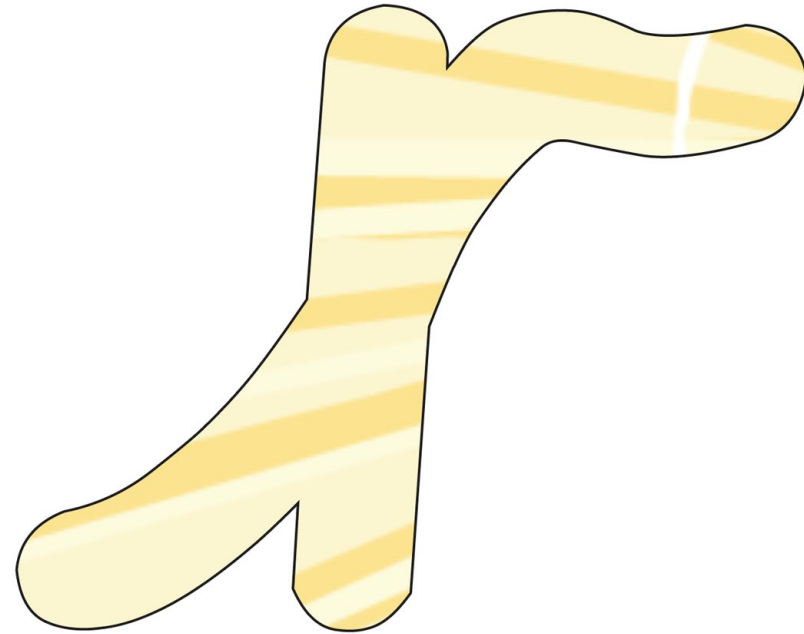
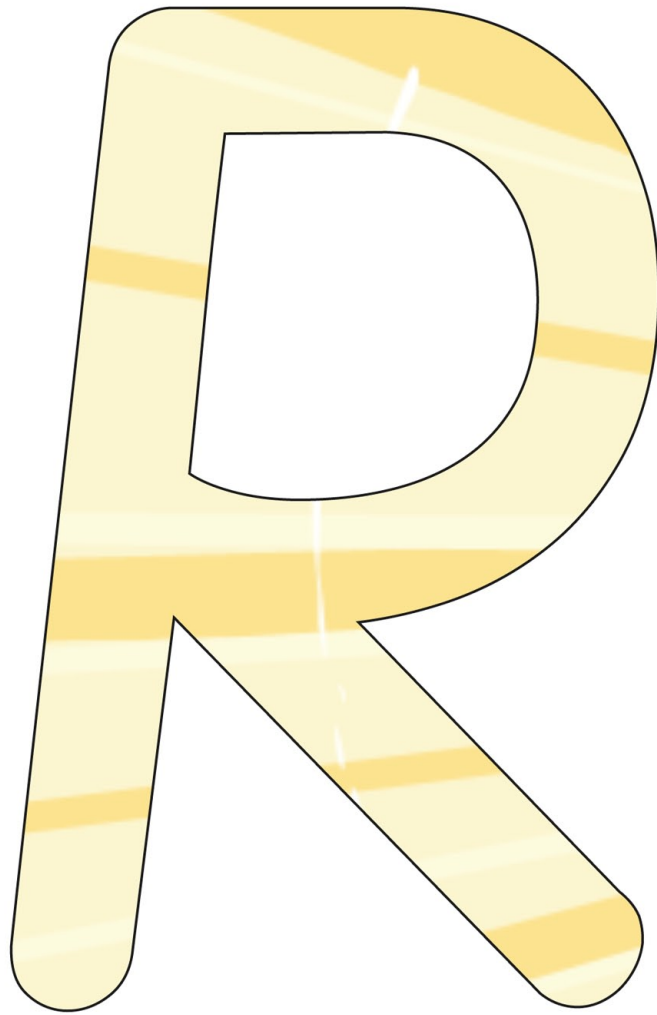


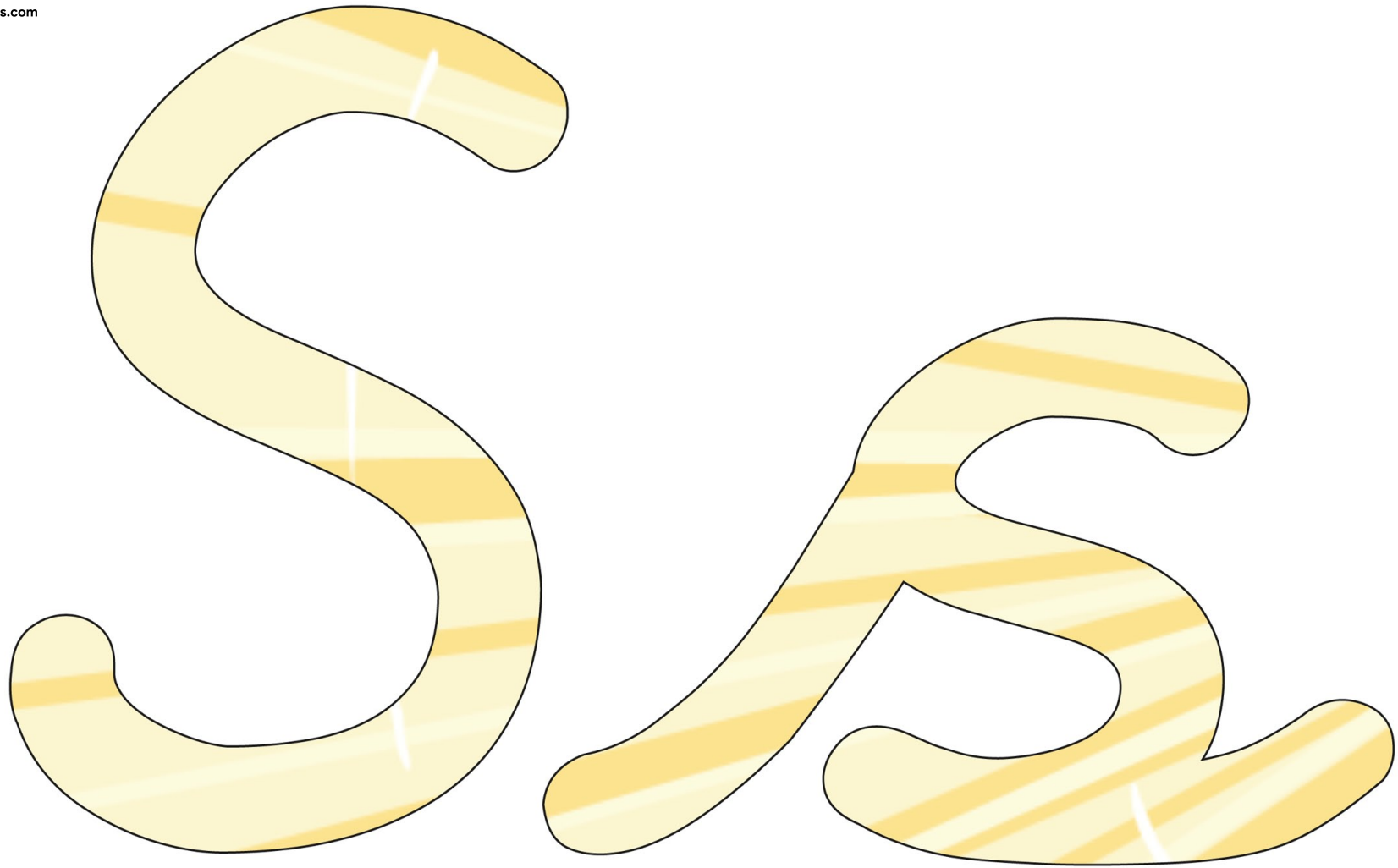




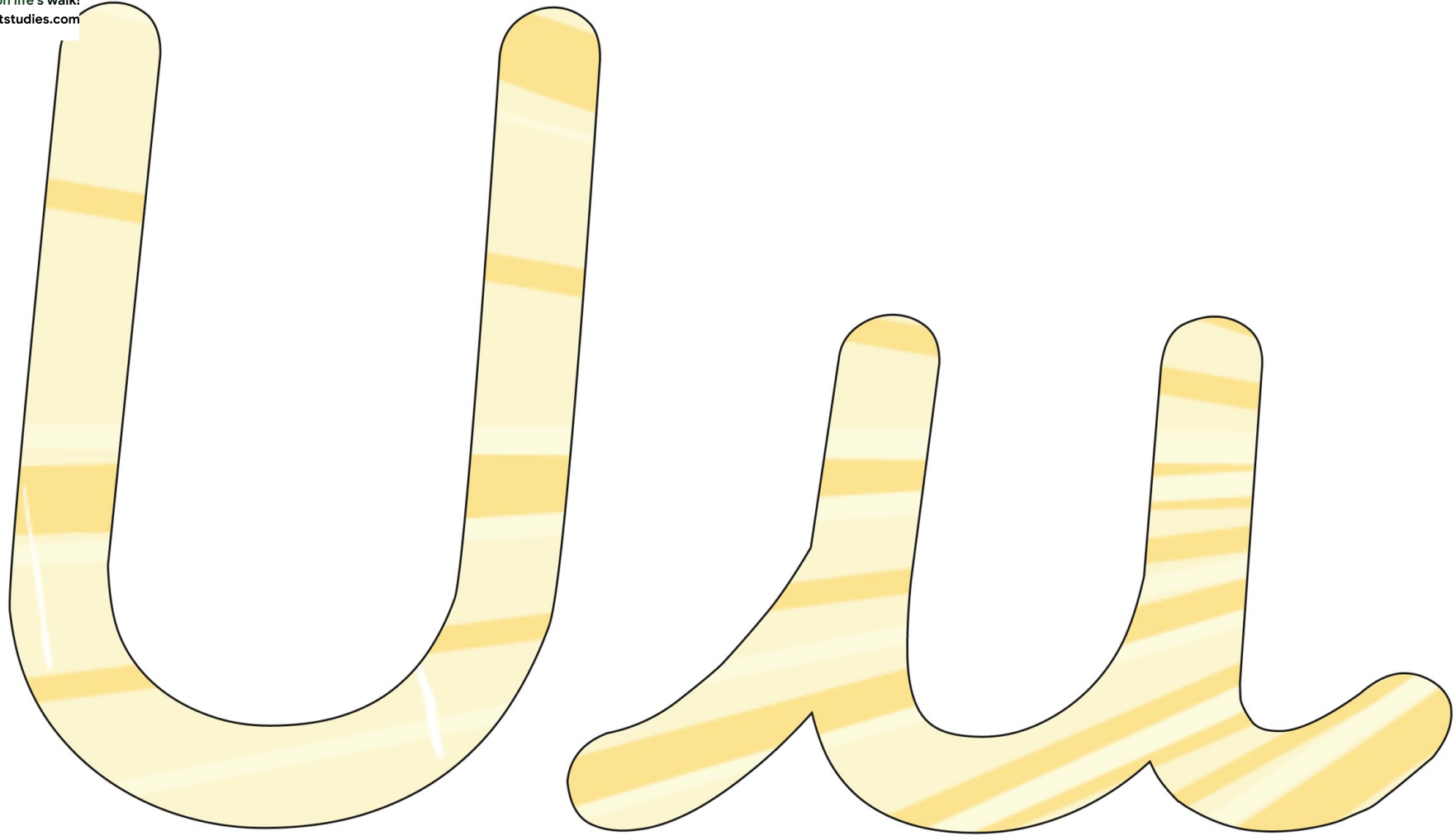


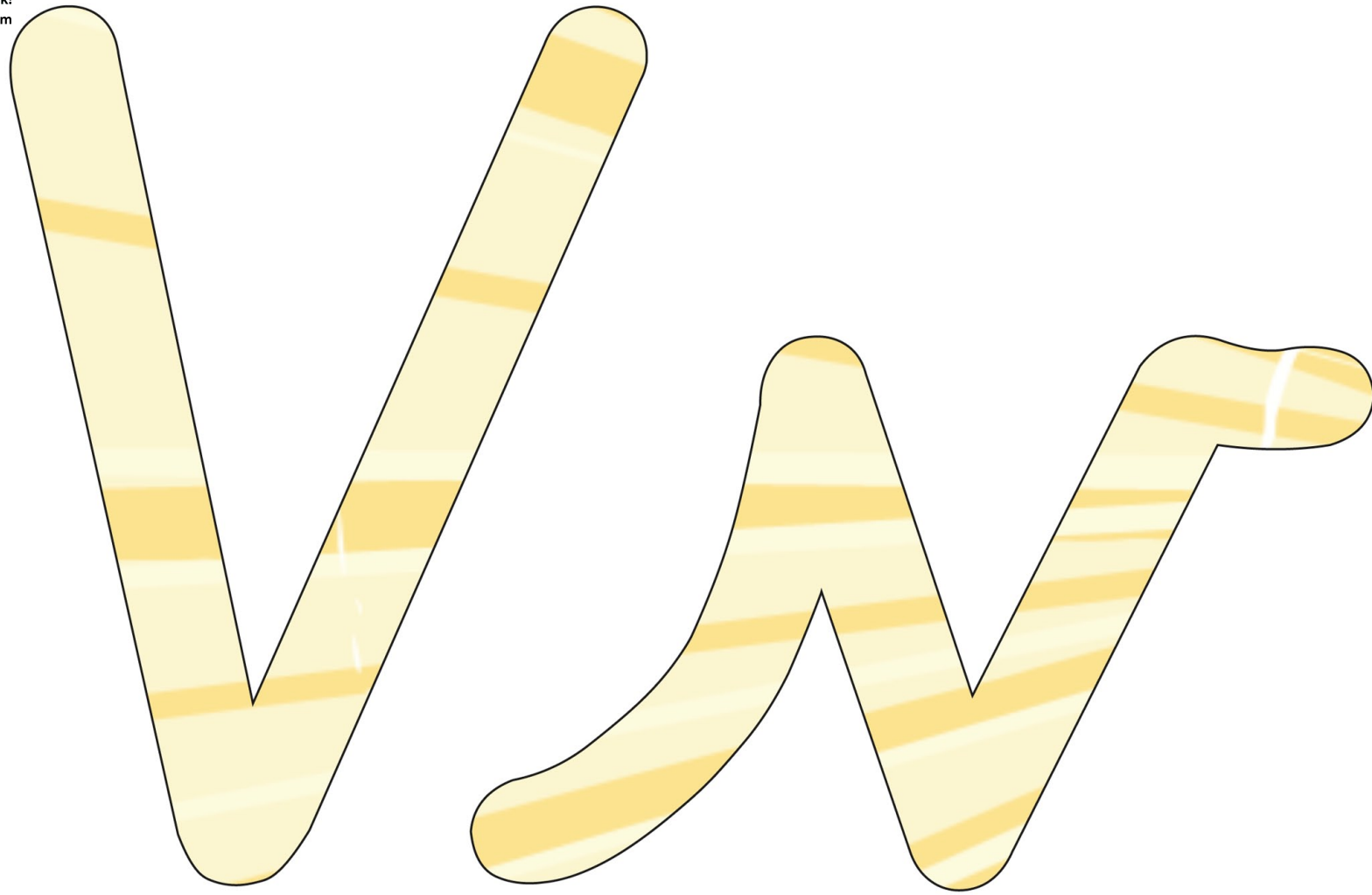






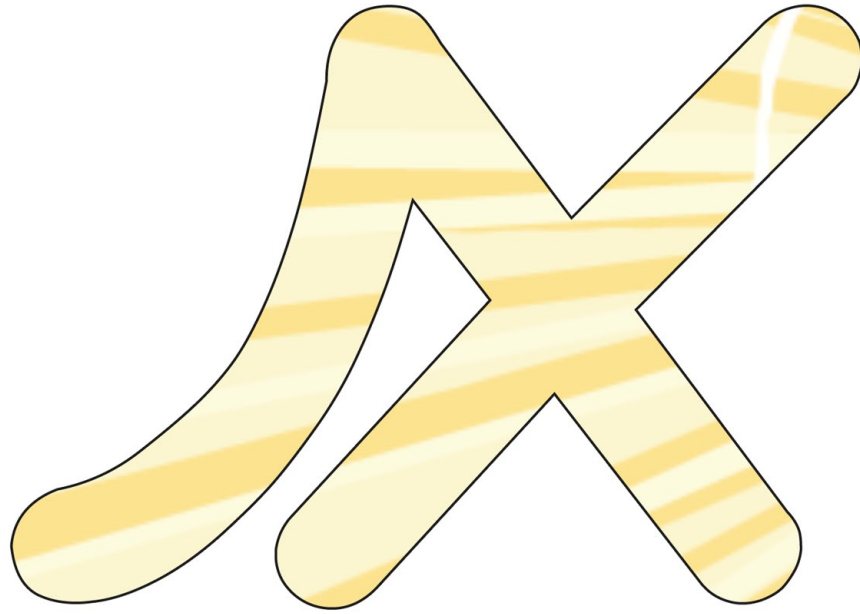
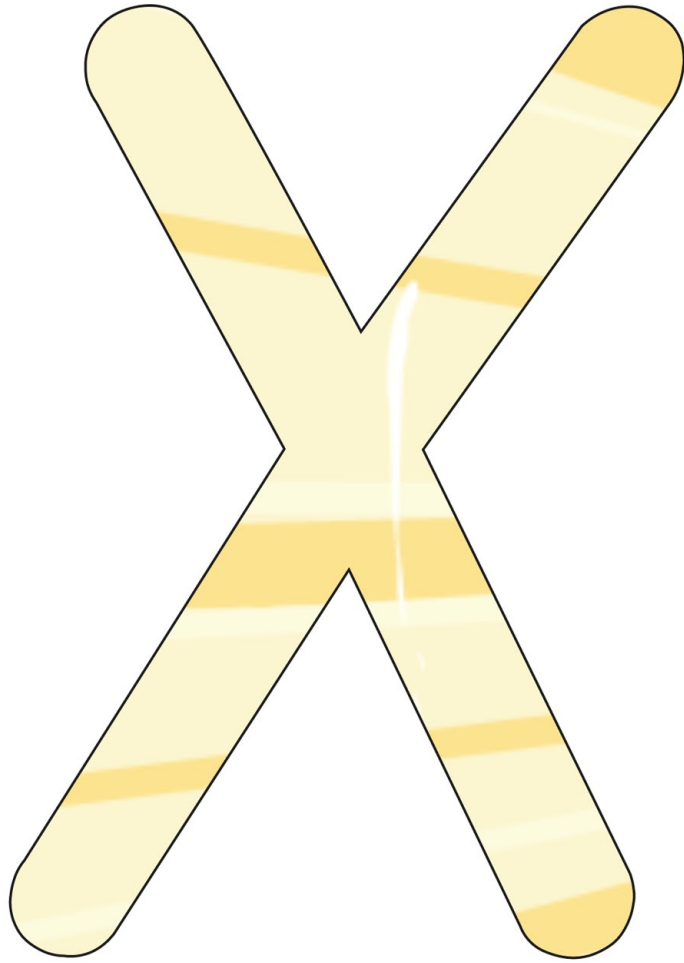


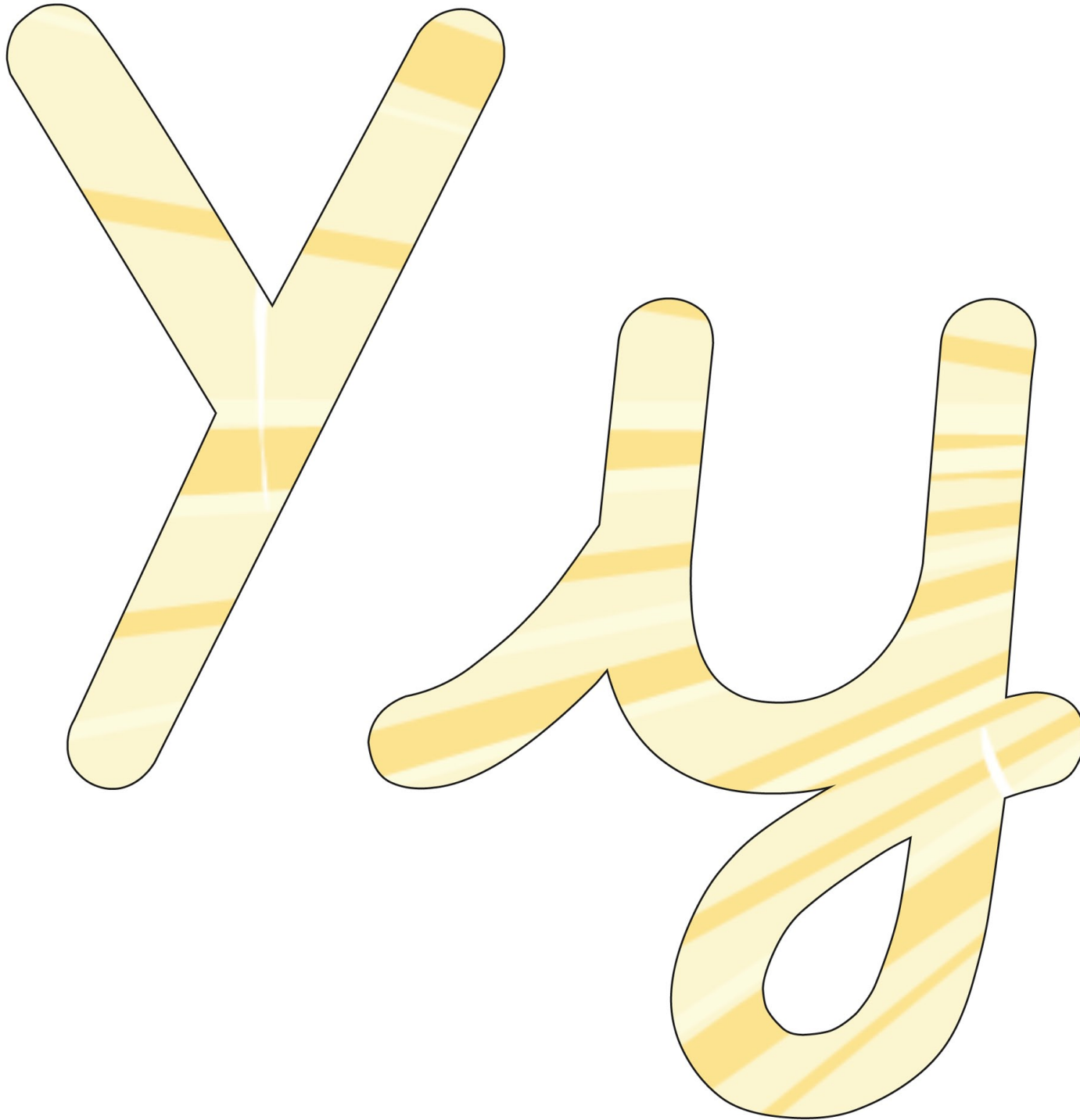


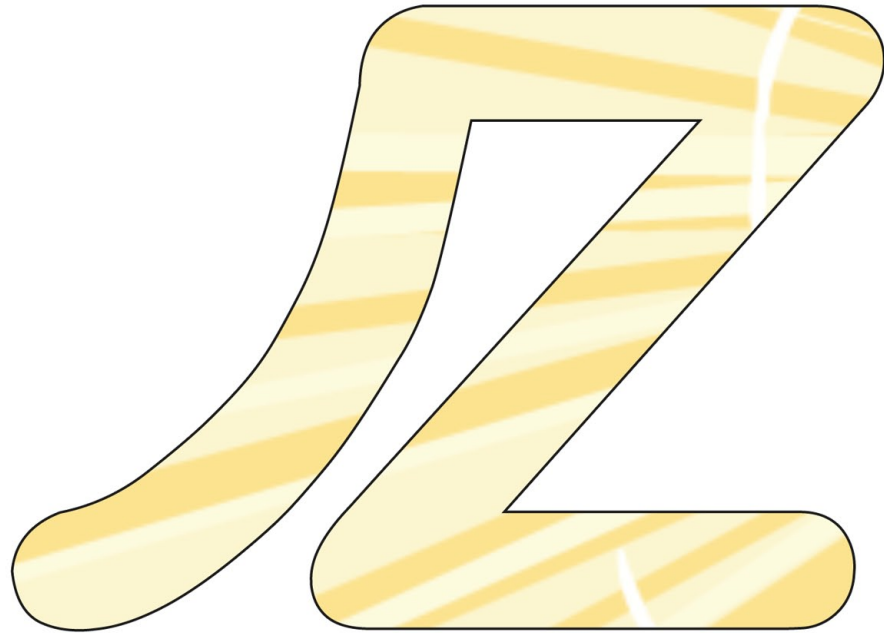
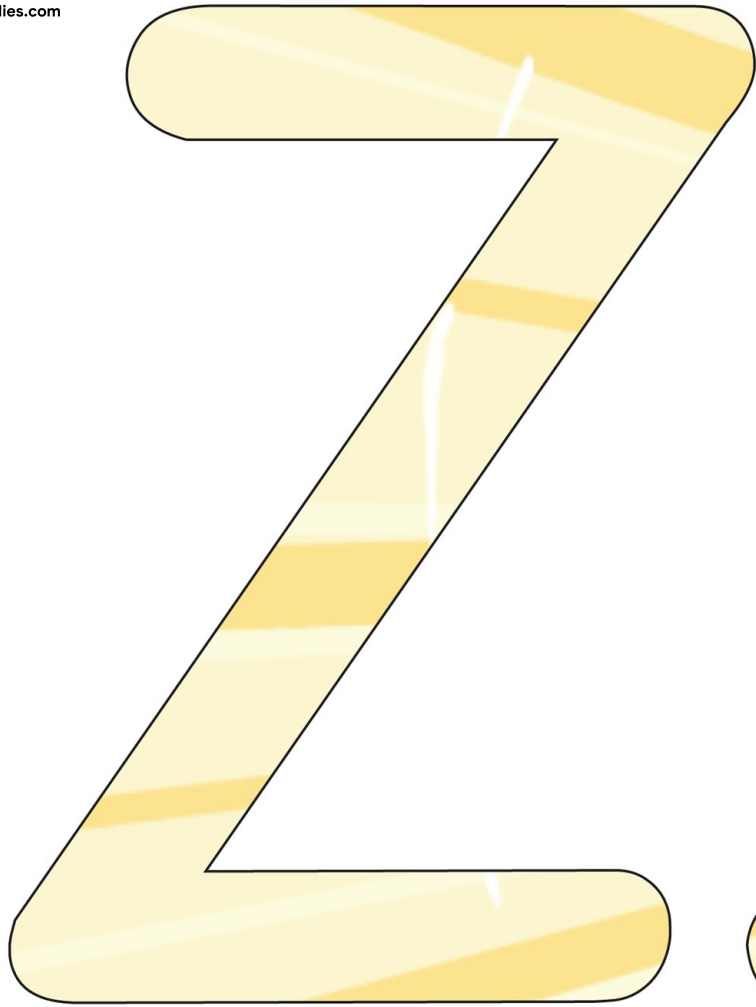


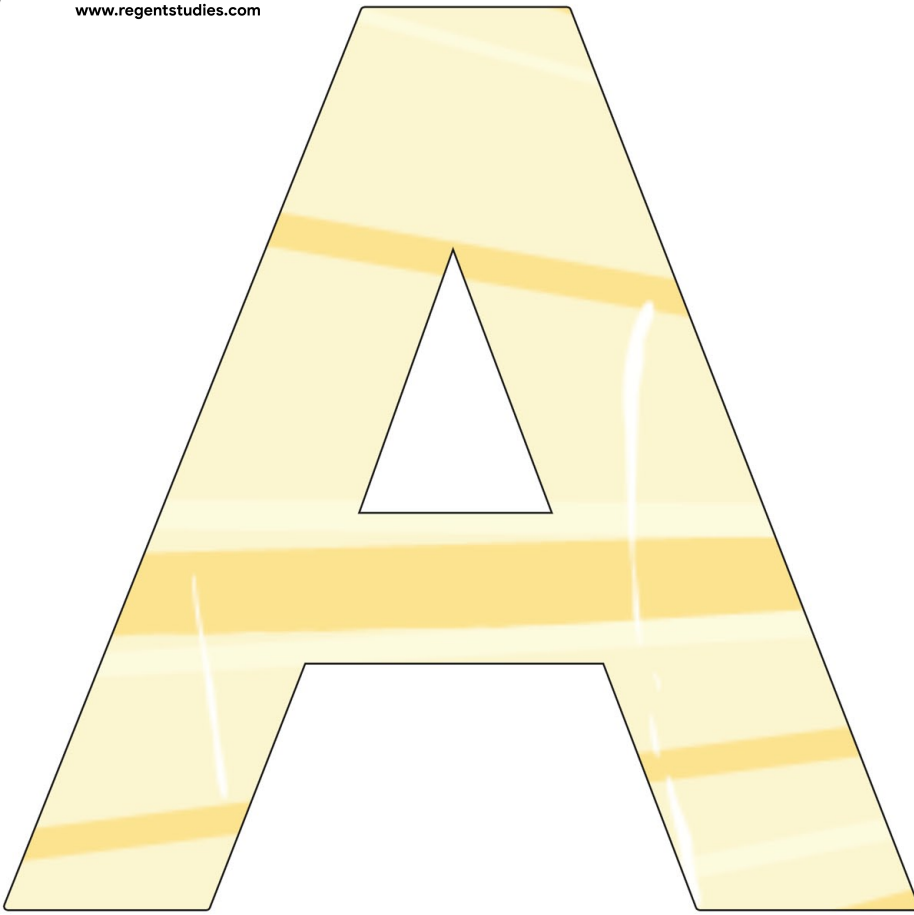


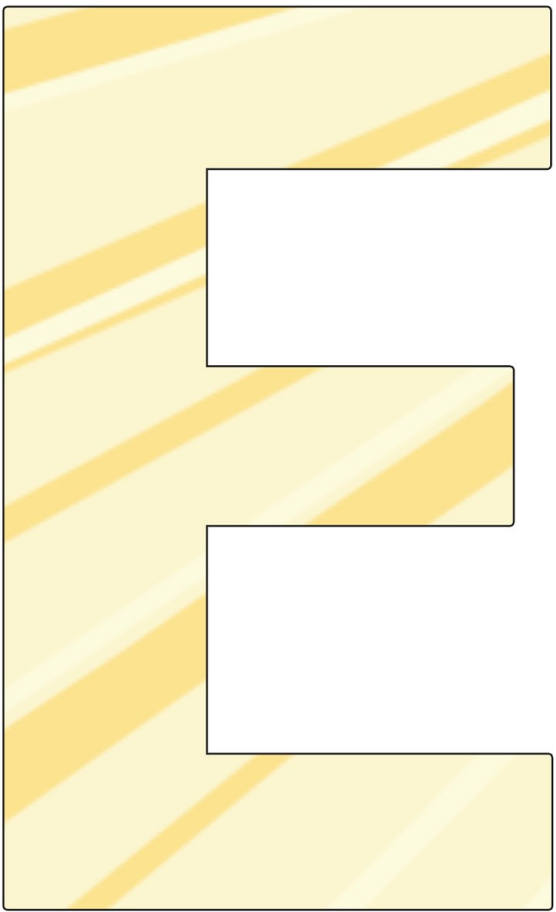
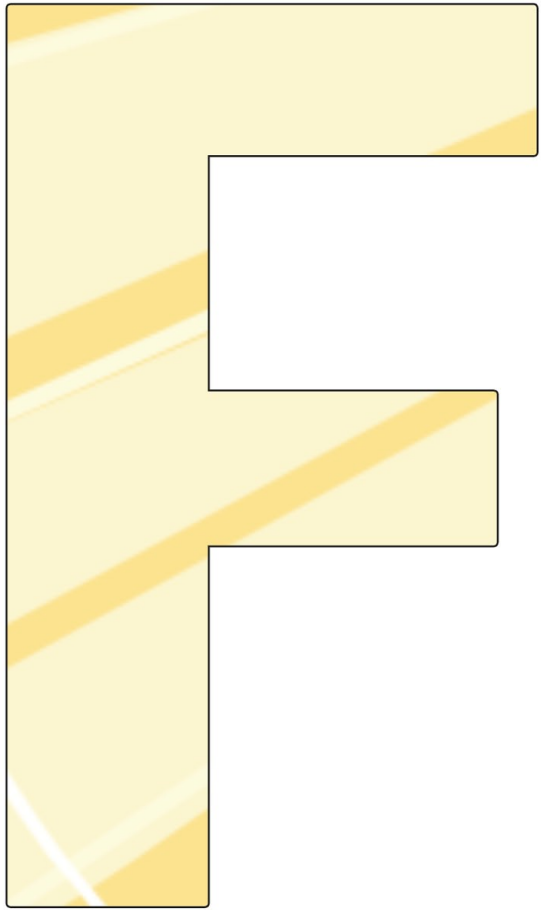
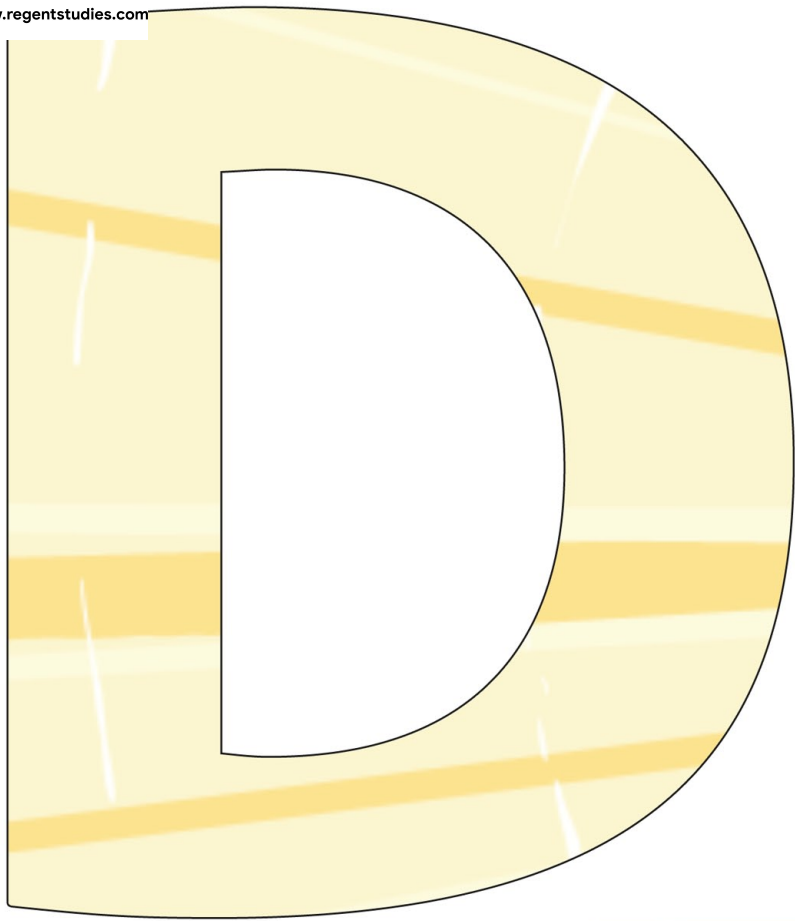


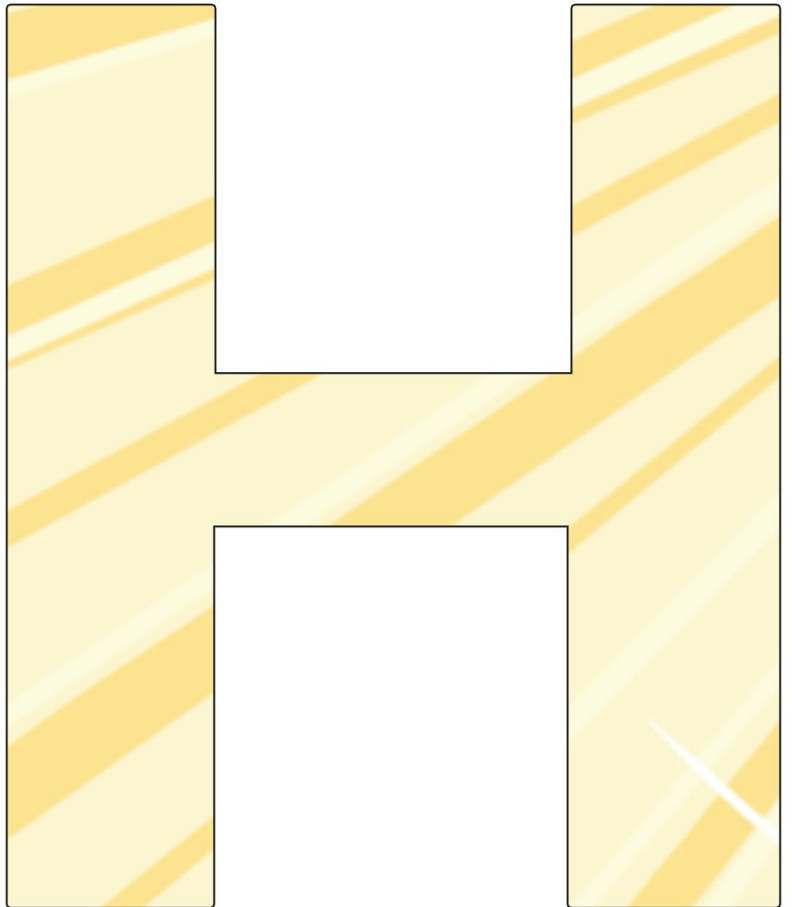
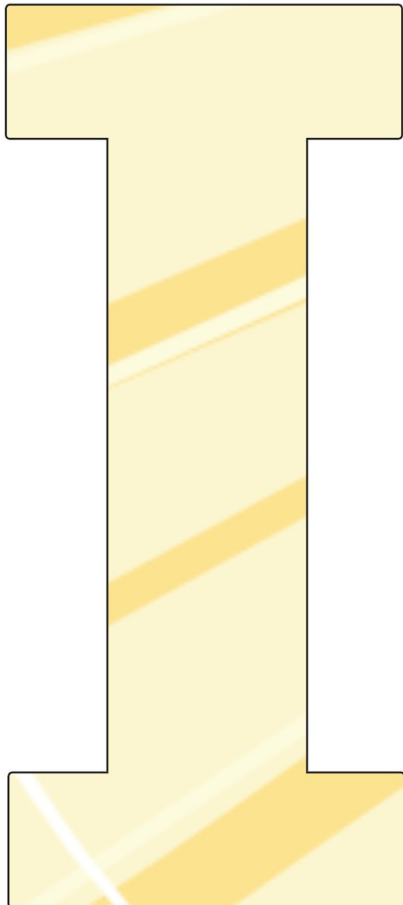
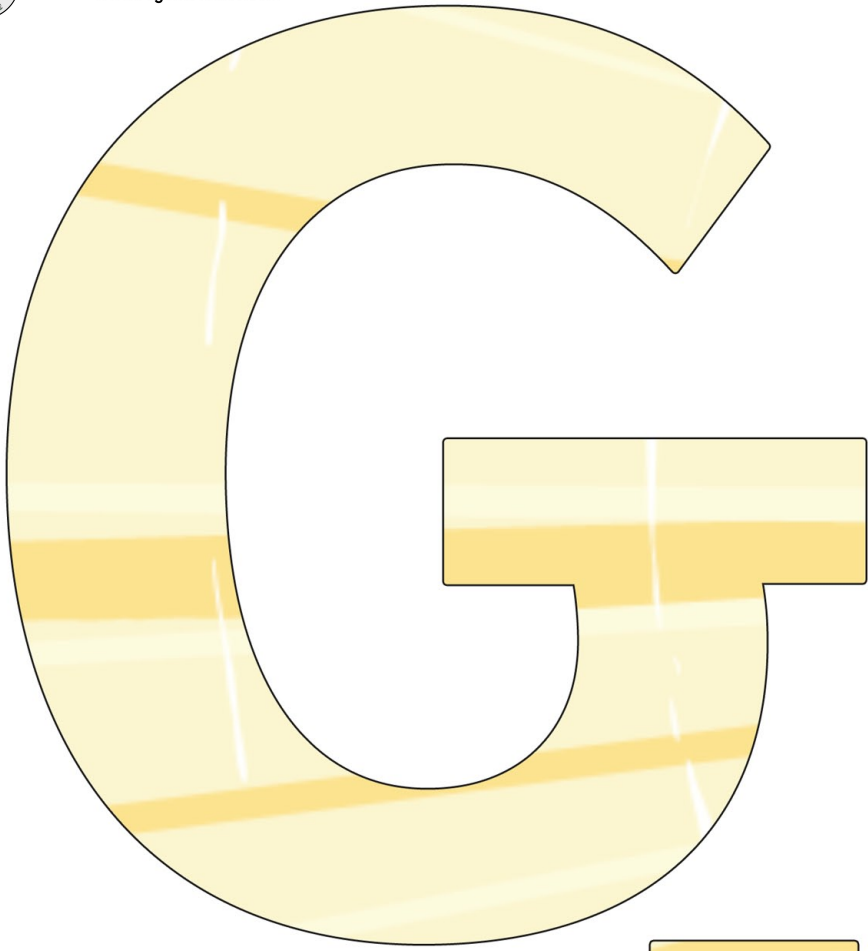


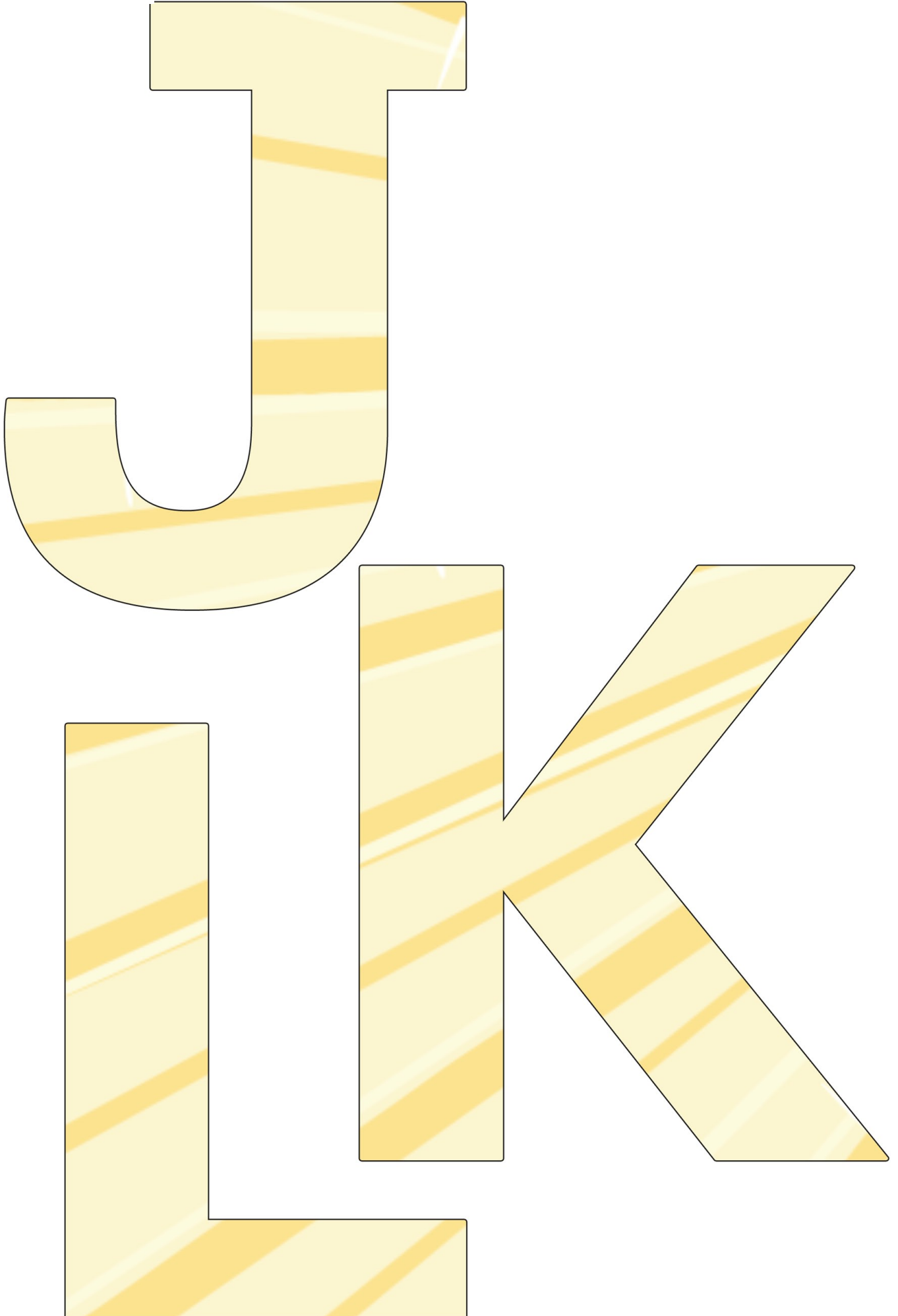




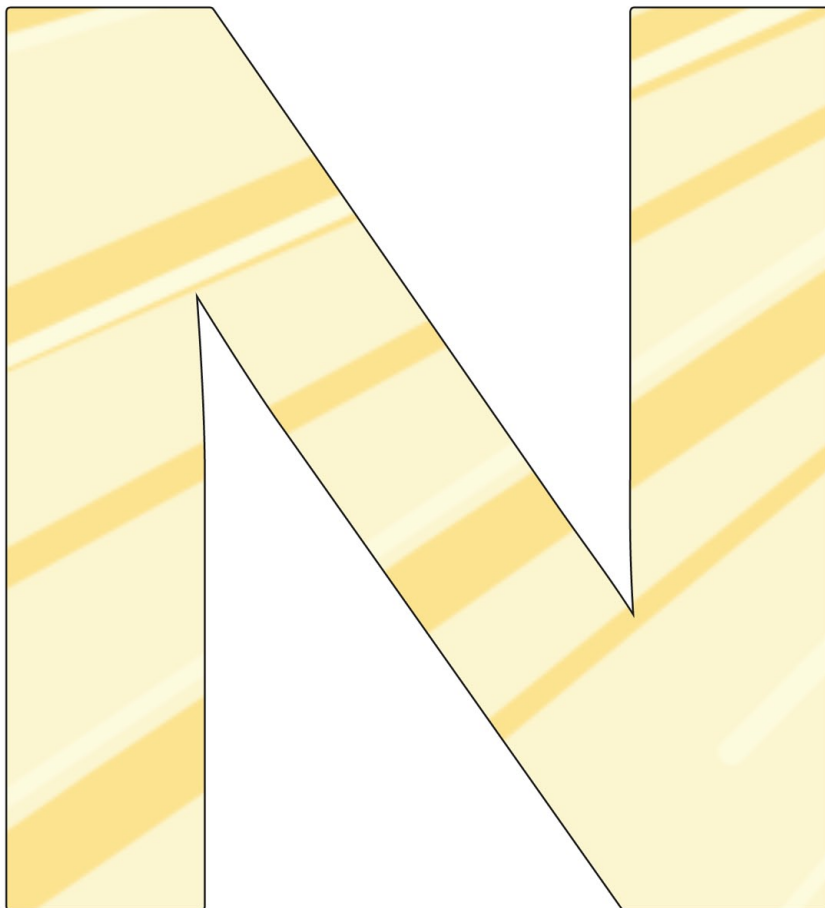
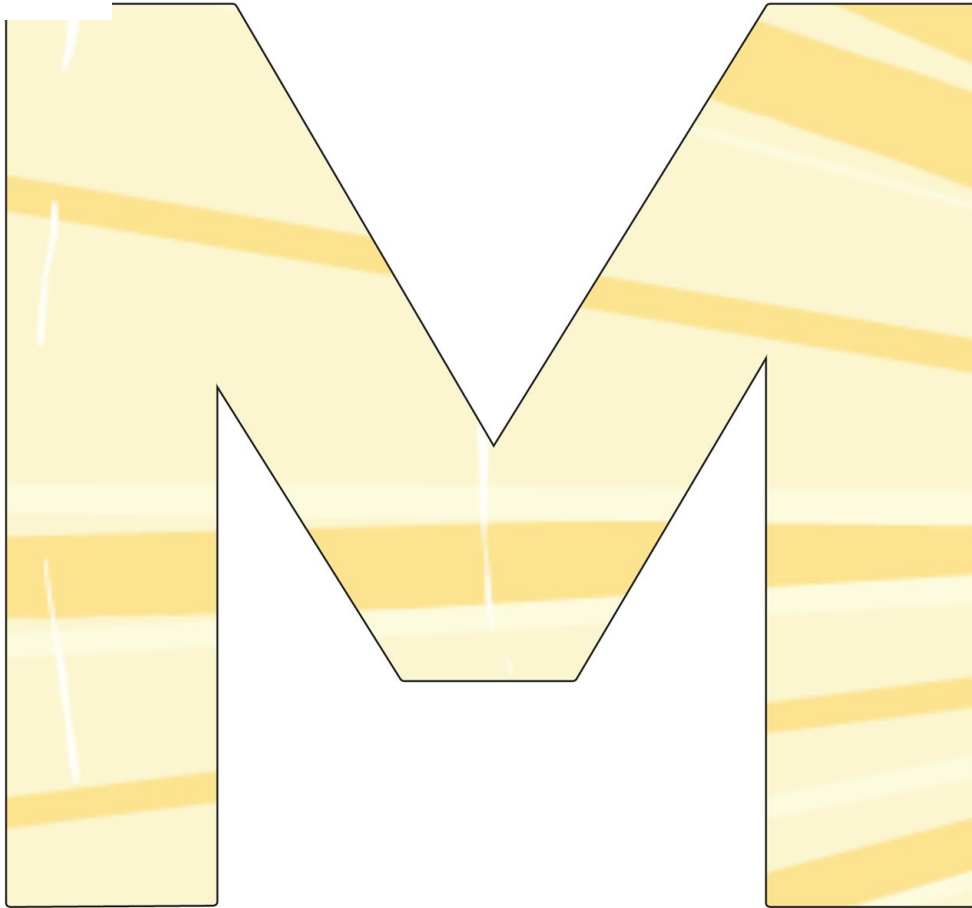


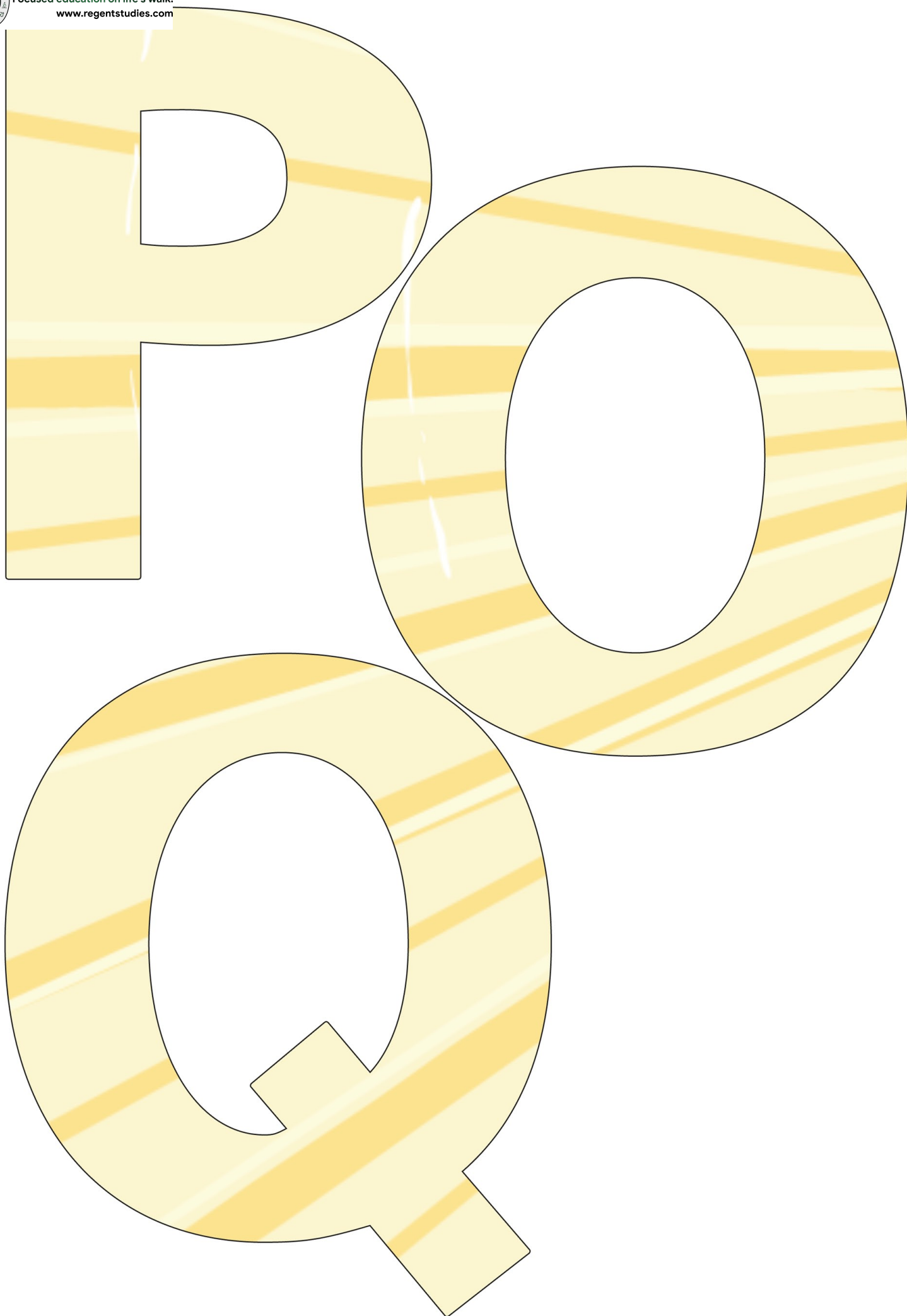


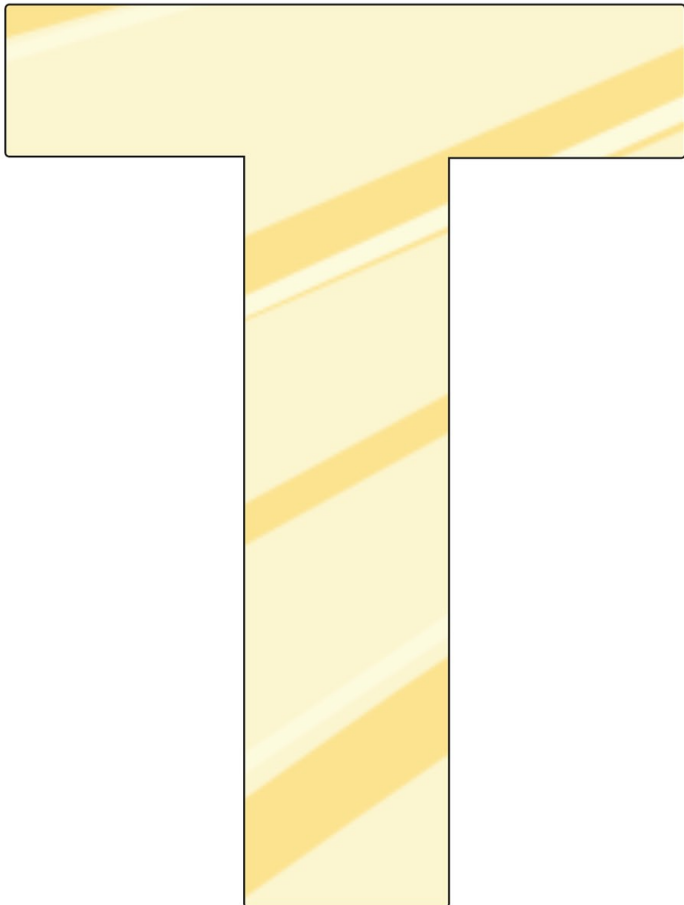
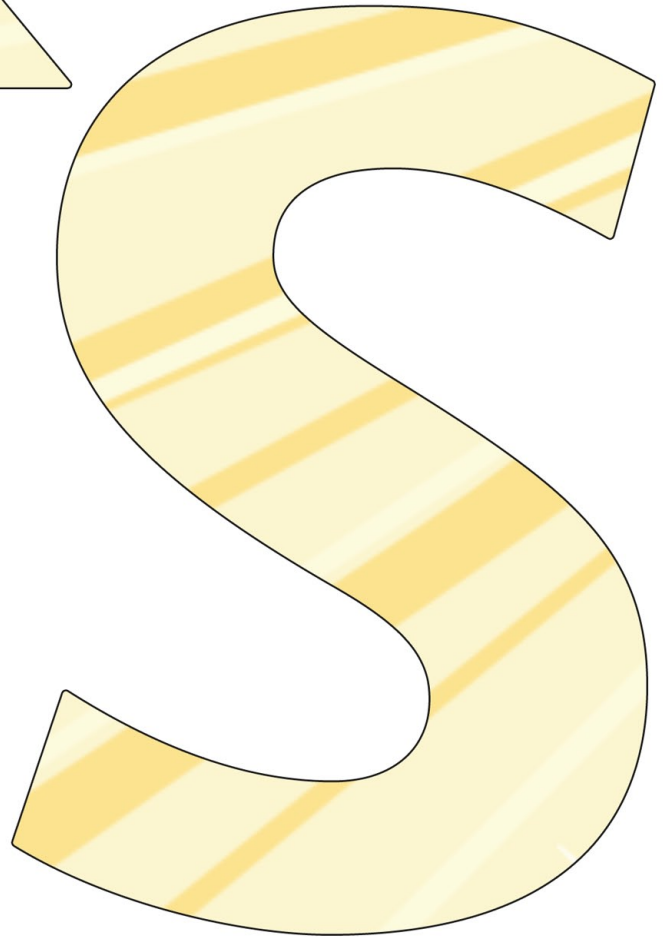
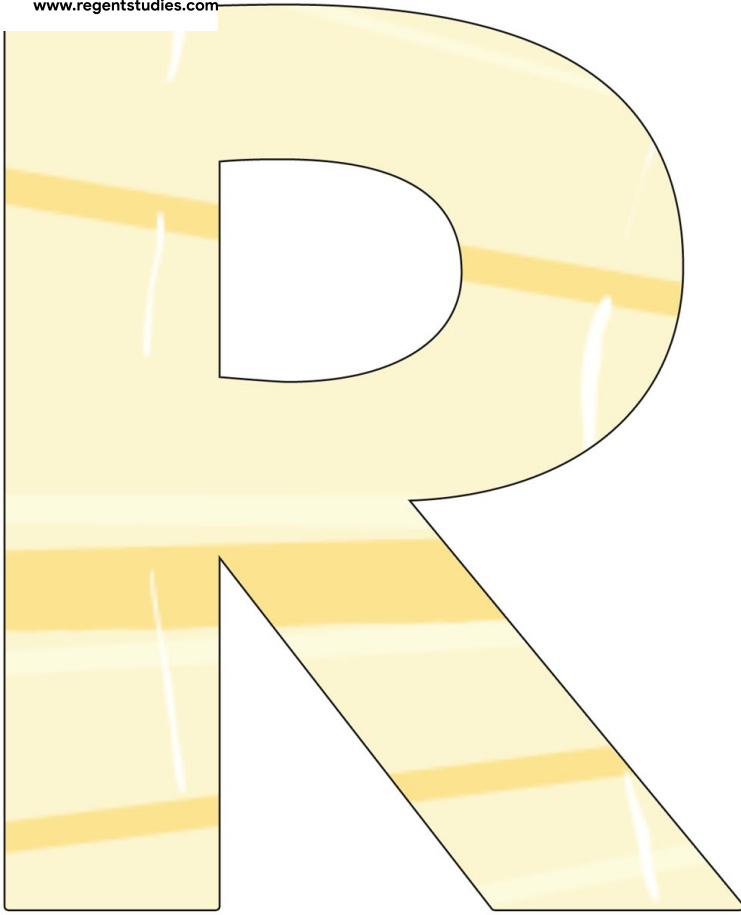


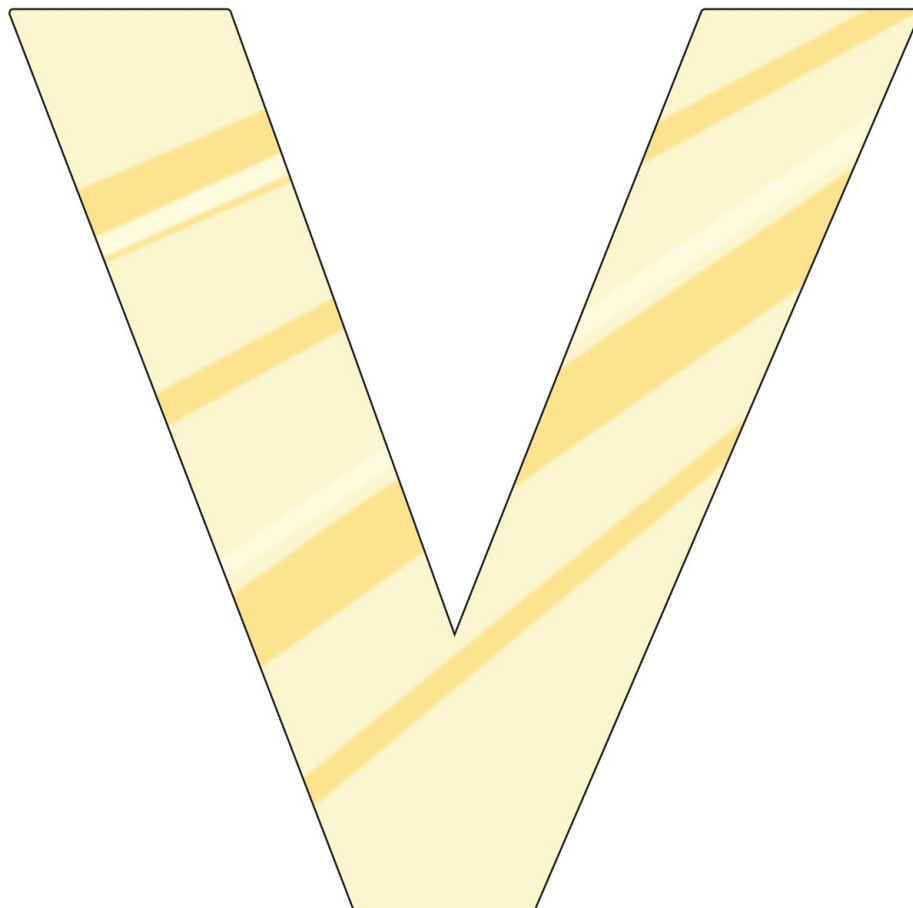
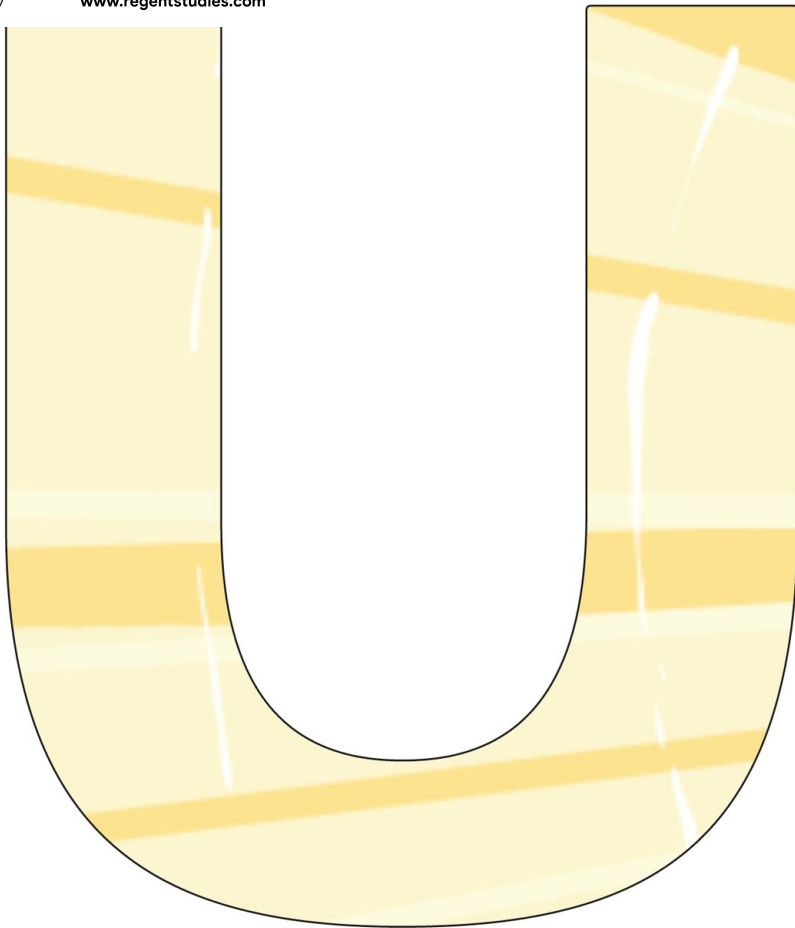


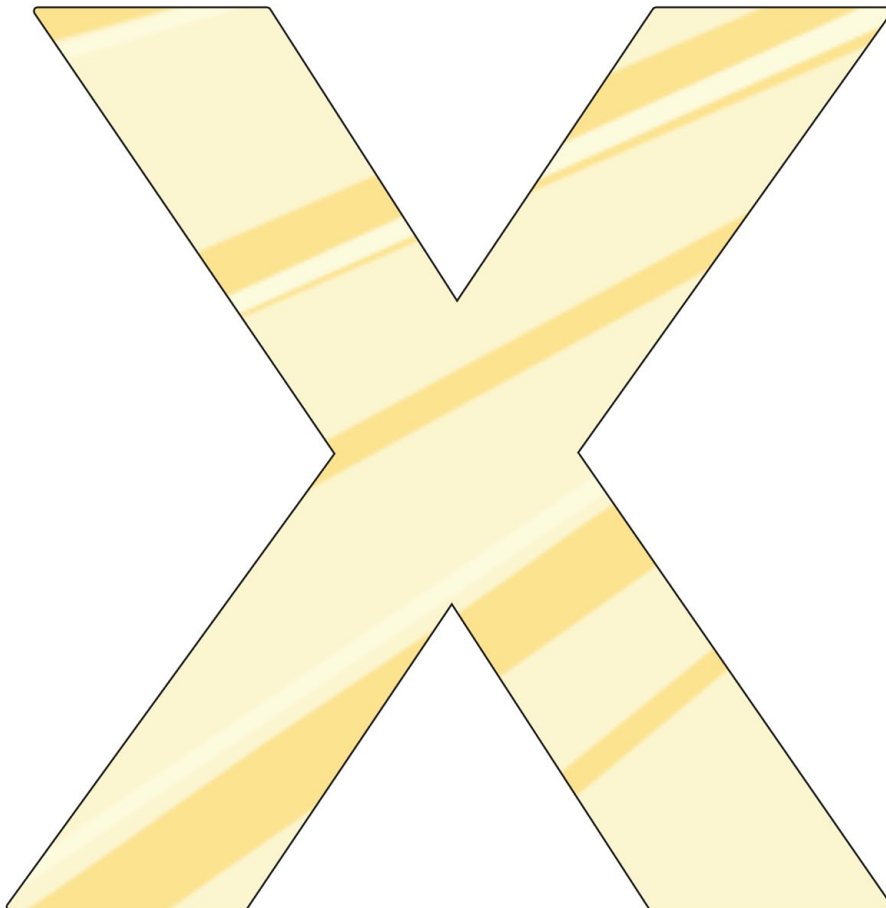


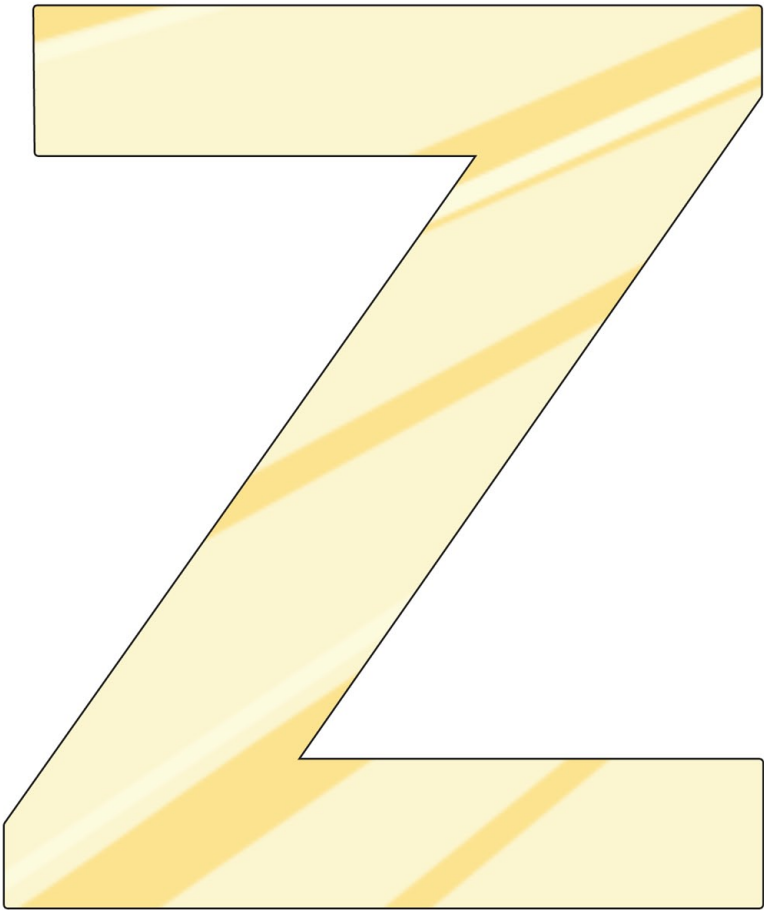
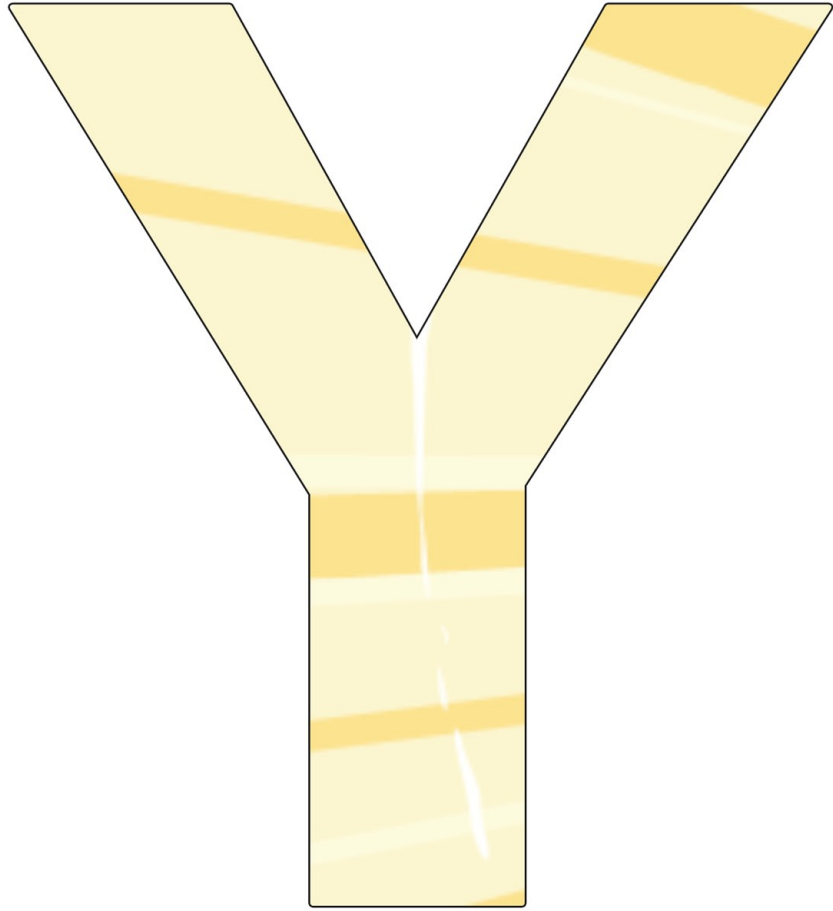


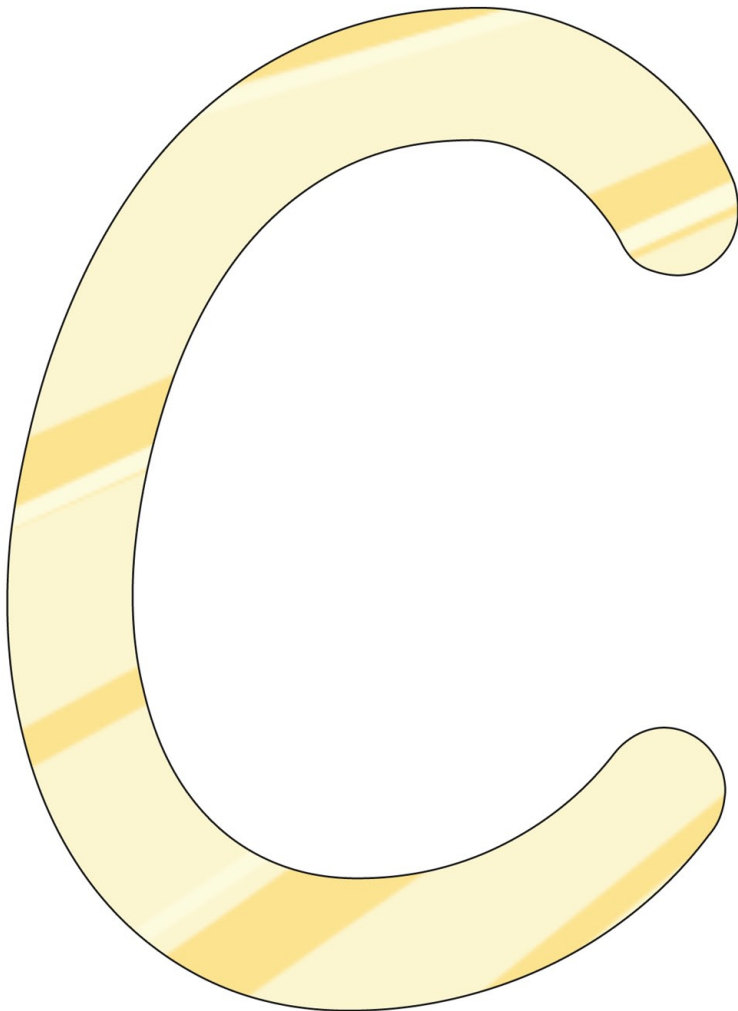
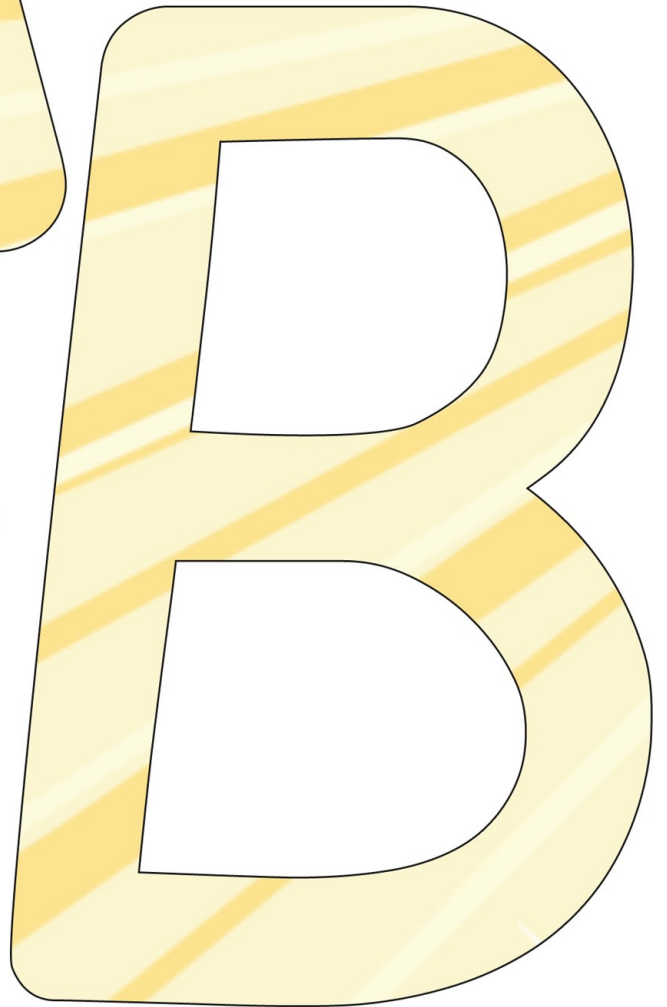
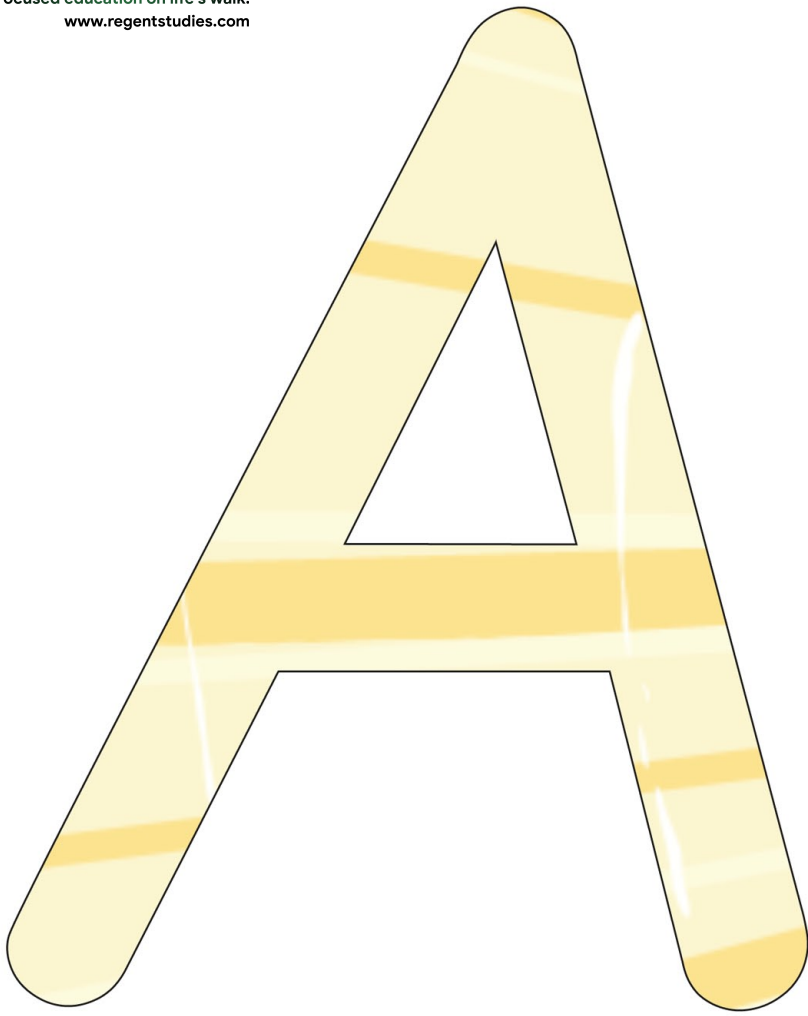


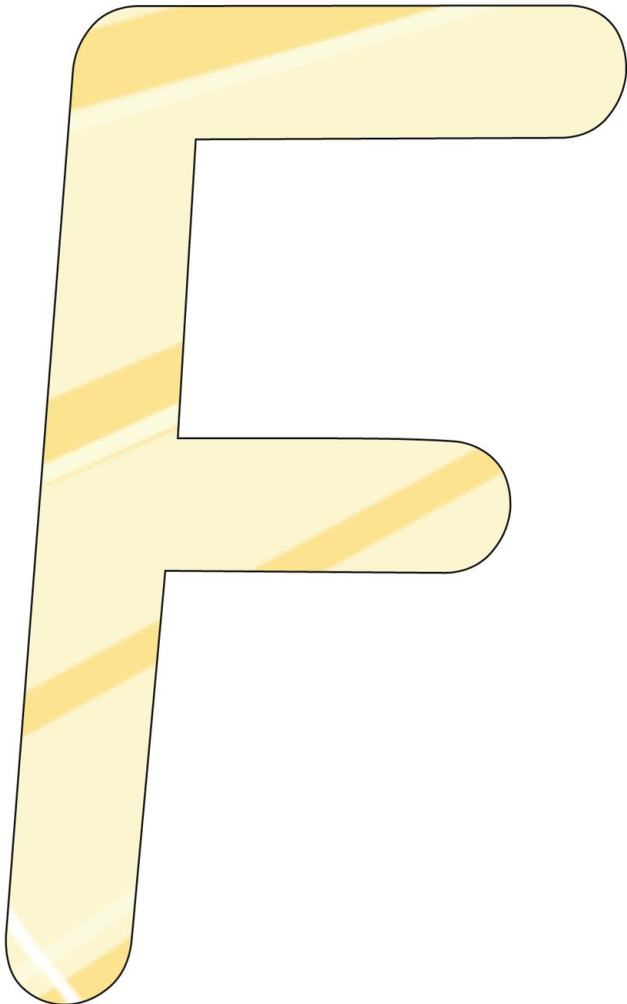
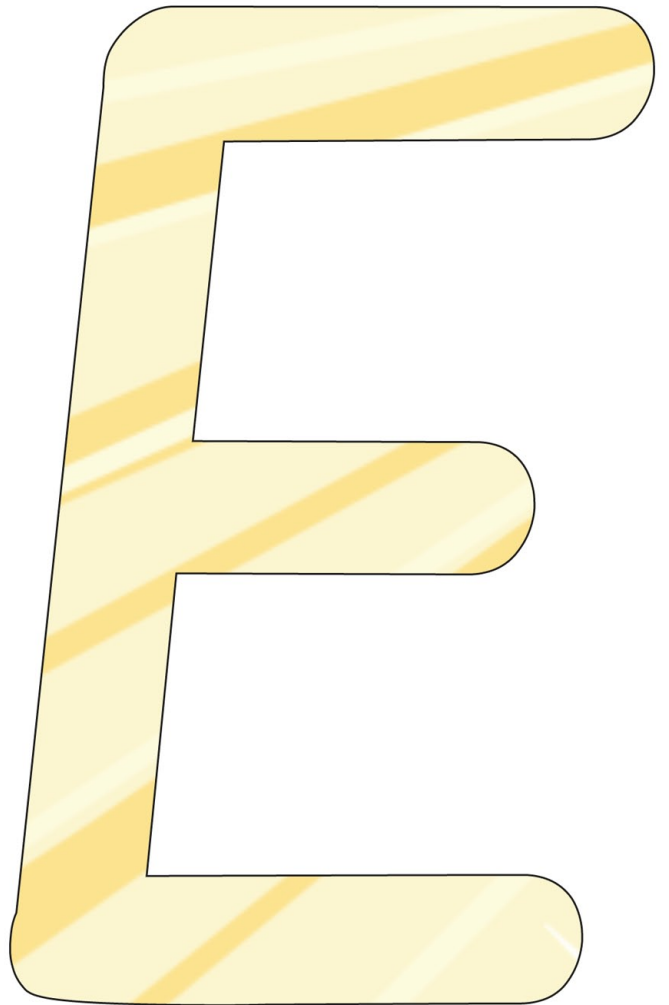
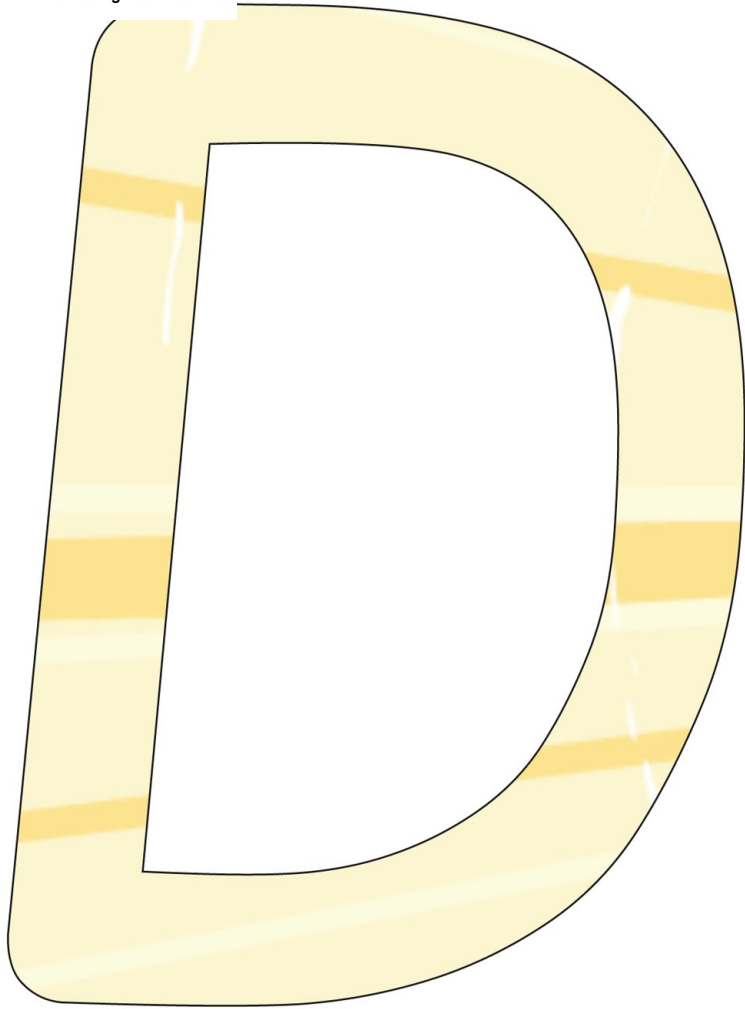












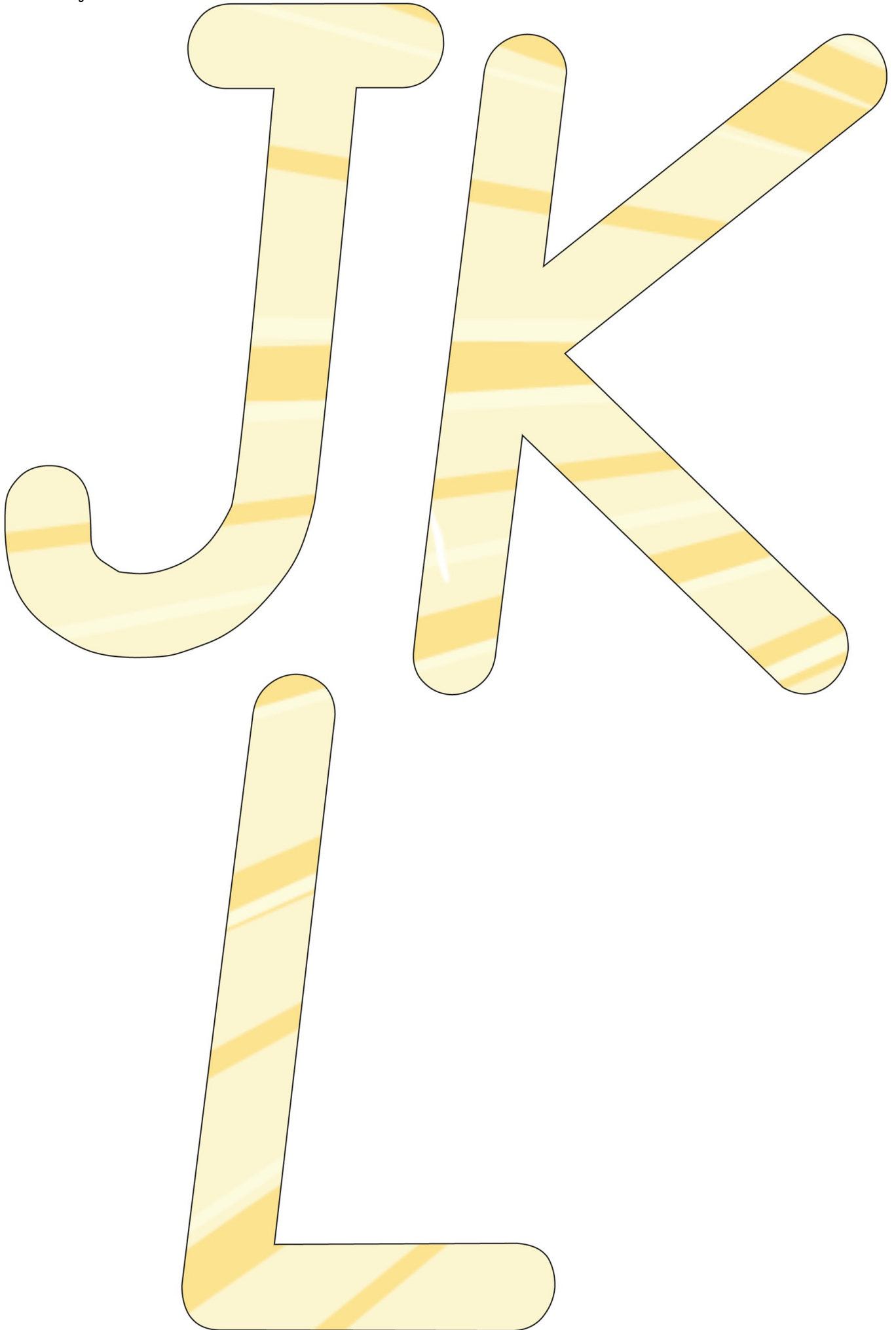


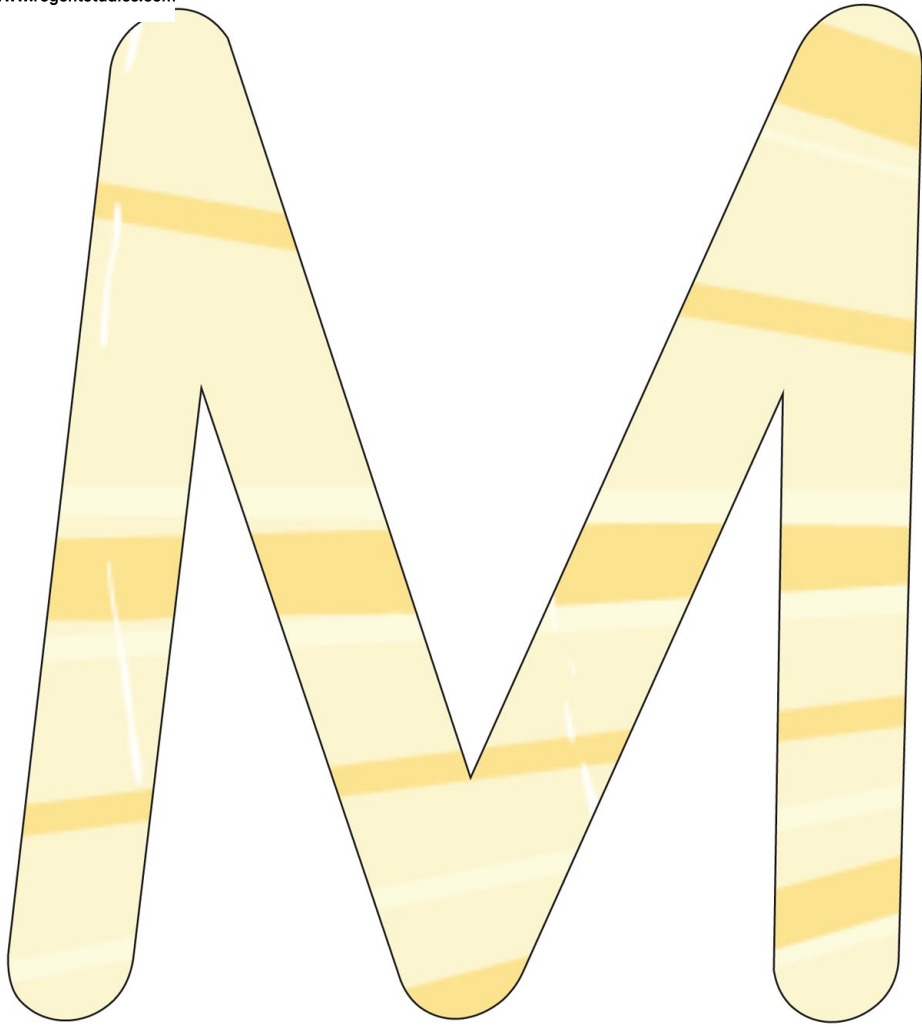


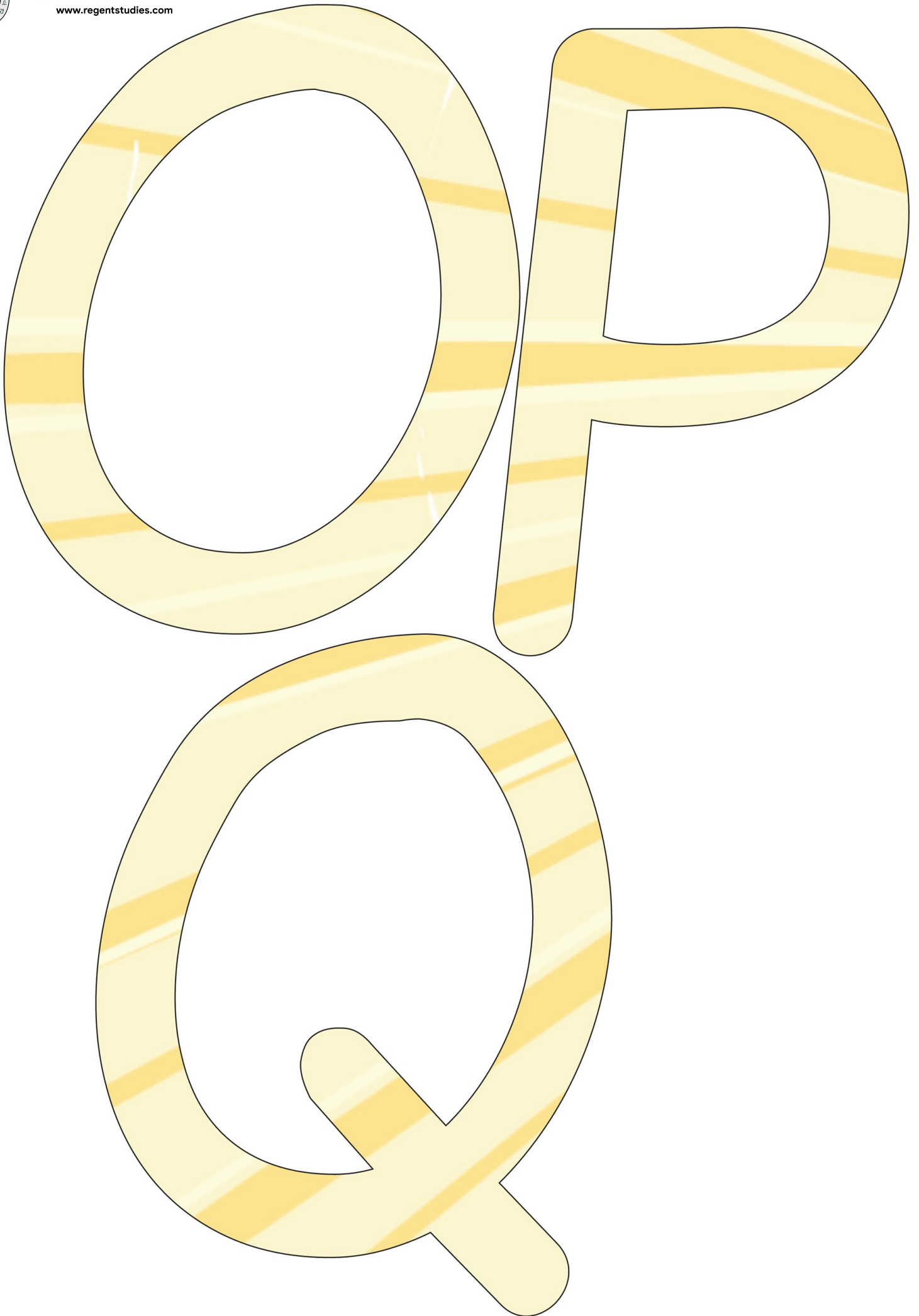
G

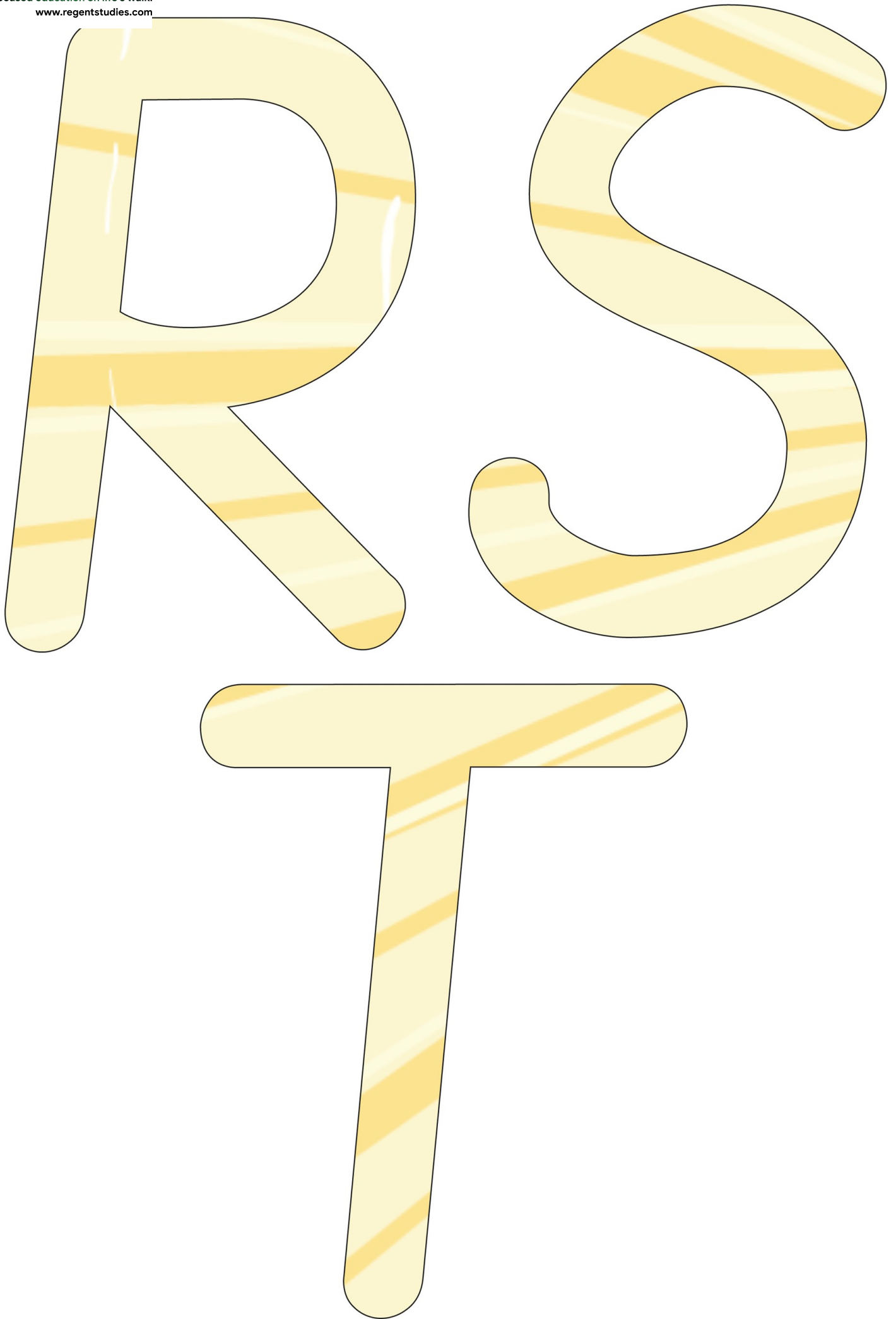
I

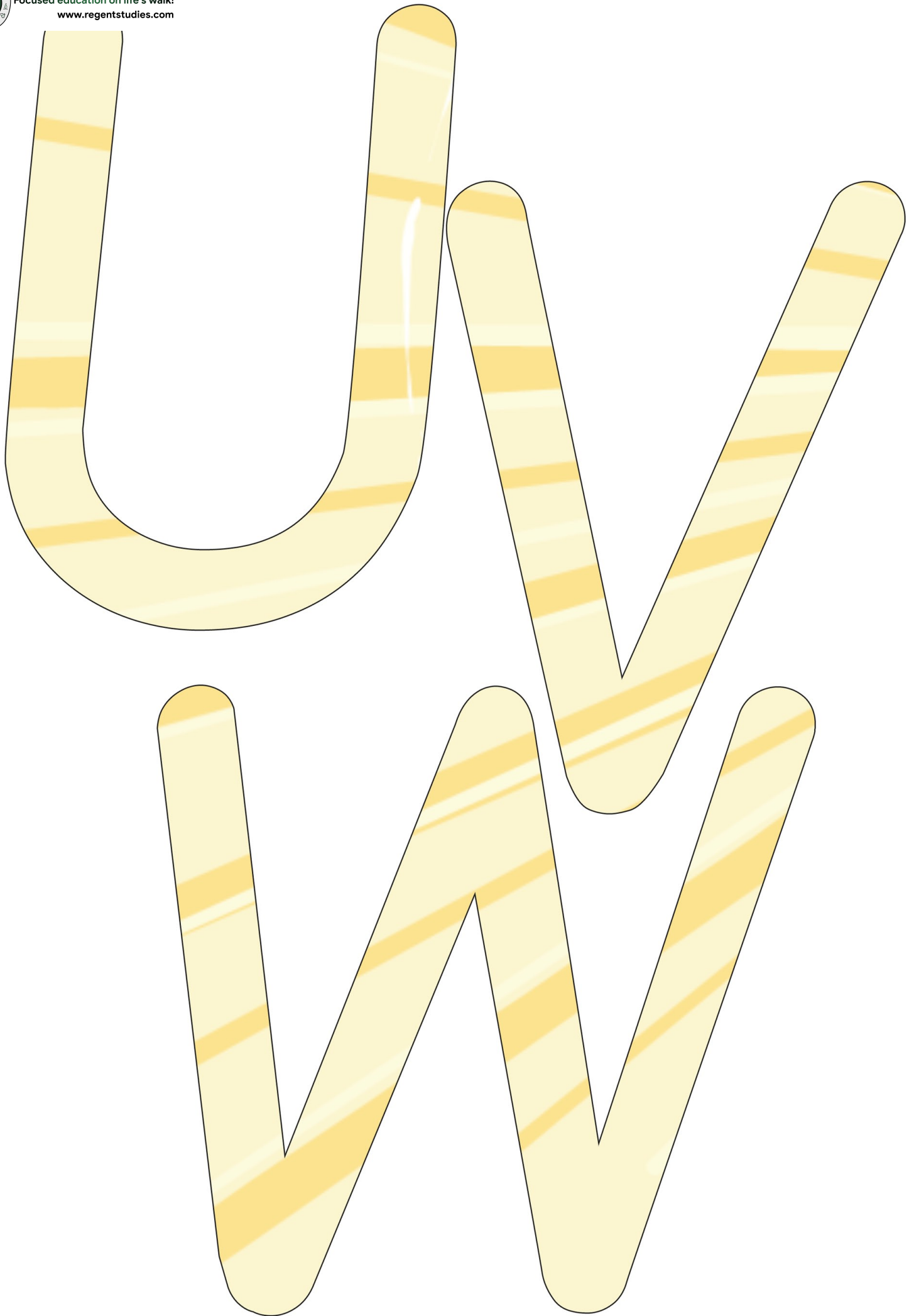
H



















source







reflect



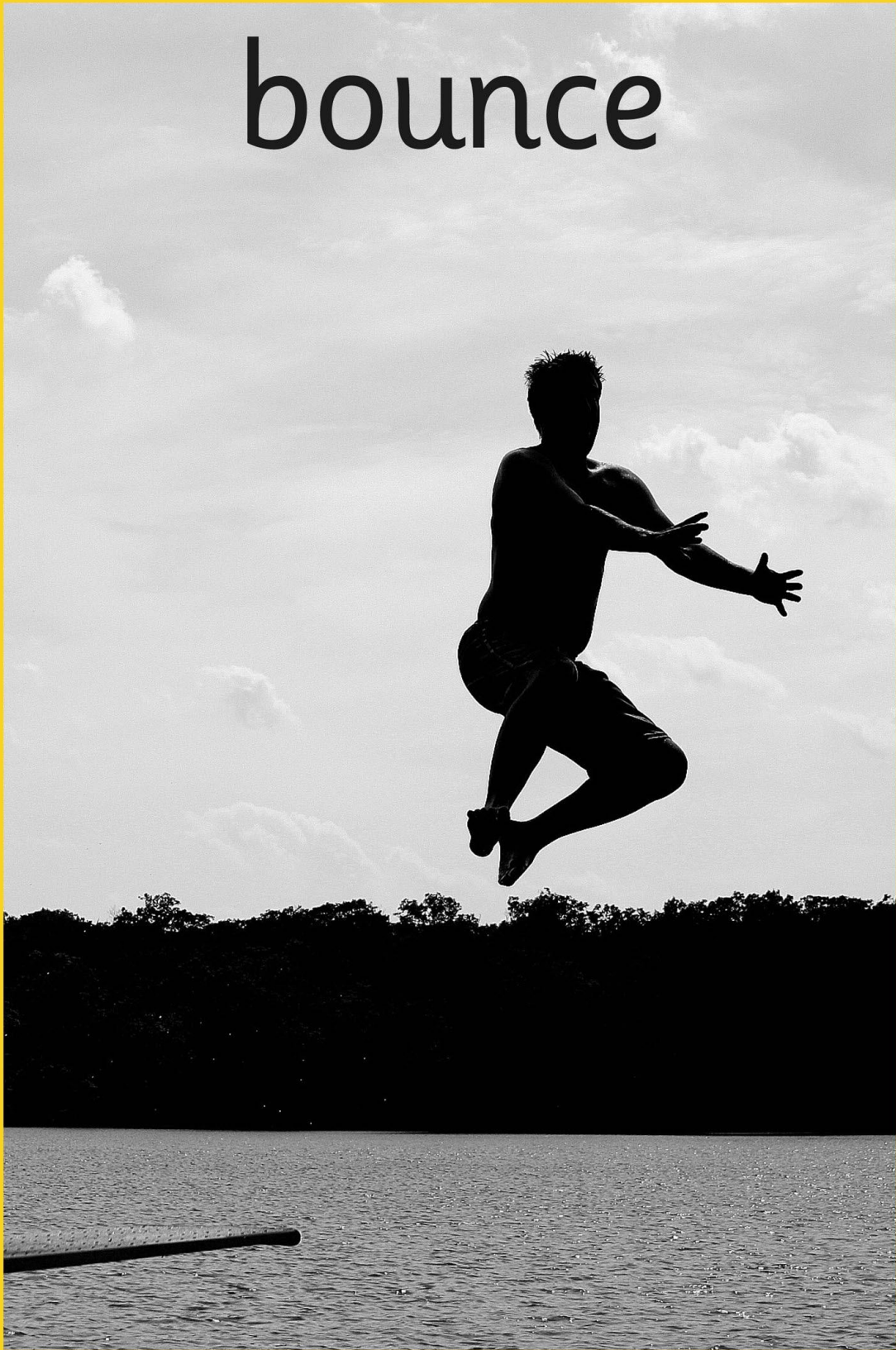


visible





# bounce







ray







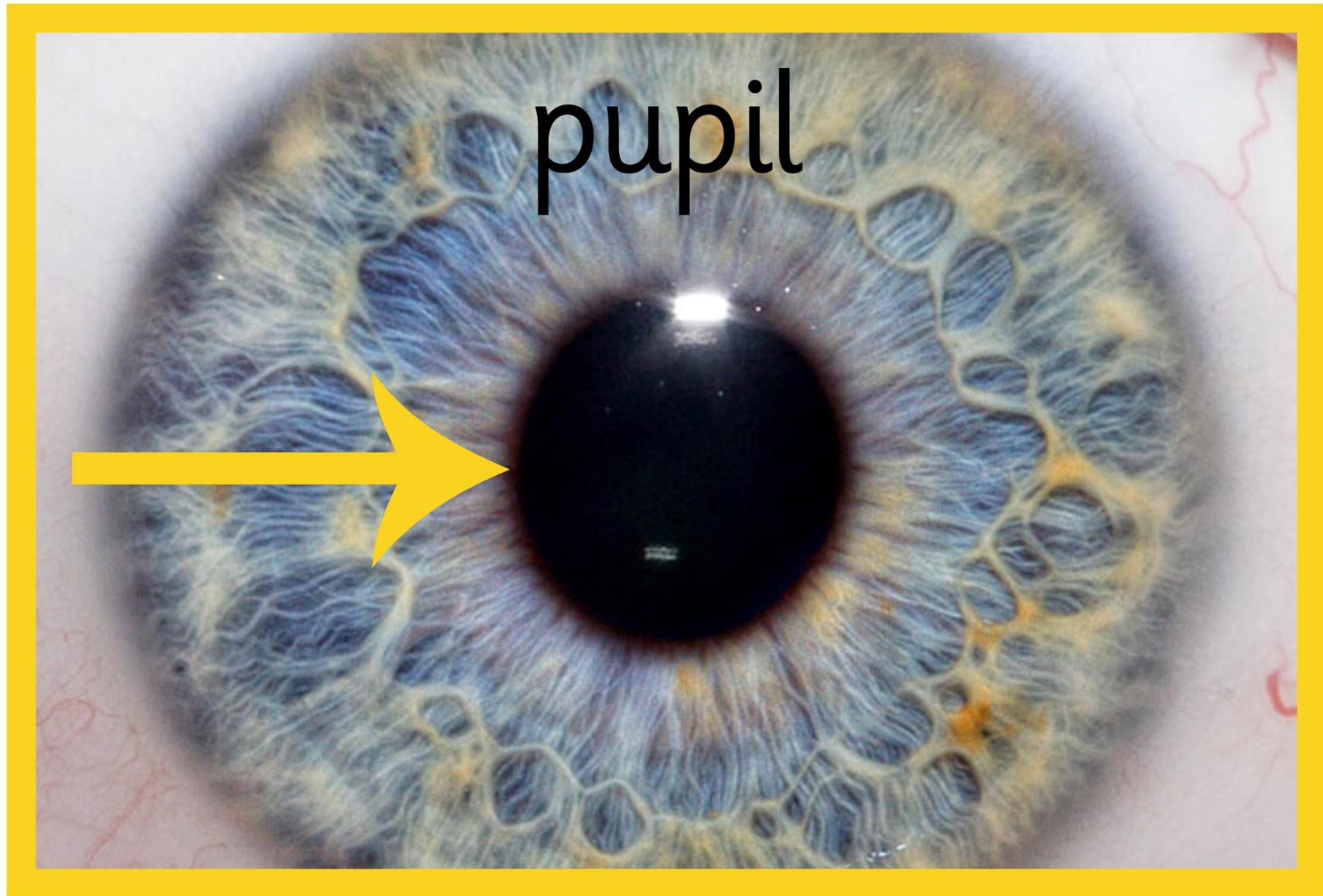
sun





glare







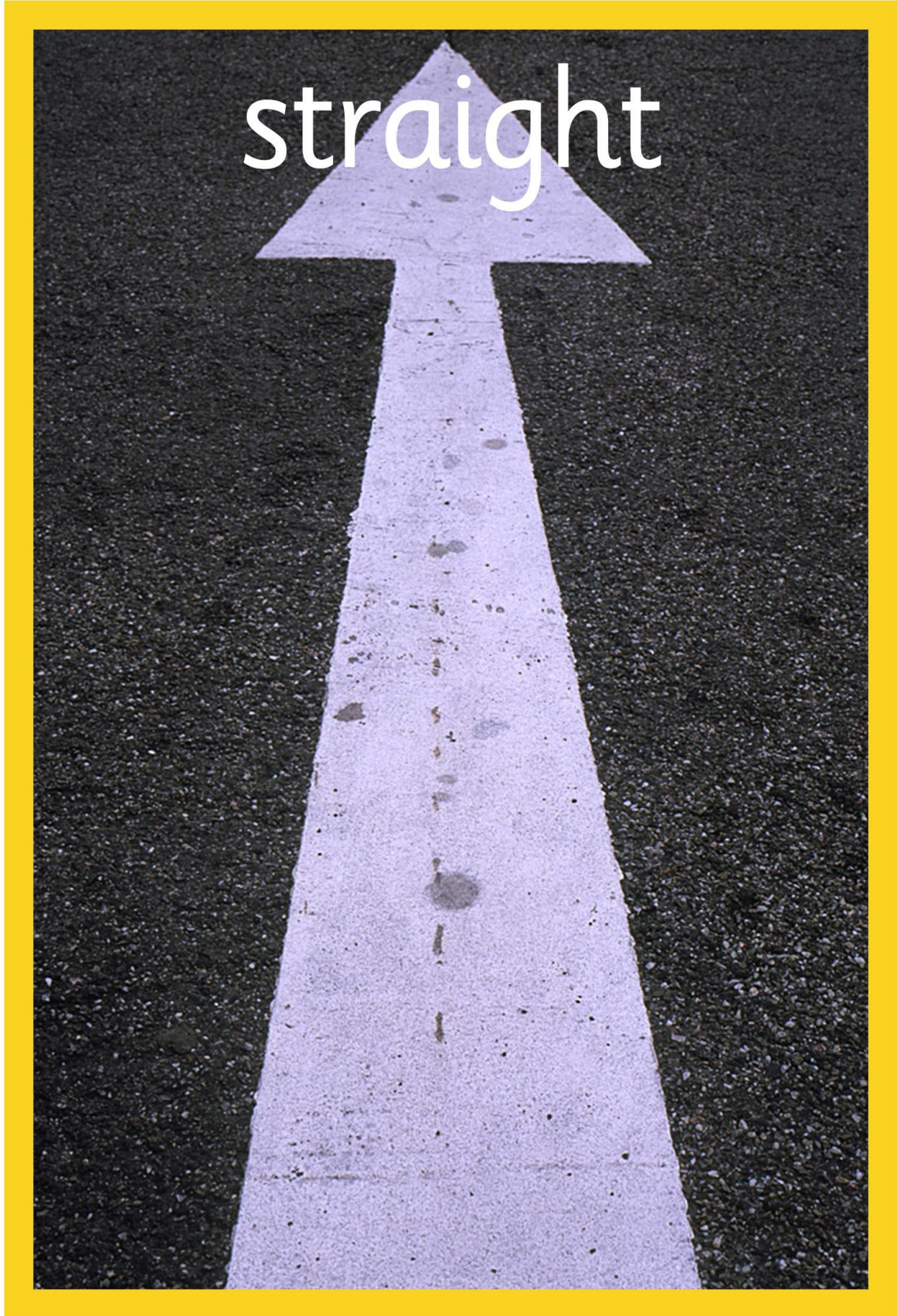
retina







straight





# opaque





translucent









block





shadow





source









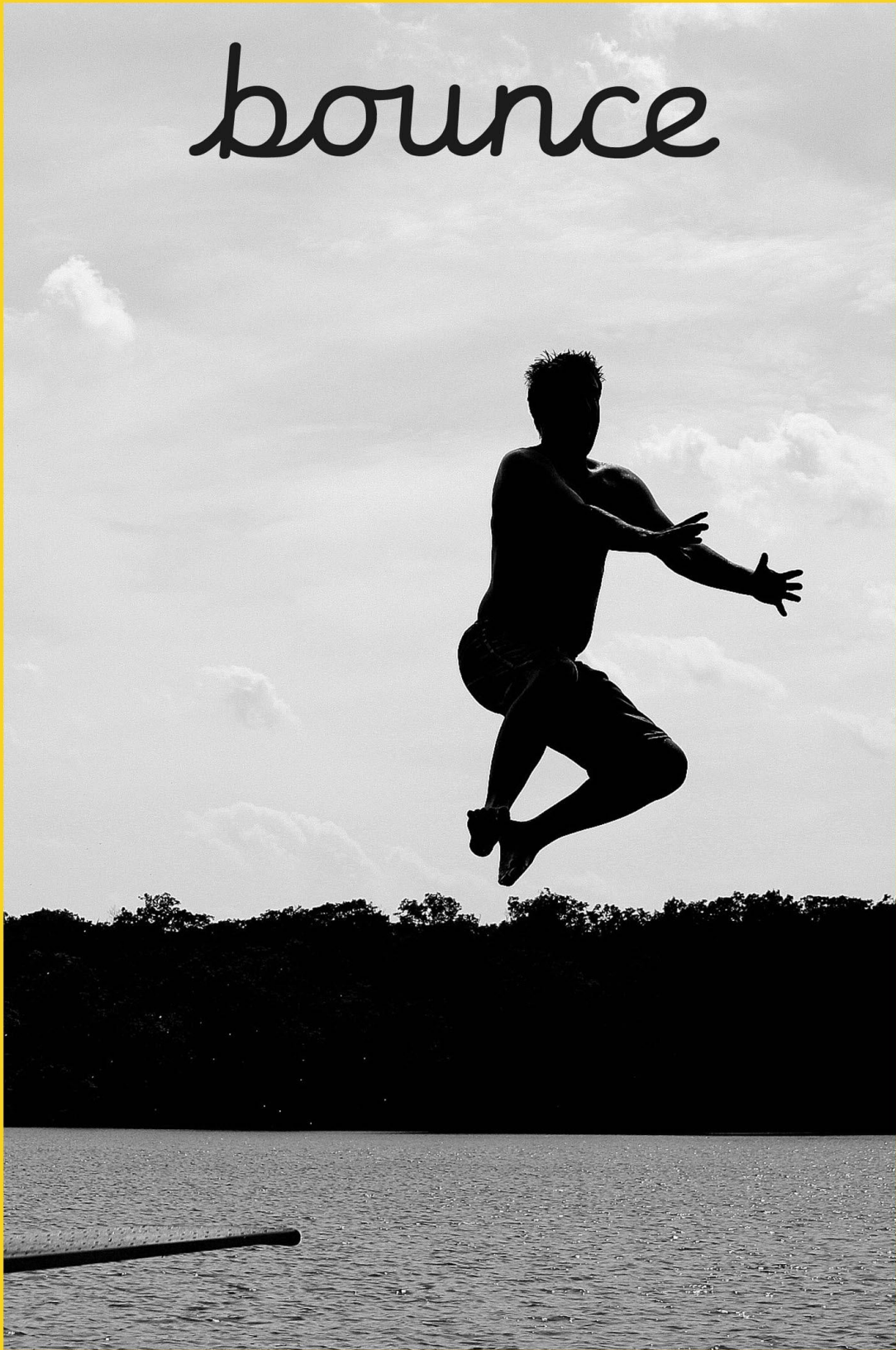
*visible*







bounce







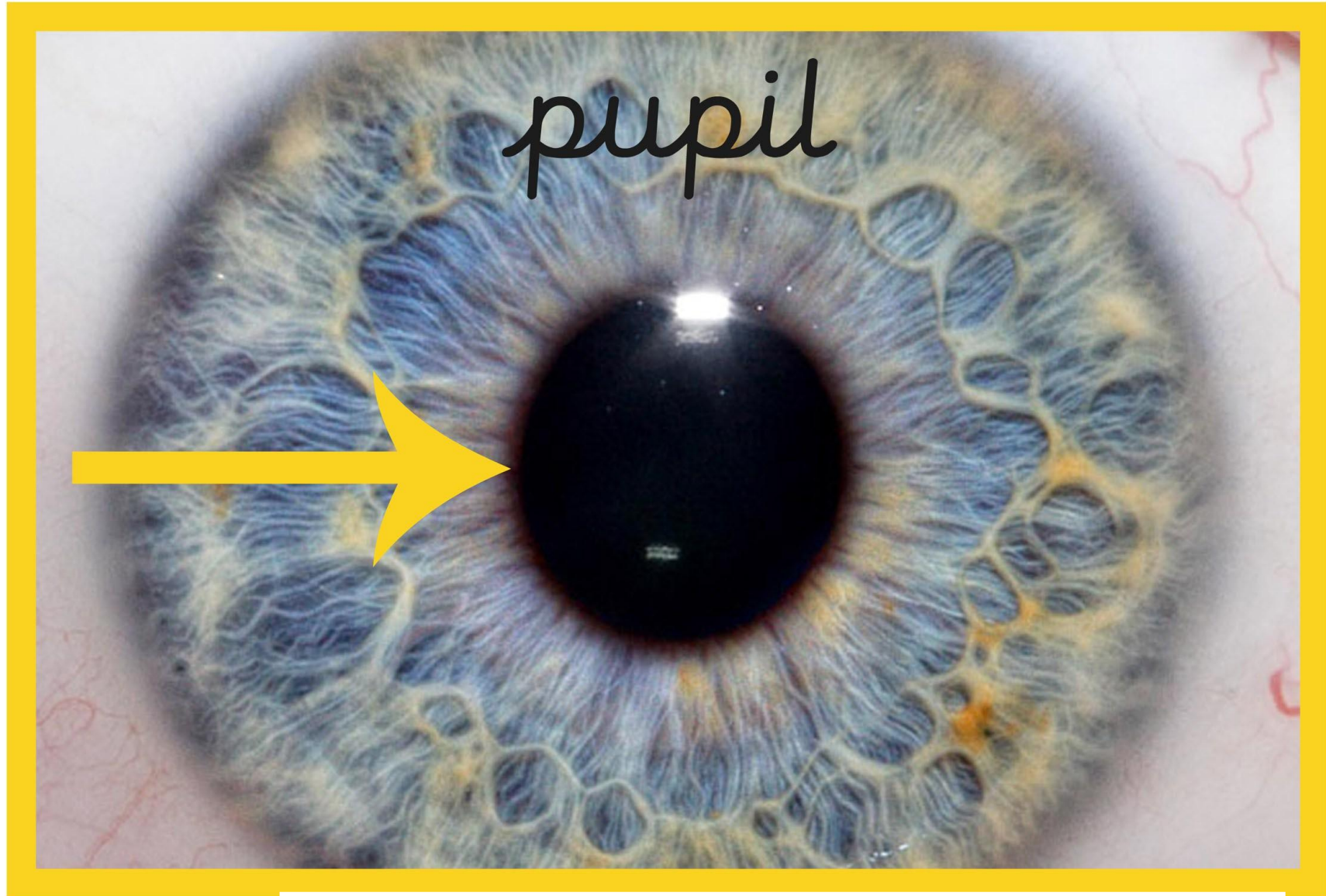


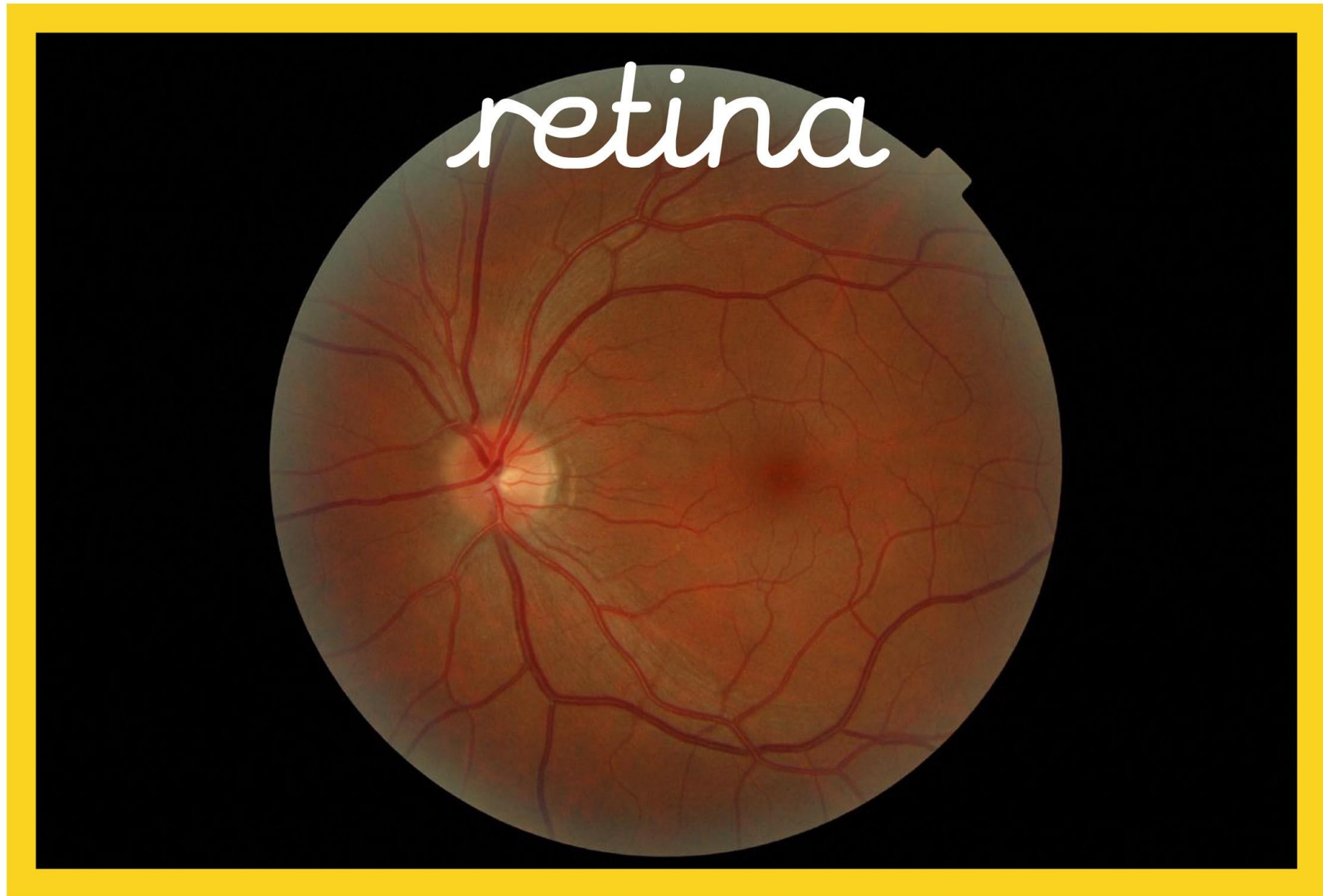


sun

















opaque





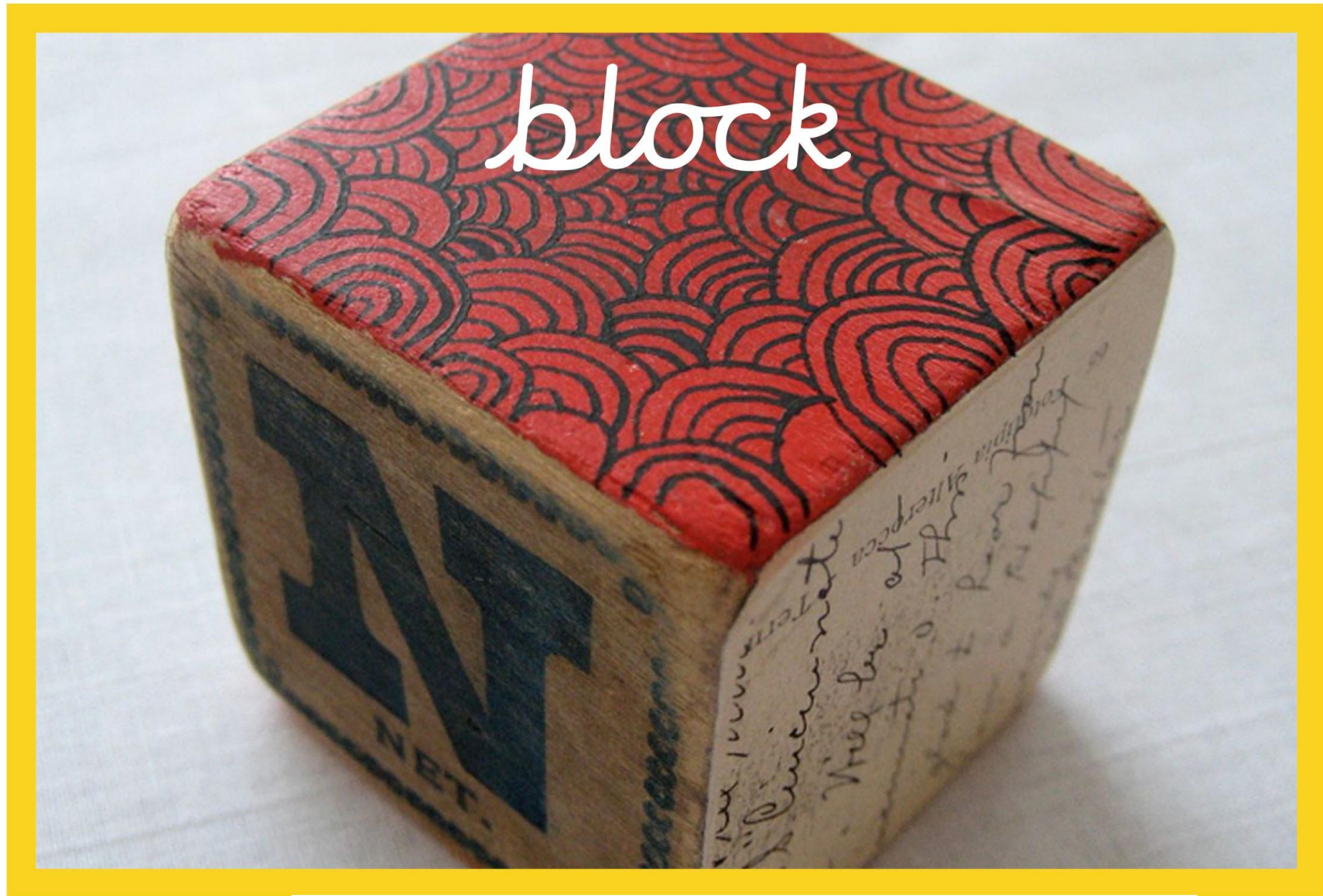
*translucent*





transparent









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source







reflect



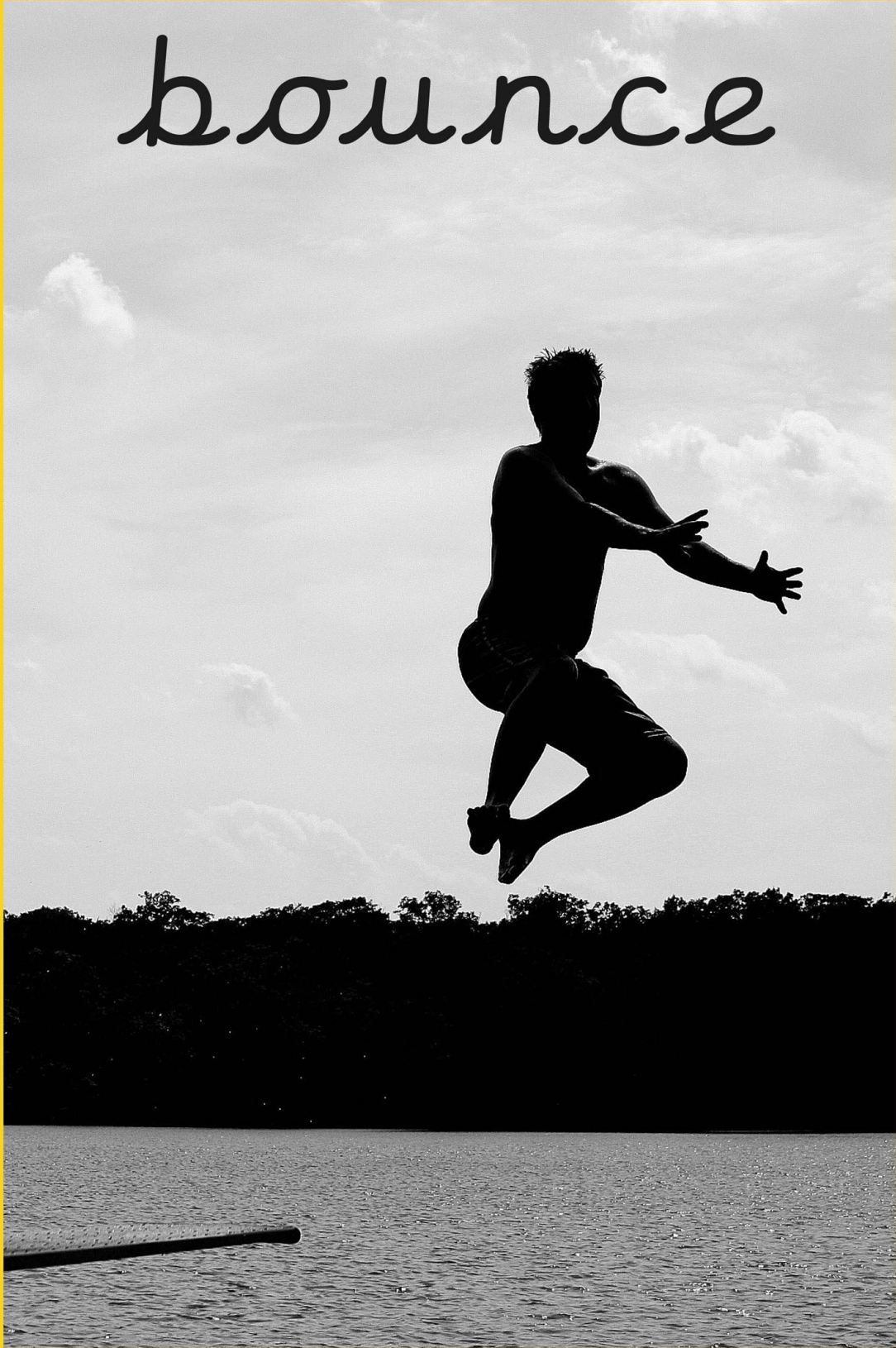


*visible*





bounce













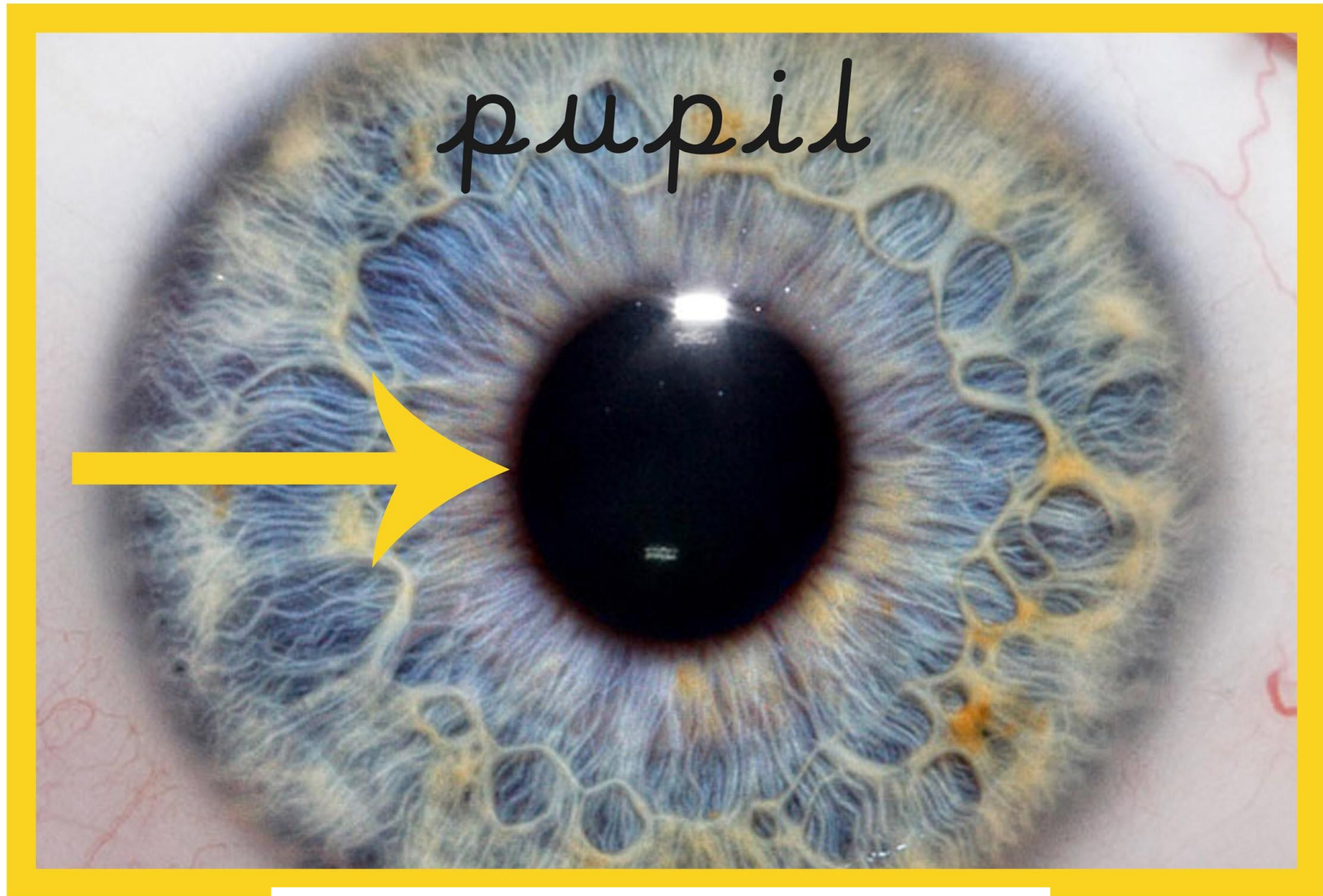
sun





glare

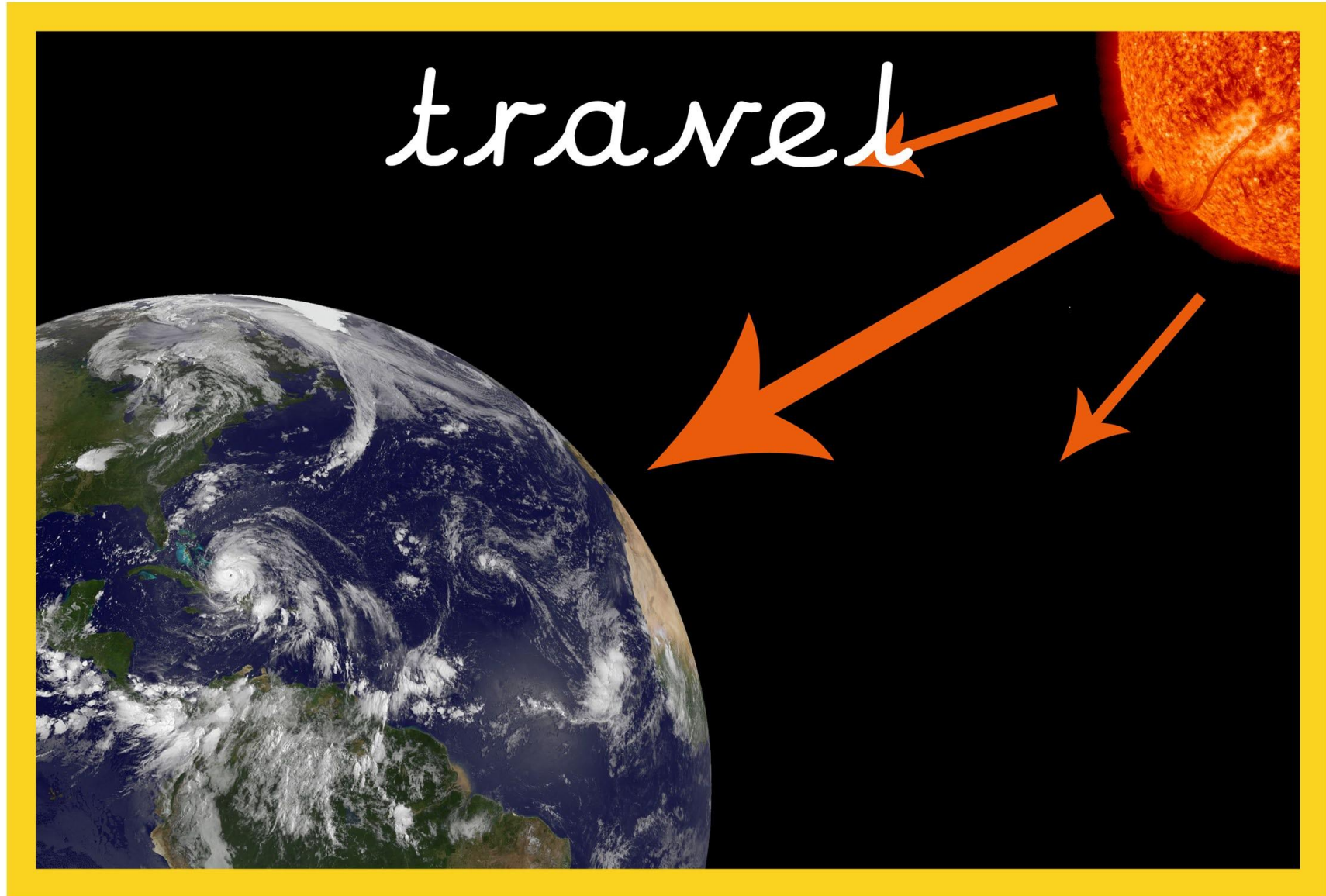






*retina*







*straight*





оракме







*translucent*



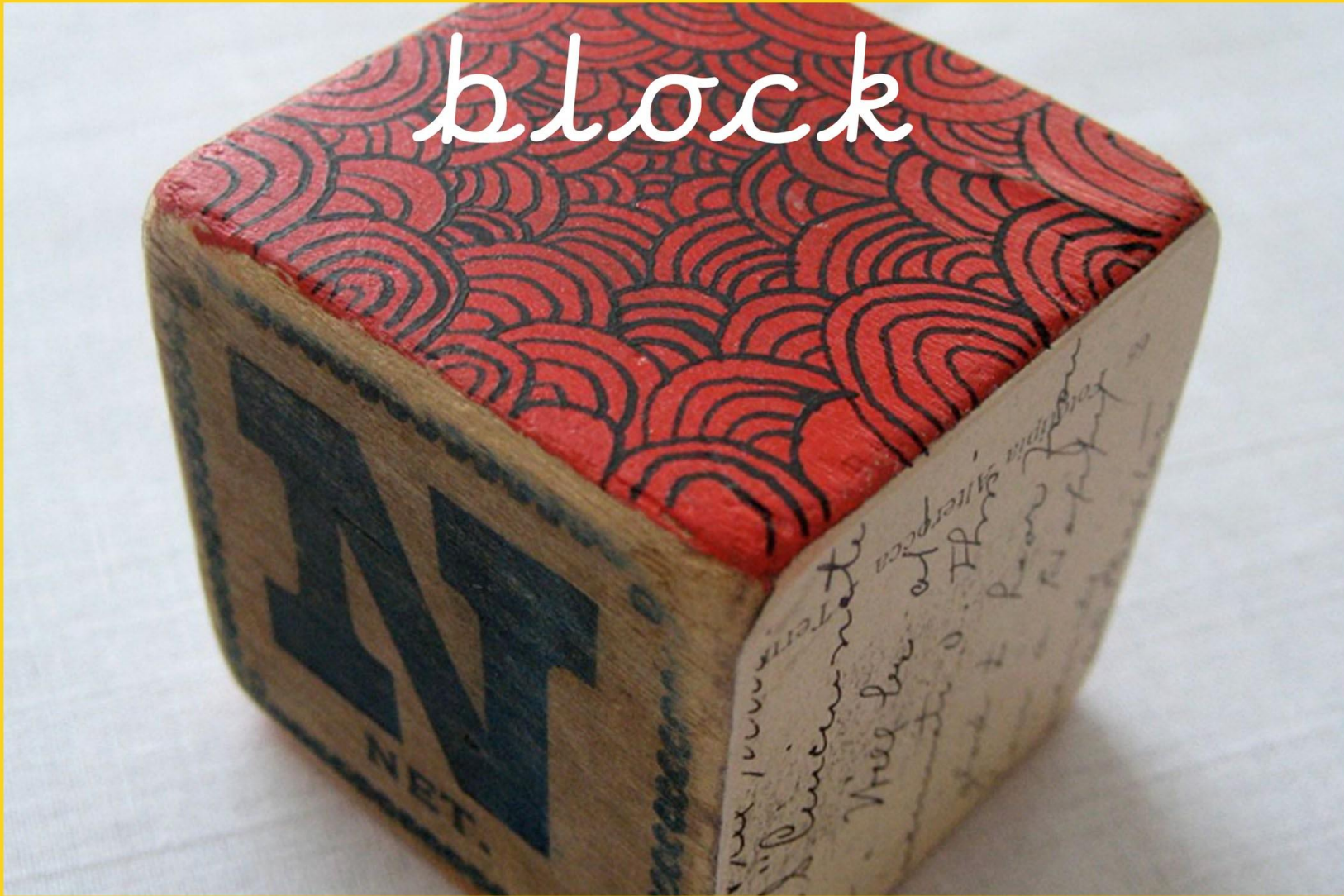


transparent



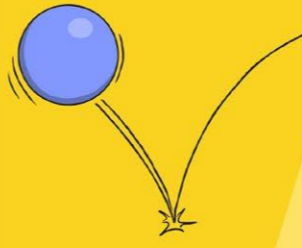


block



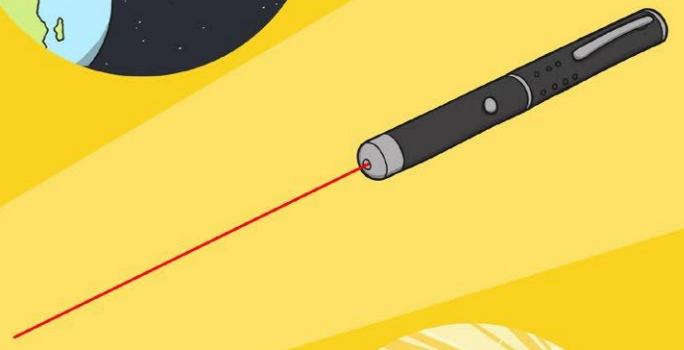


# Light



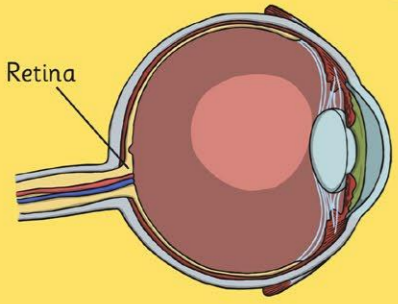
transparent  
glare

reflect  
travel



shadow

beam



retina

light



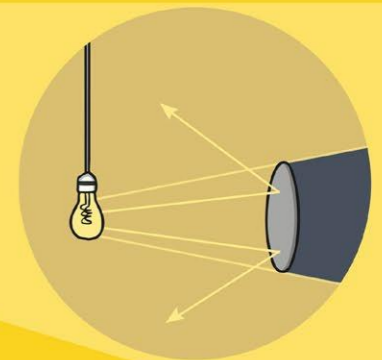
block

dark



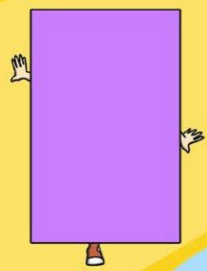
opaque

translucent



sun

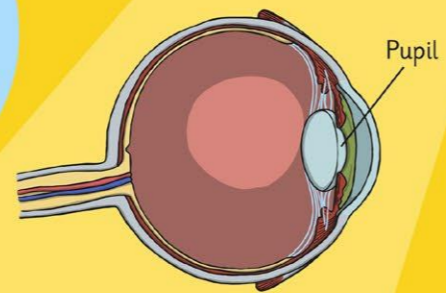
source



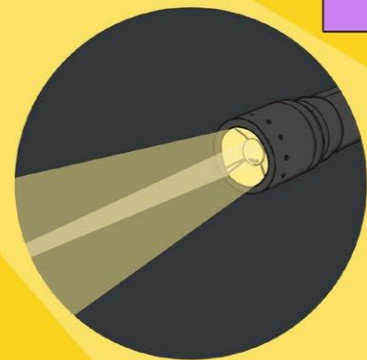
pupil

visible

mirror



ray



↑  
**straight**



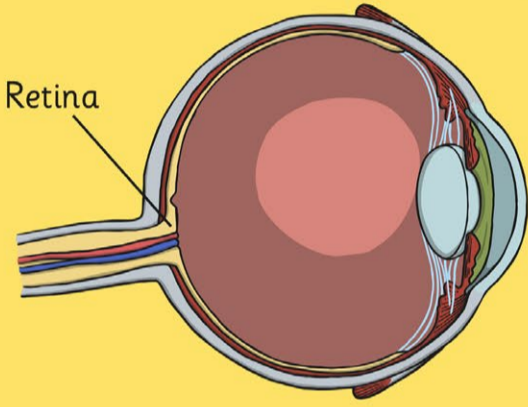
**glare**



**transparent**



**shadow**



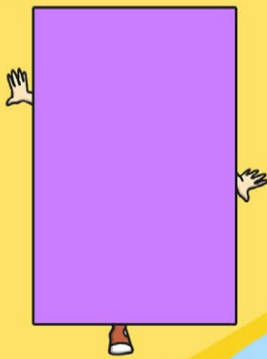
**retina**

**Lig**

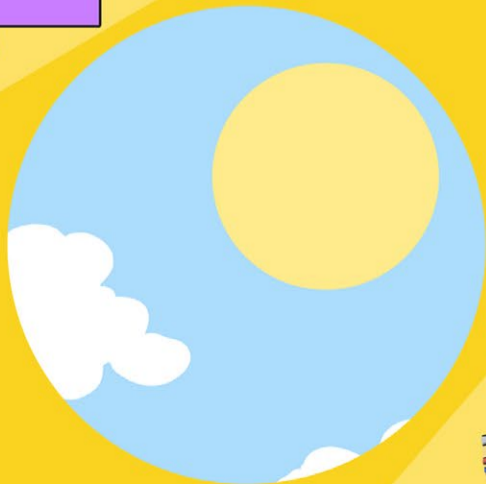


**dark**

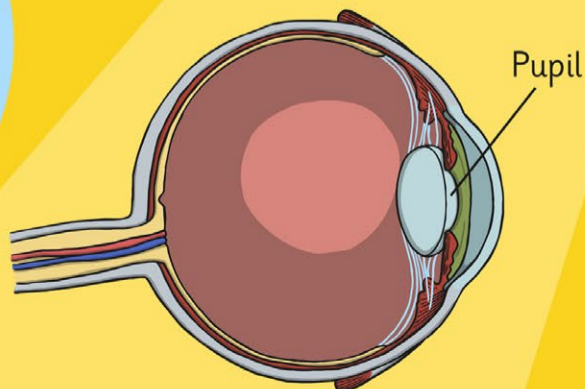
**opaque**



**sun**



**pupil**

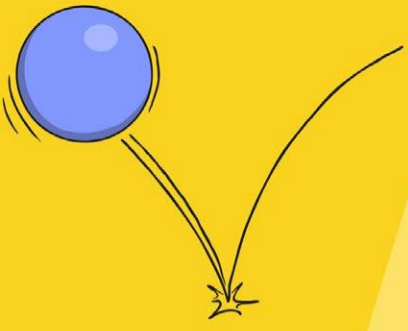


**ray**



# Light

bounce

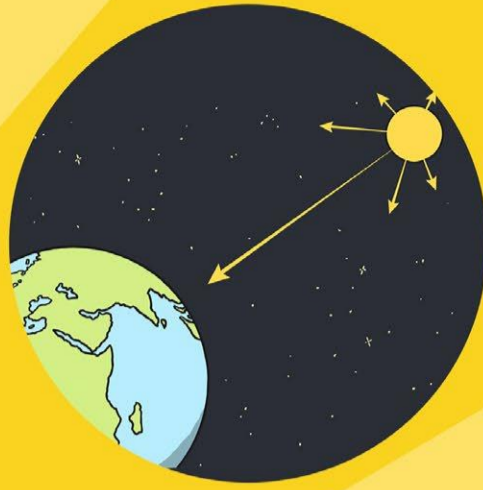


reflect

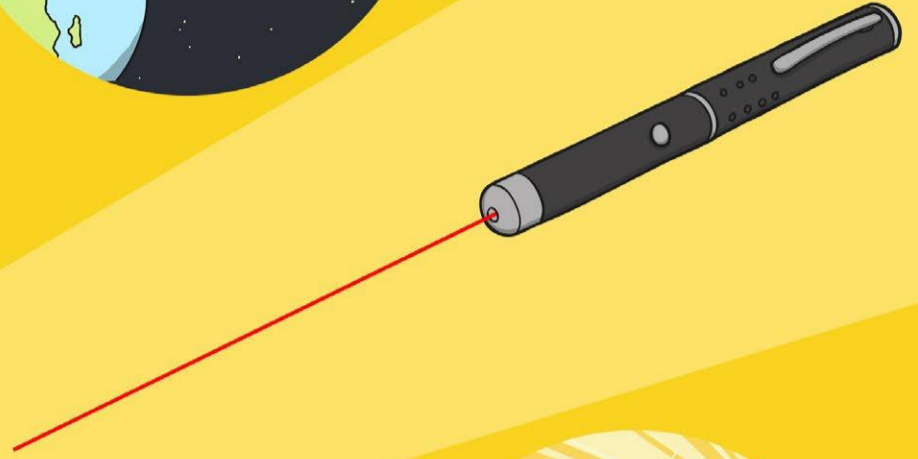
Reflect



travel



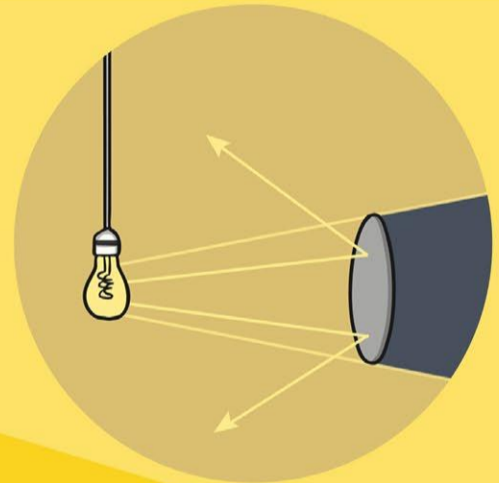
beam



light

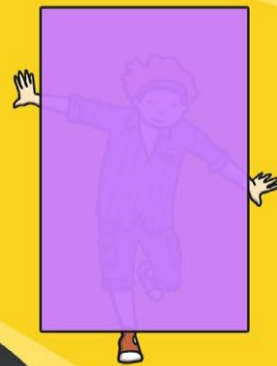


block



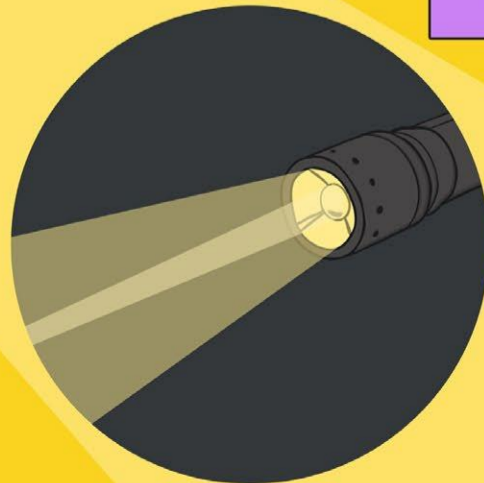
translucent

source



visible

mirror





# Lig

↑ straight



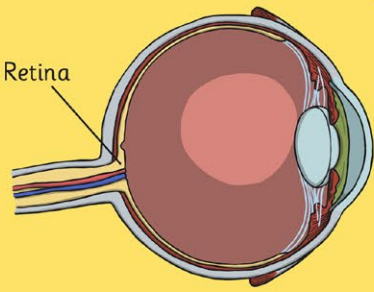
glare



transparent



shadow

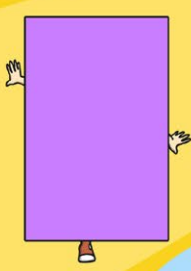


retina



dark

opaque

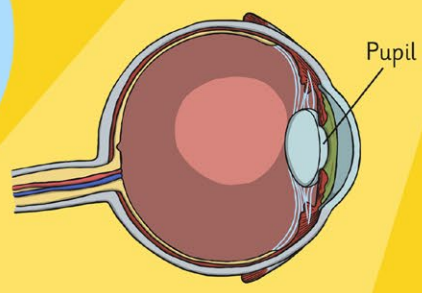


sun



pupil

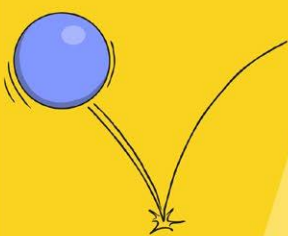
ray



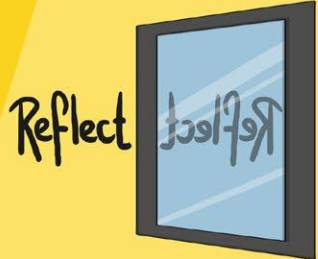




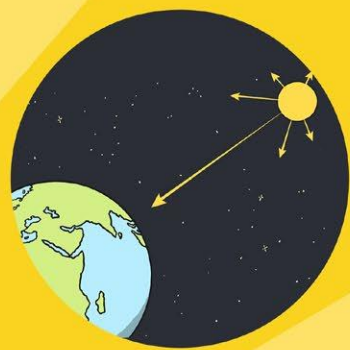
# Light



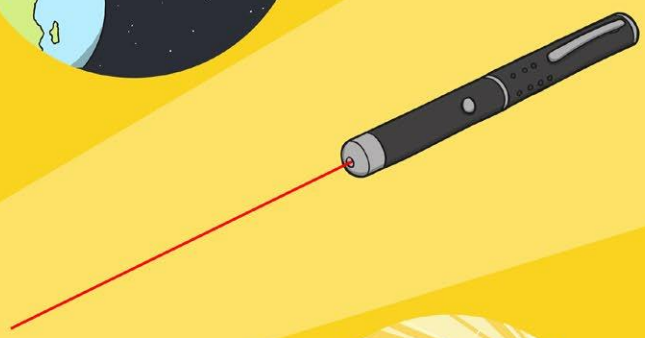
bounce



reflect



travel

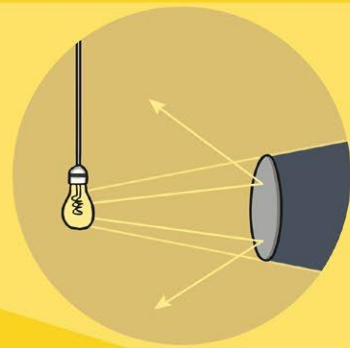


beam



light

block



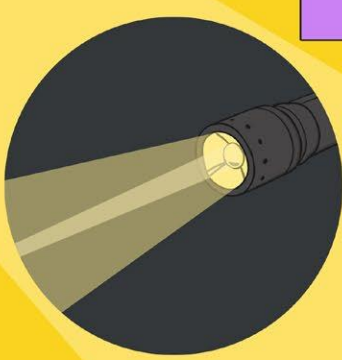
translucent

source



visible

mirror



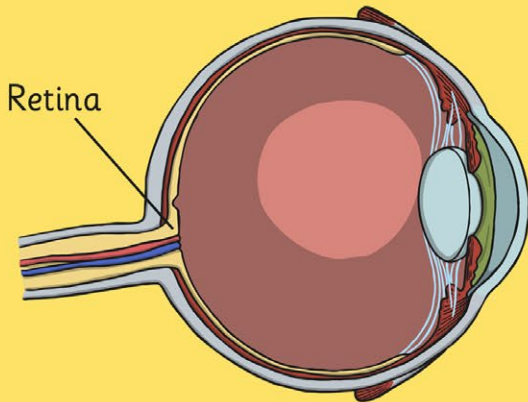


straight

glare

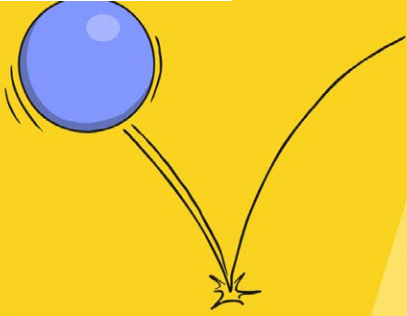
transparent

shadow



retina

Light

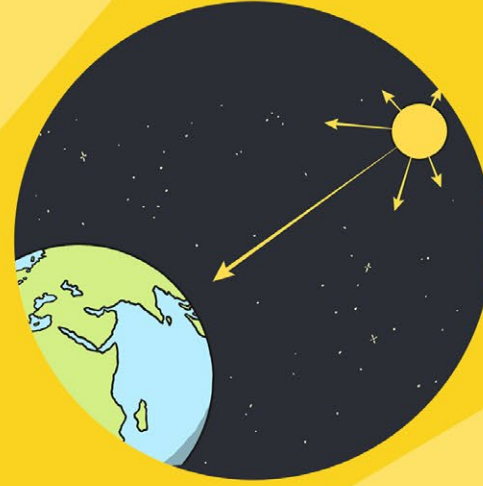


bounce

Reflect



reflect



travel

beam



light



ght

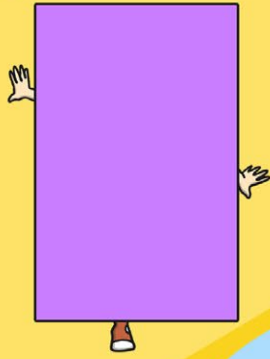


# Light



dark

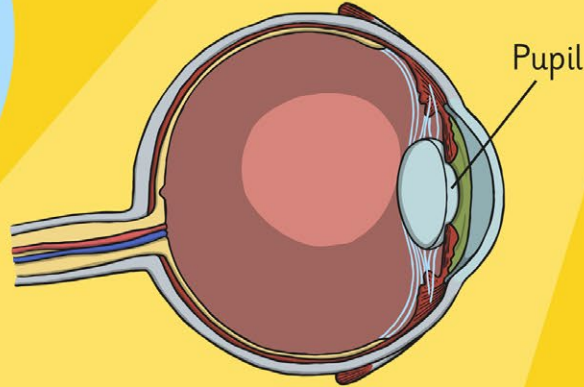
opaque



sun



pupil



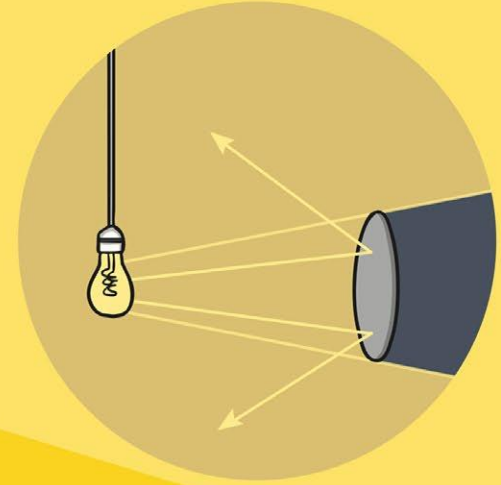
ray



# Light



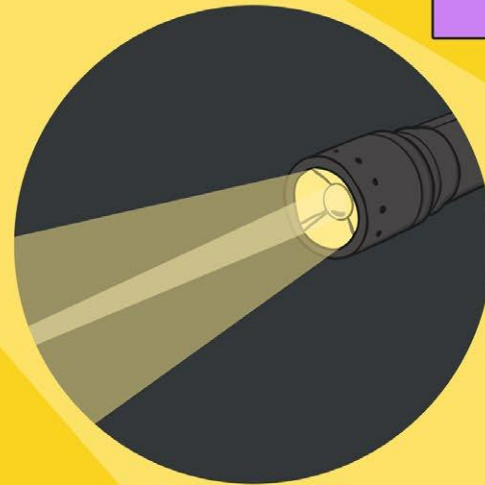
## block



## translucent



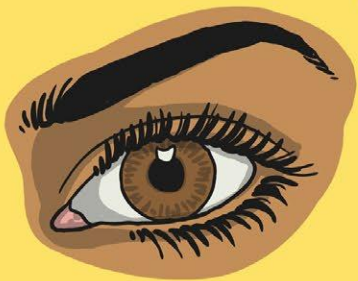
## source



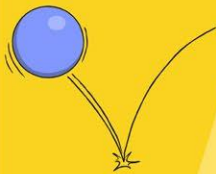
## mirror



## visible



# Light



transparent  
glare

bounce

reflect

travel

beam



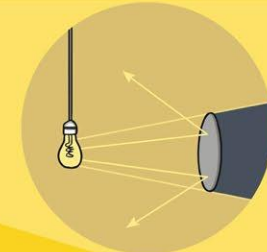
shadow

light



retina

block



dark

opaque

translucent



source



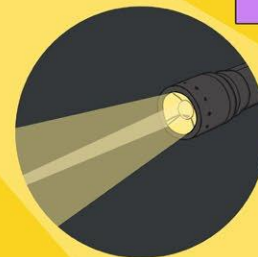
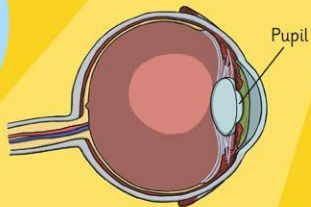
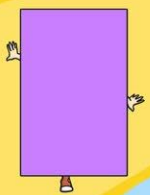
sun

pupil

ray

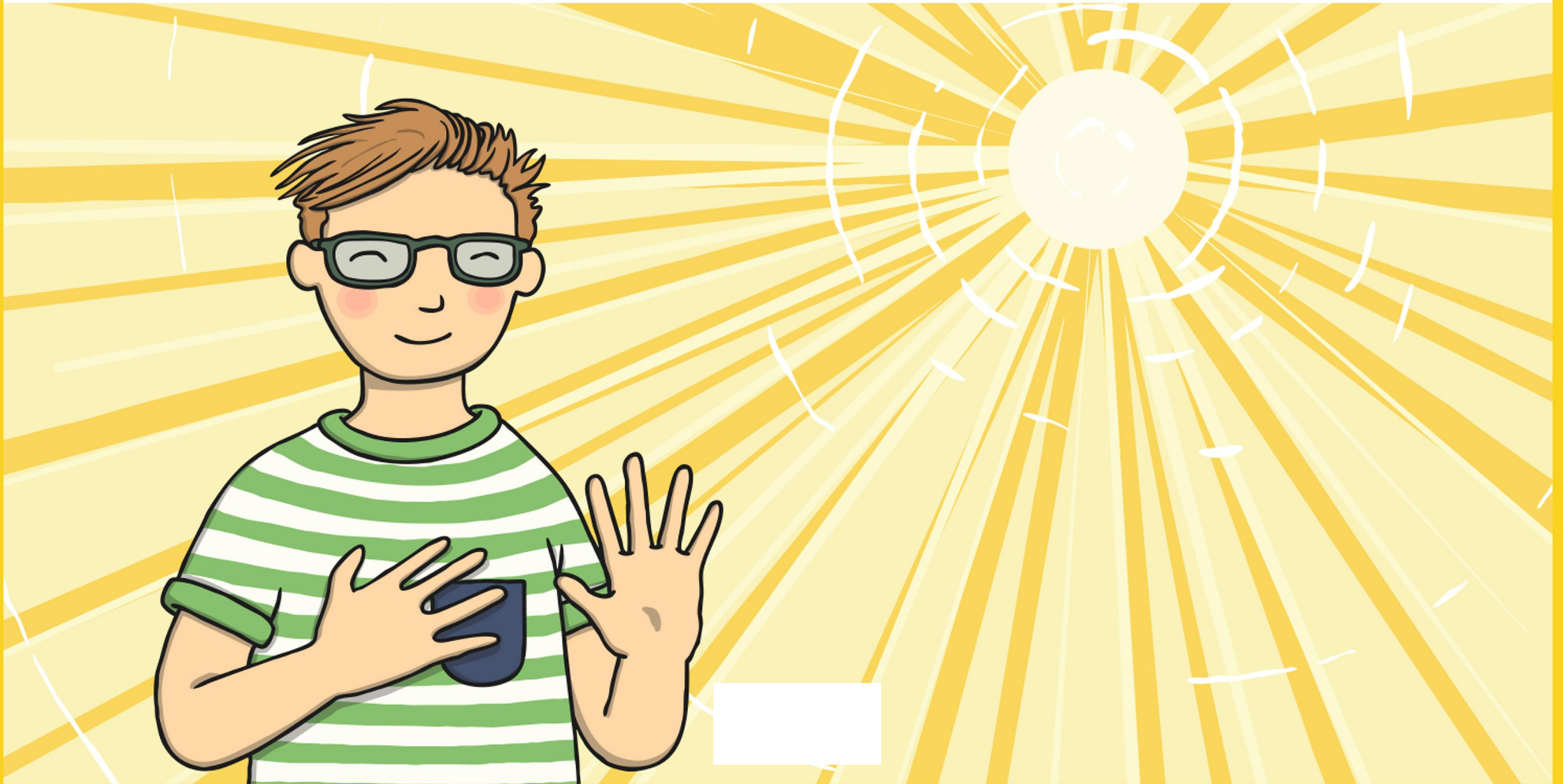
visible

mirror



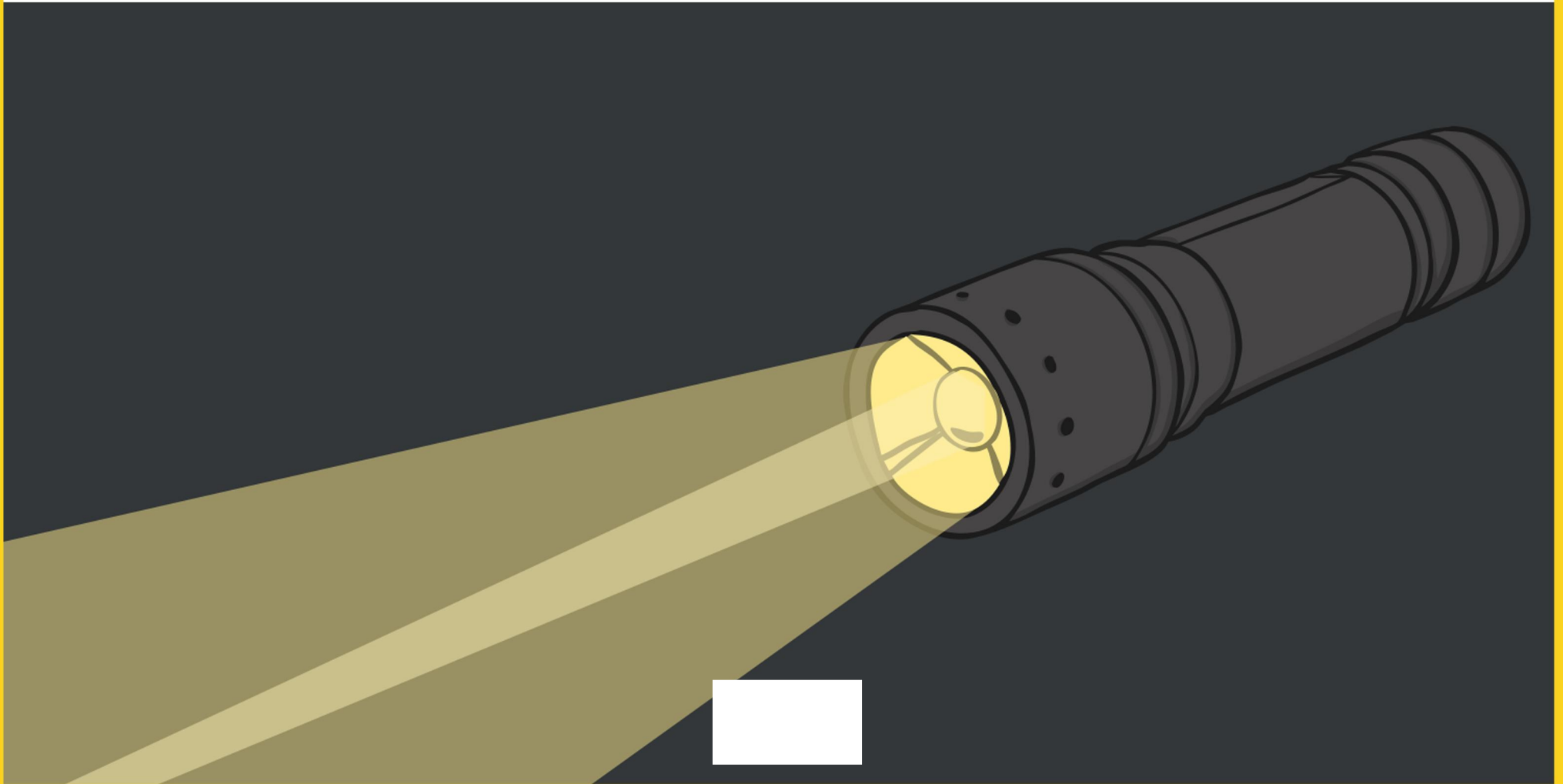


# light





# source







# dark





# reflect

Reflect



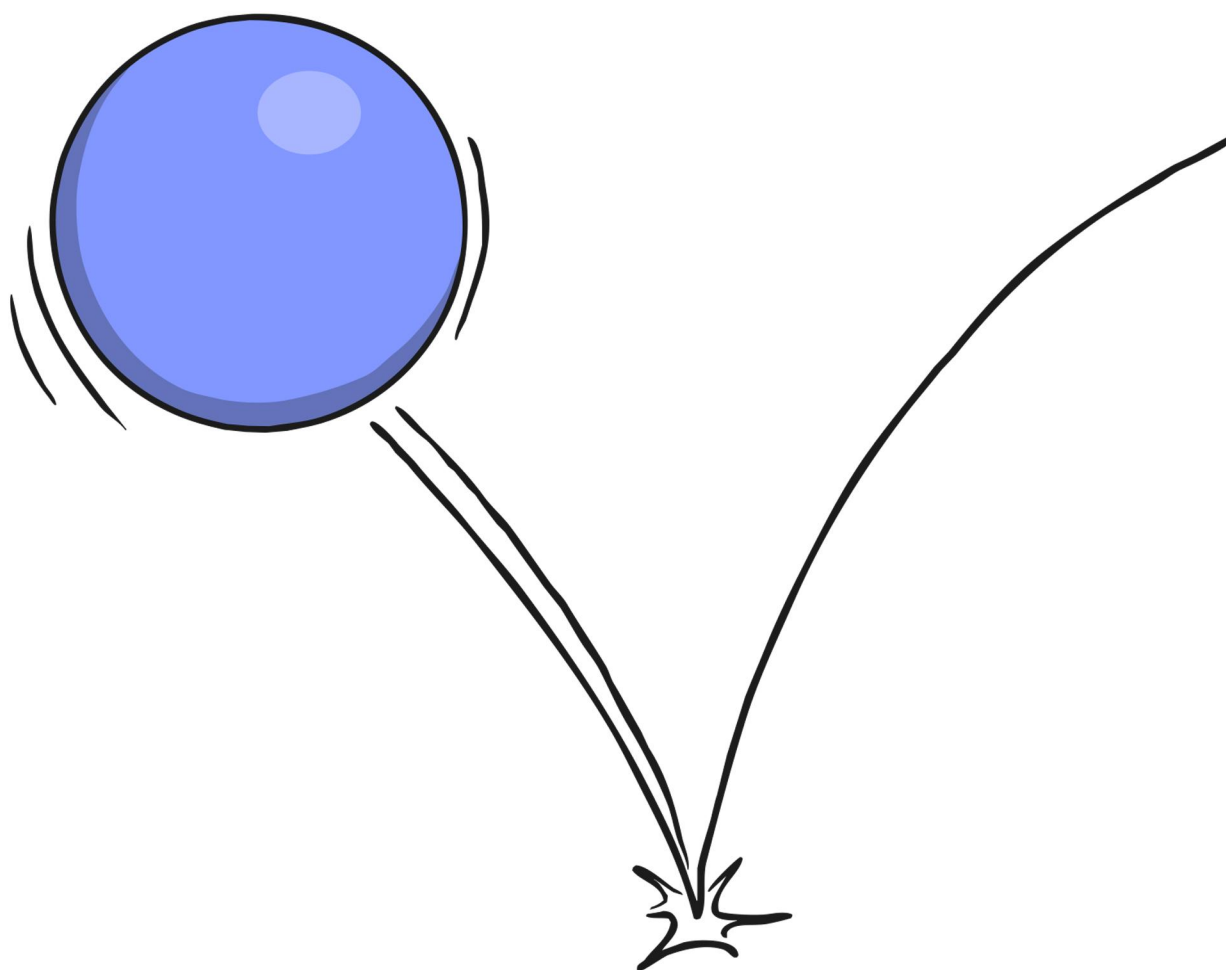


# visible



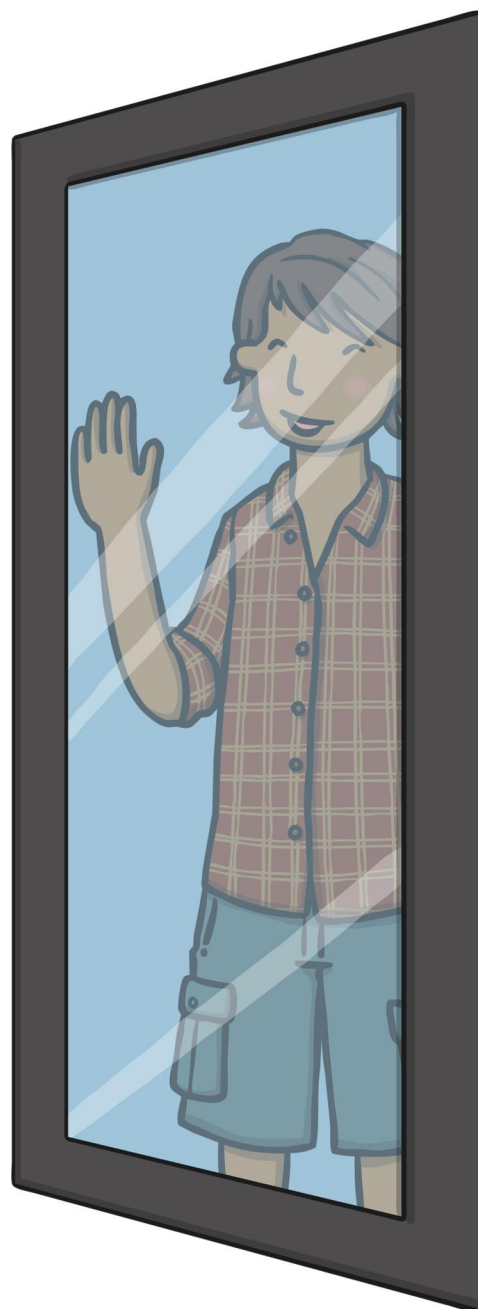


# bounce



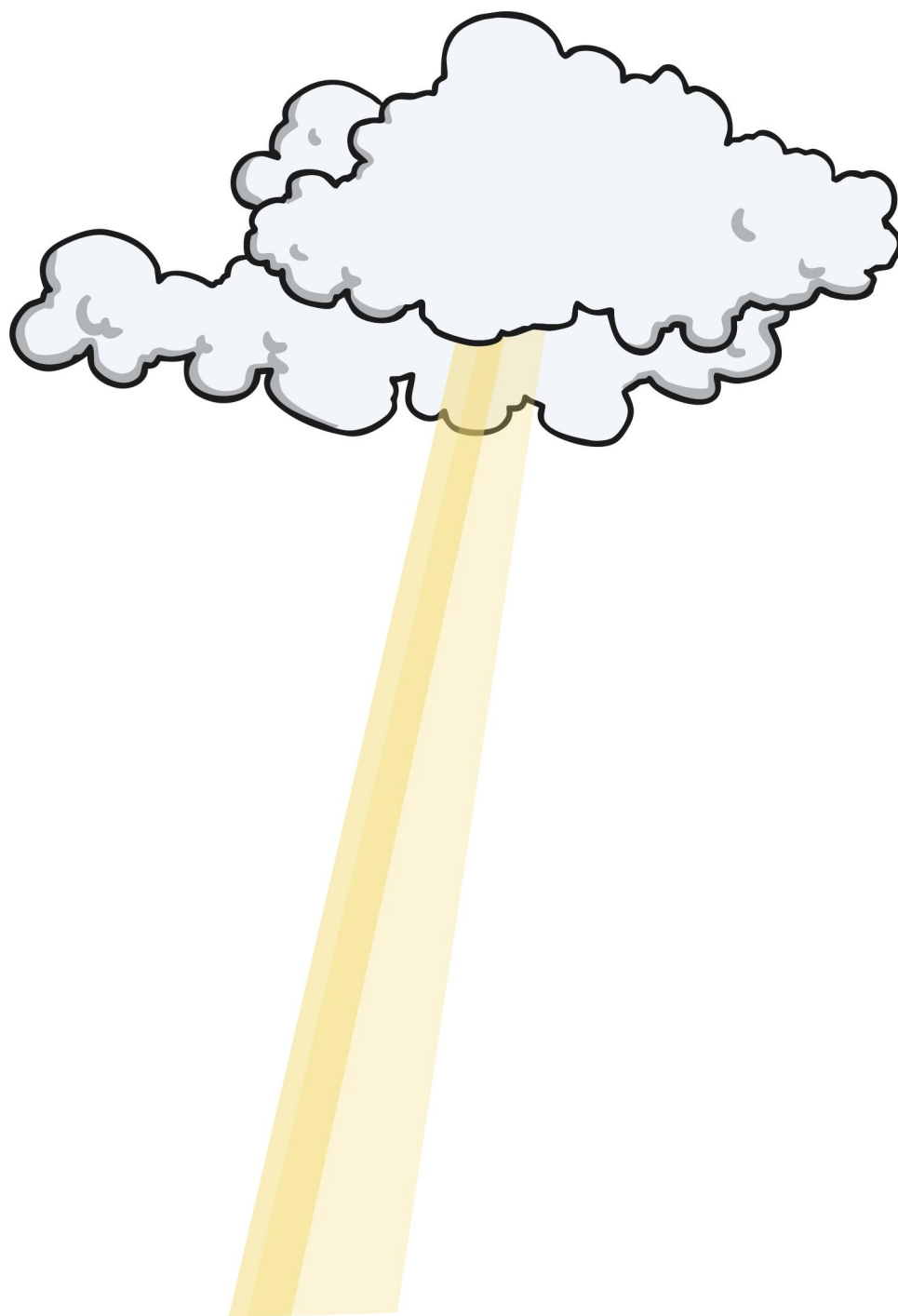


# mirror



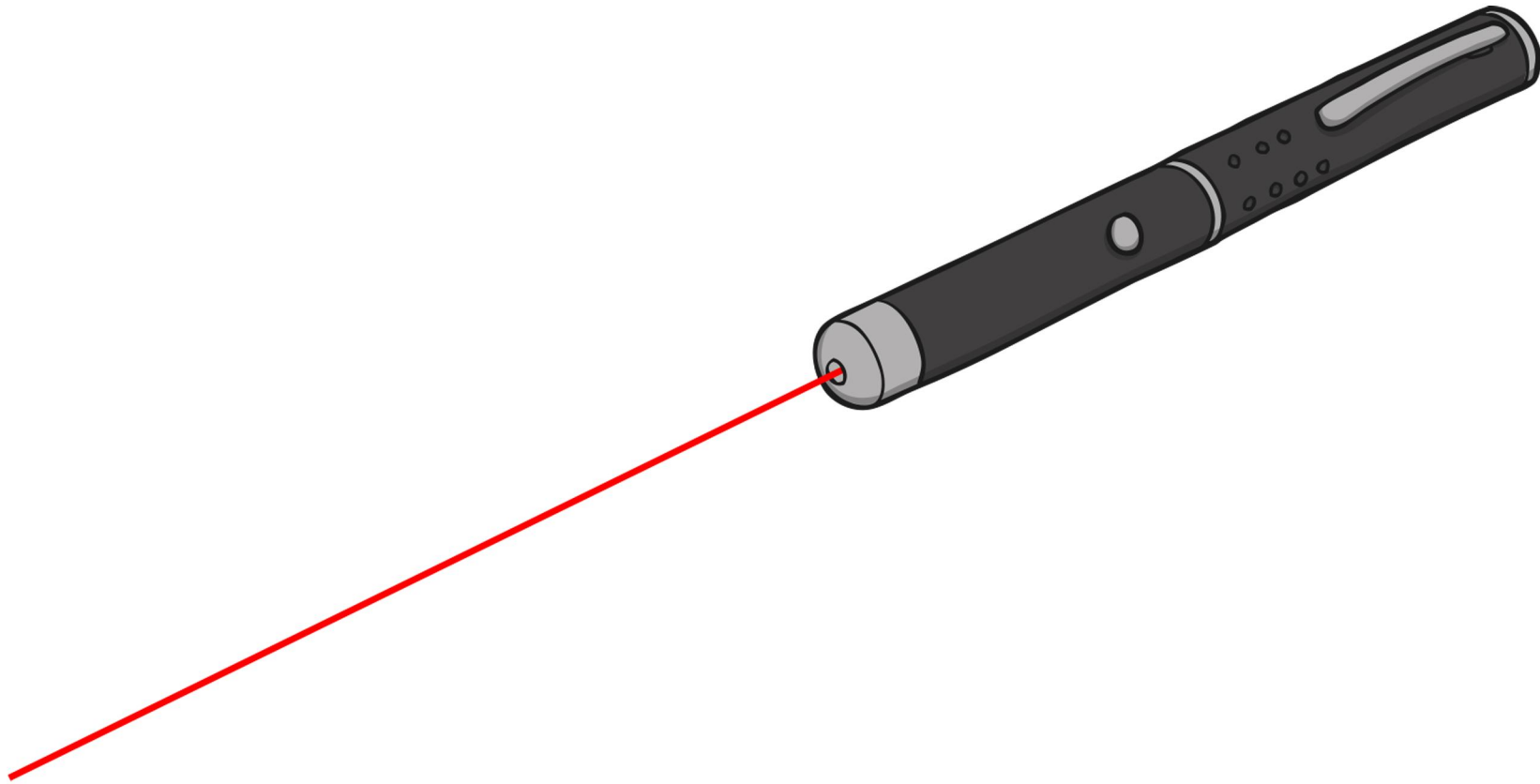


ray



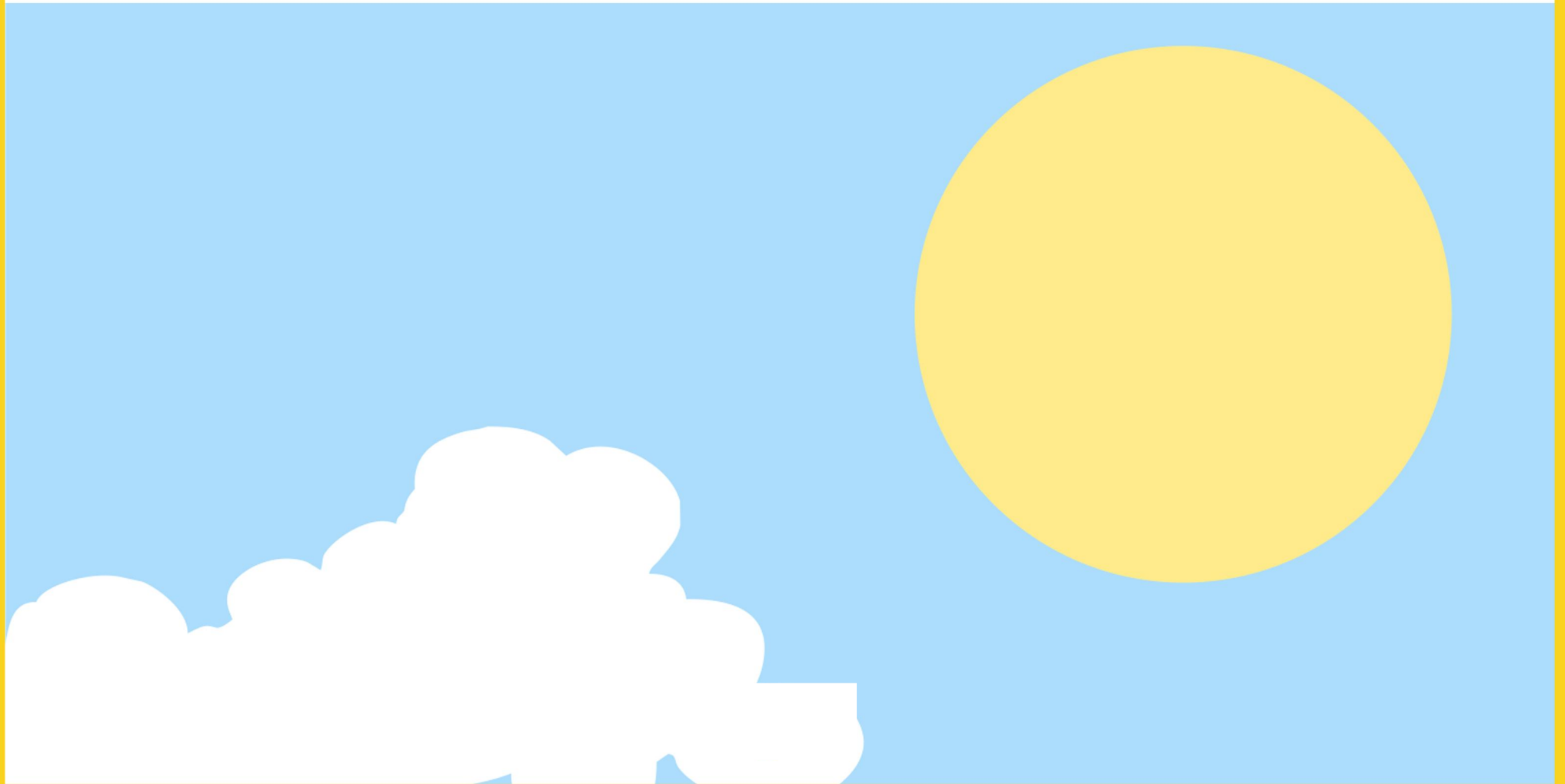


# beam





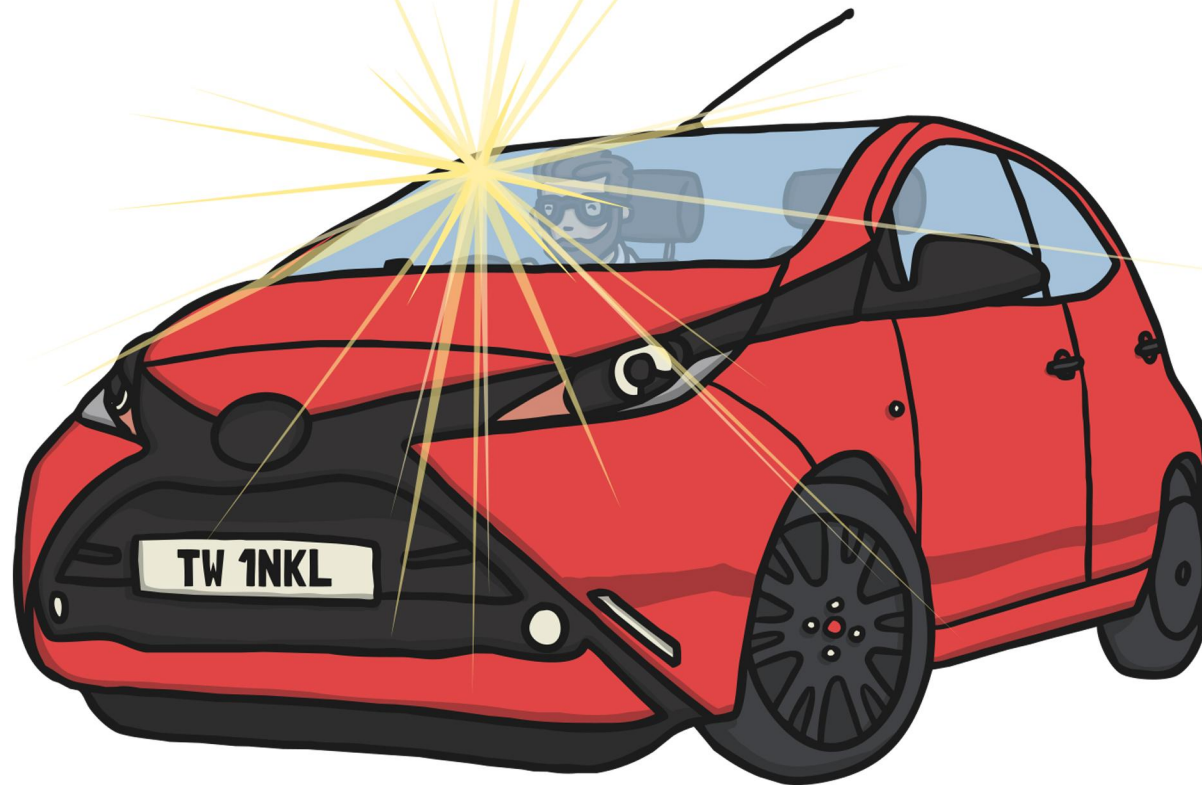
sun





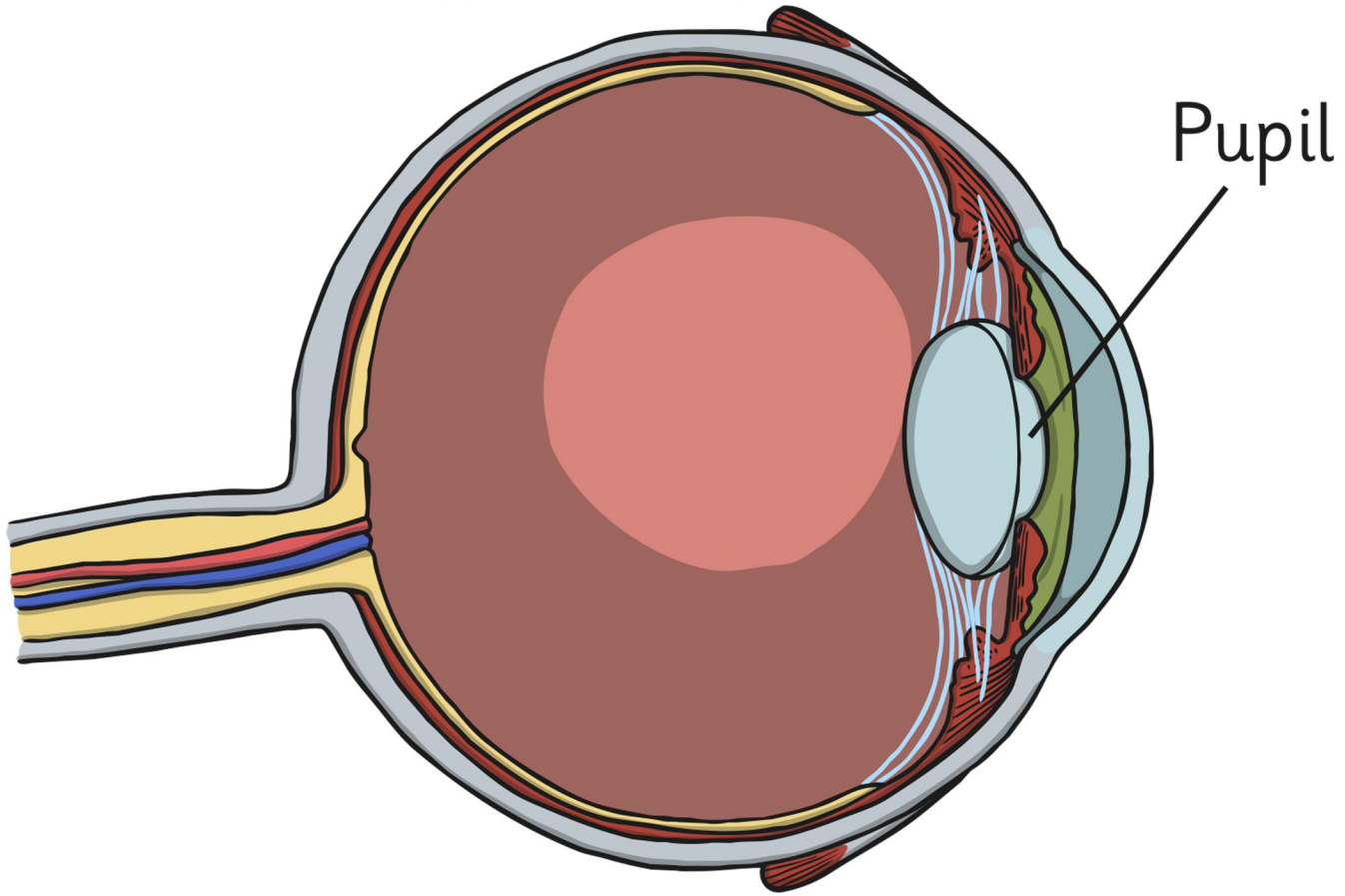


# glare



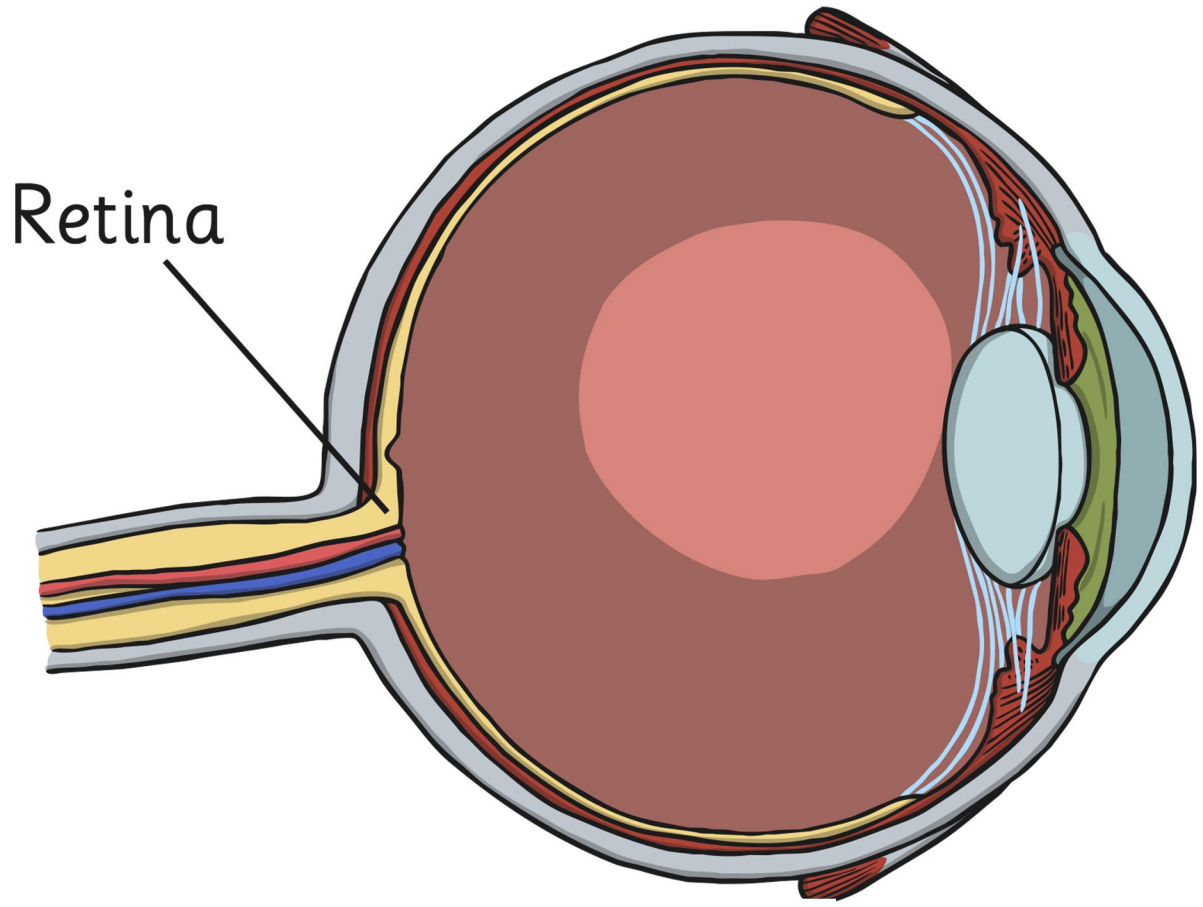


# pupil





# retina



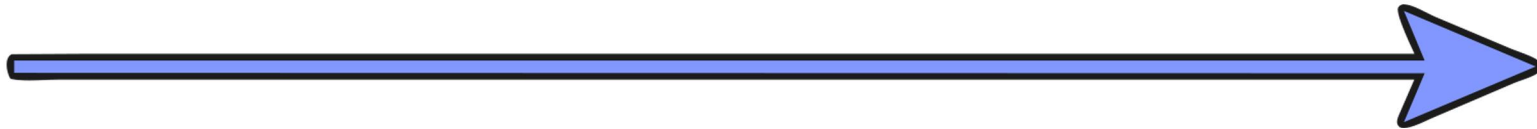


# travel



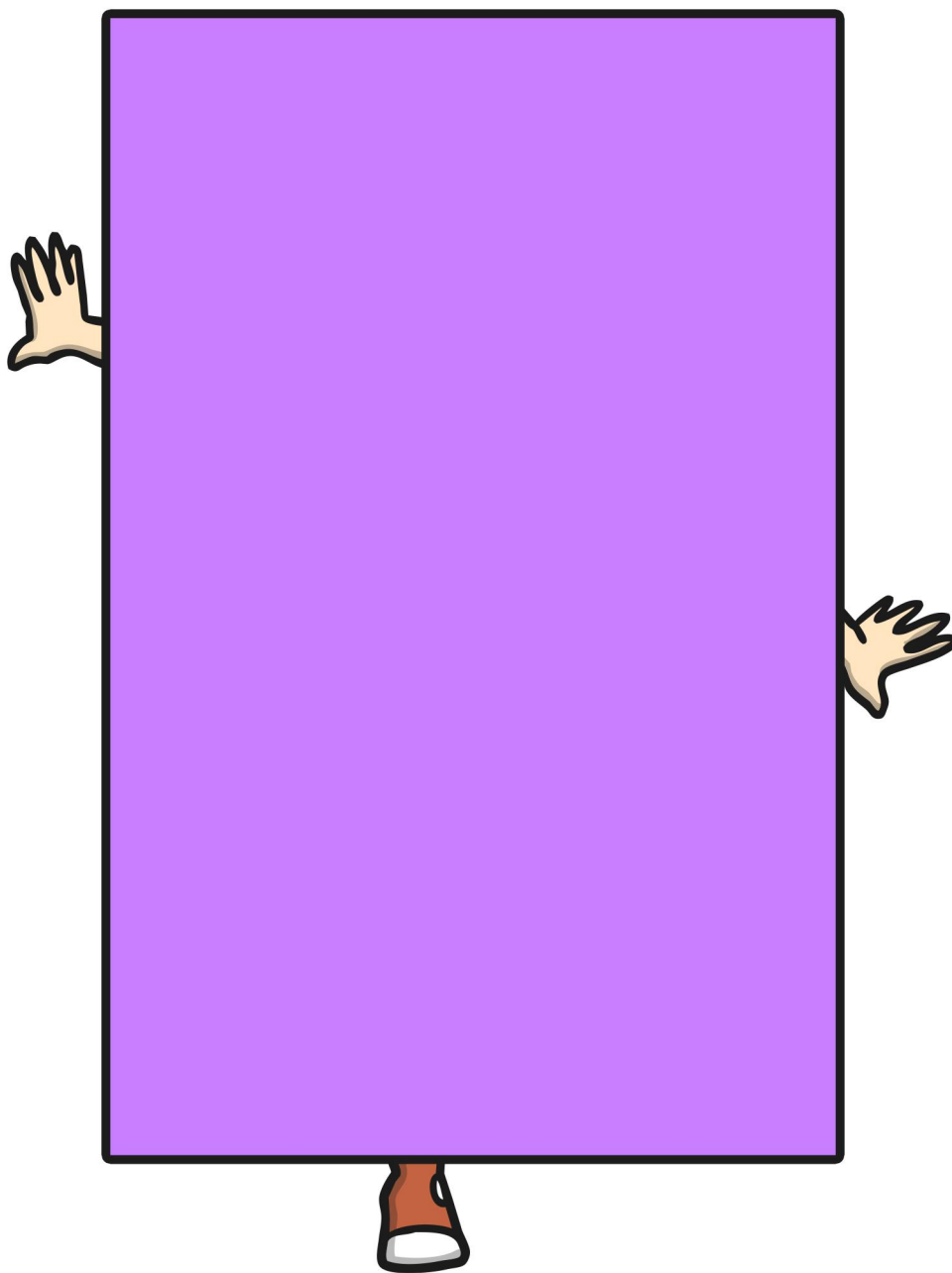


# straight





# opaque





# translucent





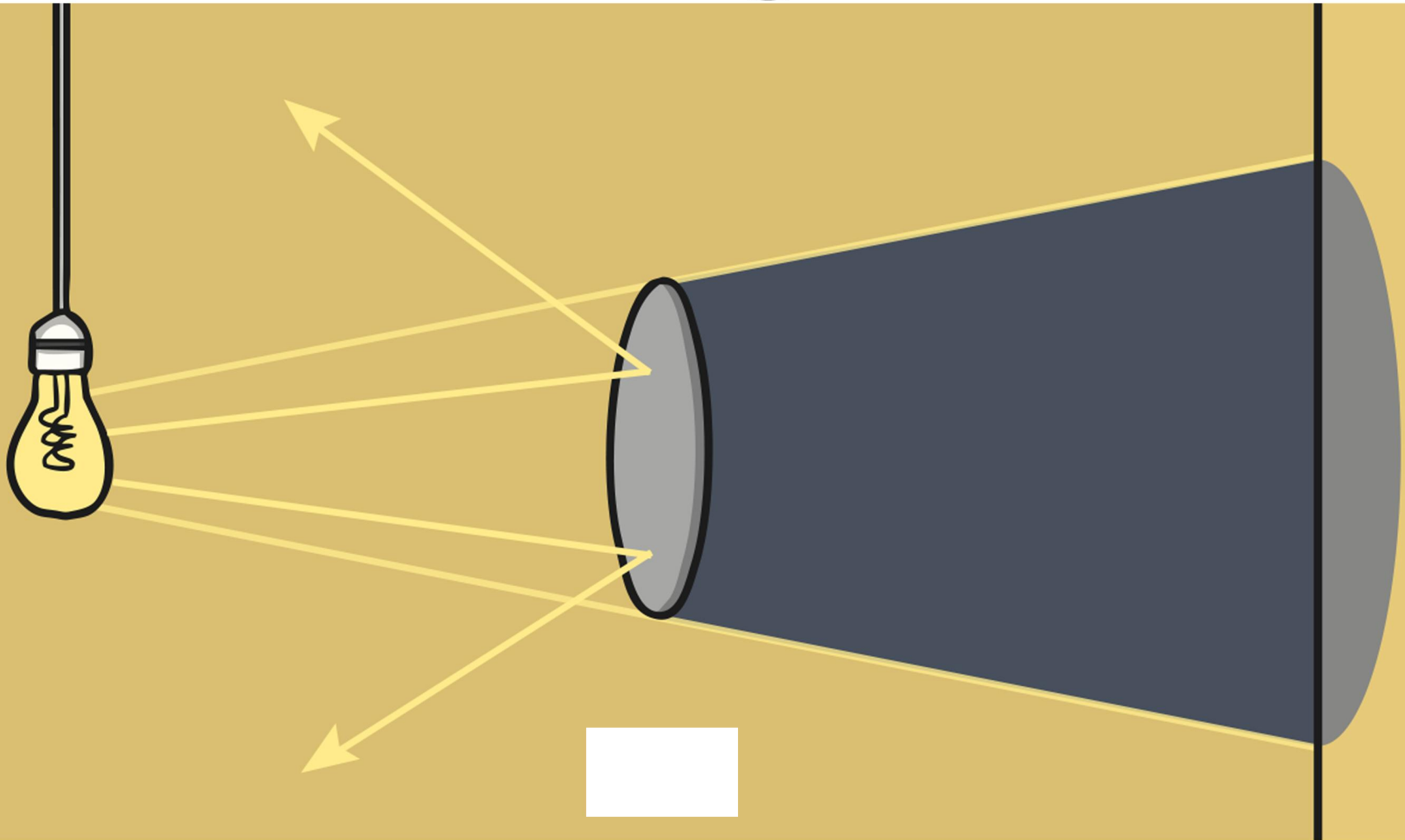
# transparent







# straight



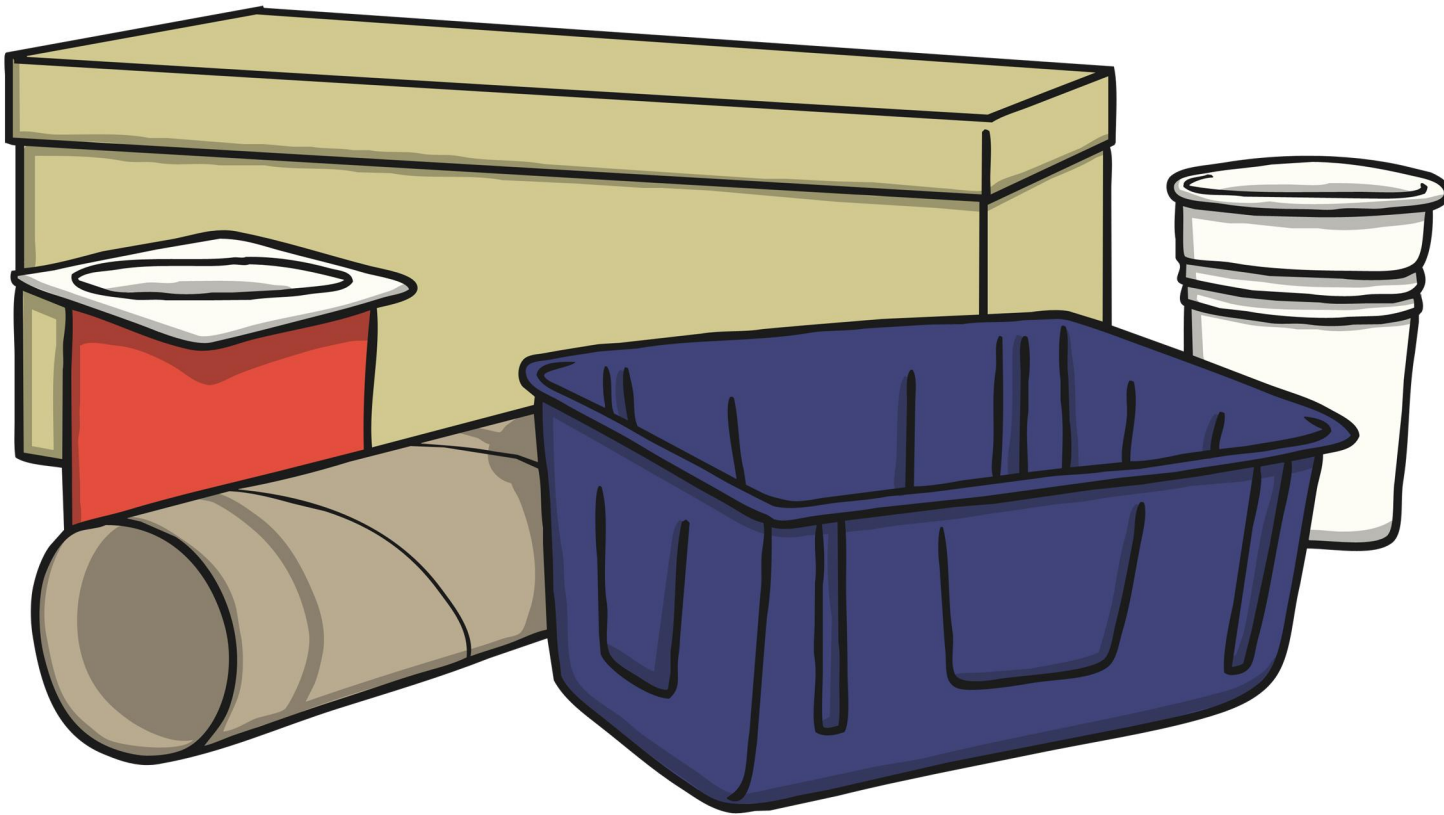


# shadow





# material



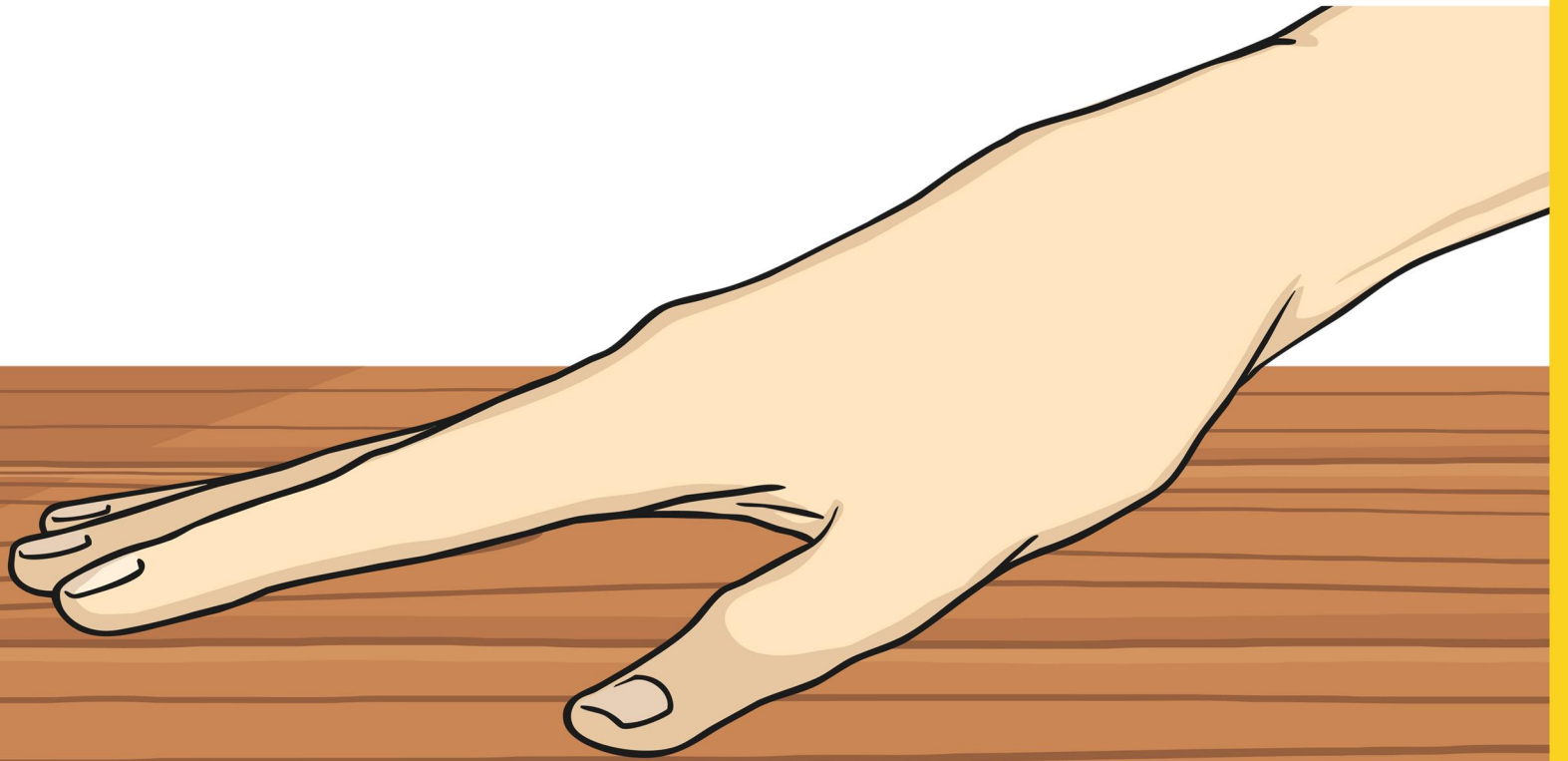


# surface





# smooth



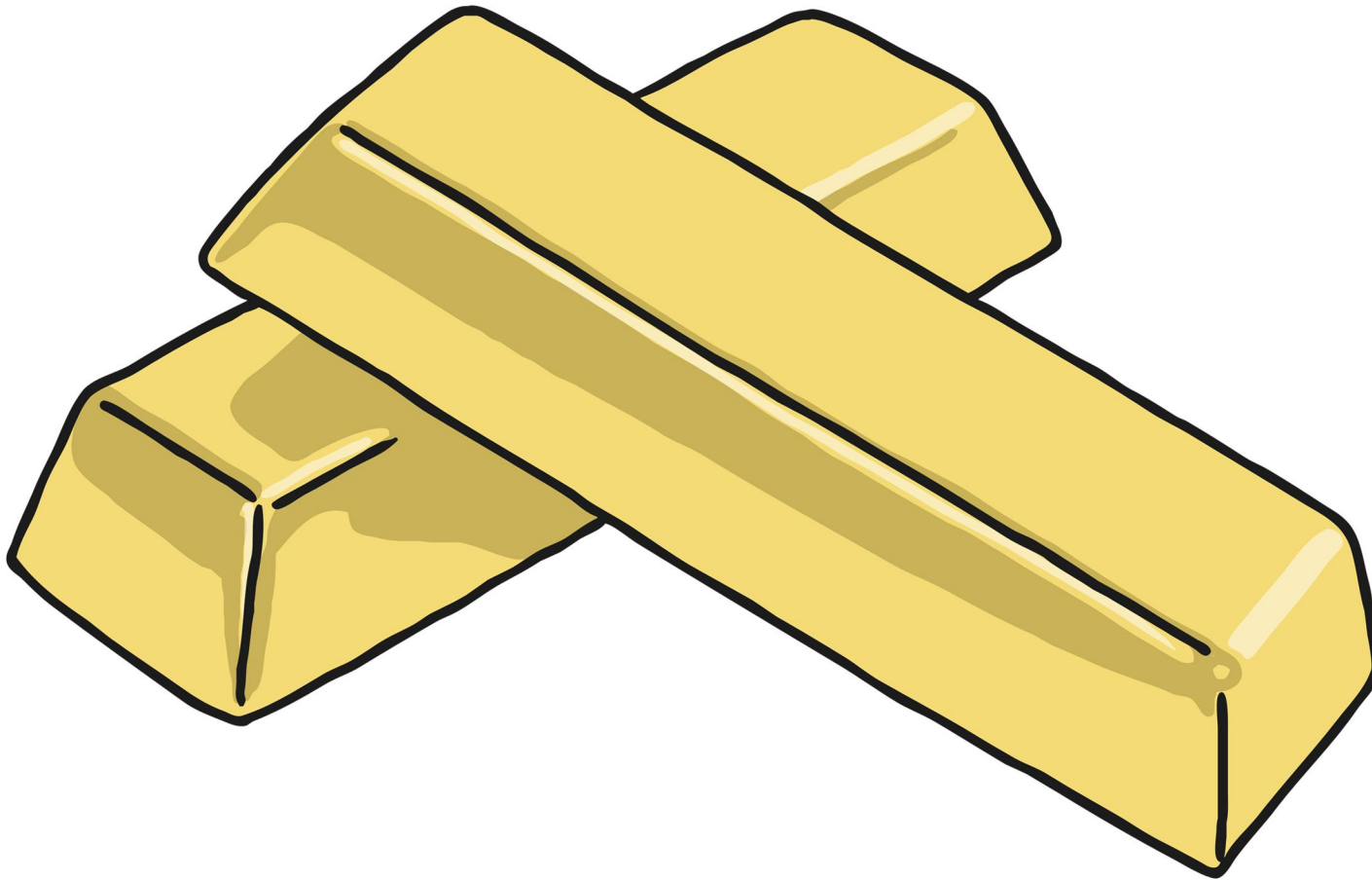


# illuminate



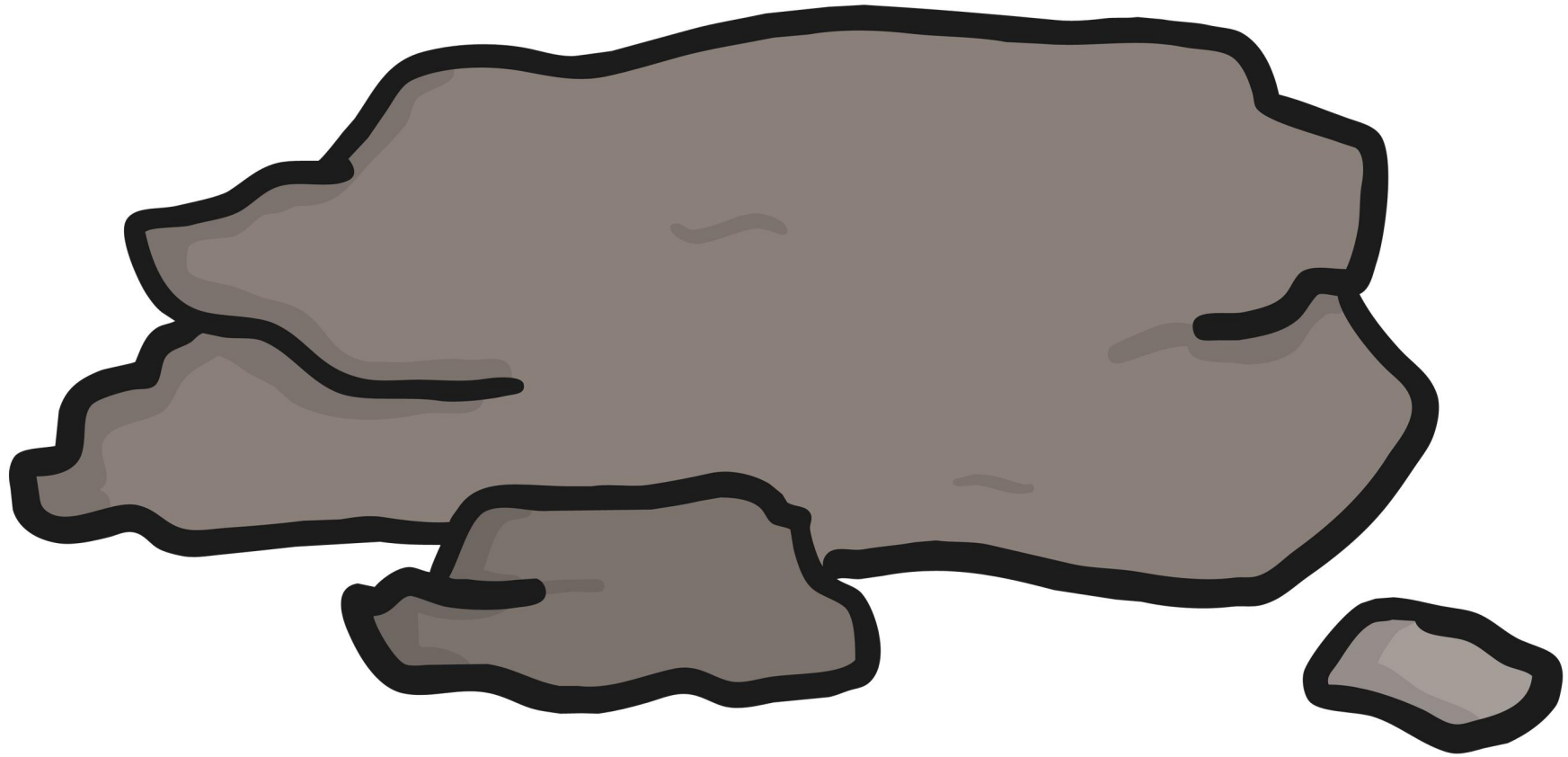


# shiny





# rough





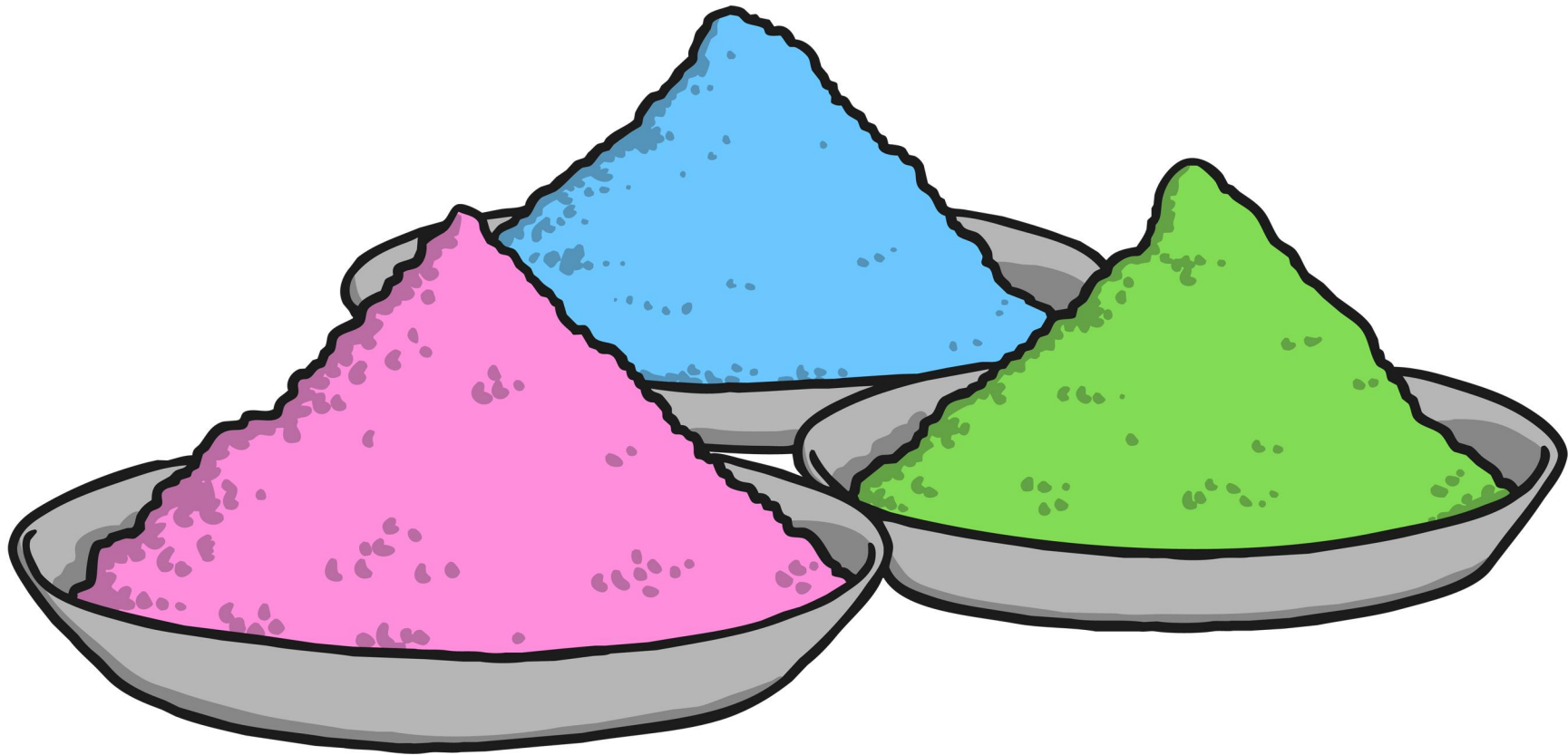


# reverse





# bright



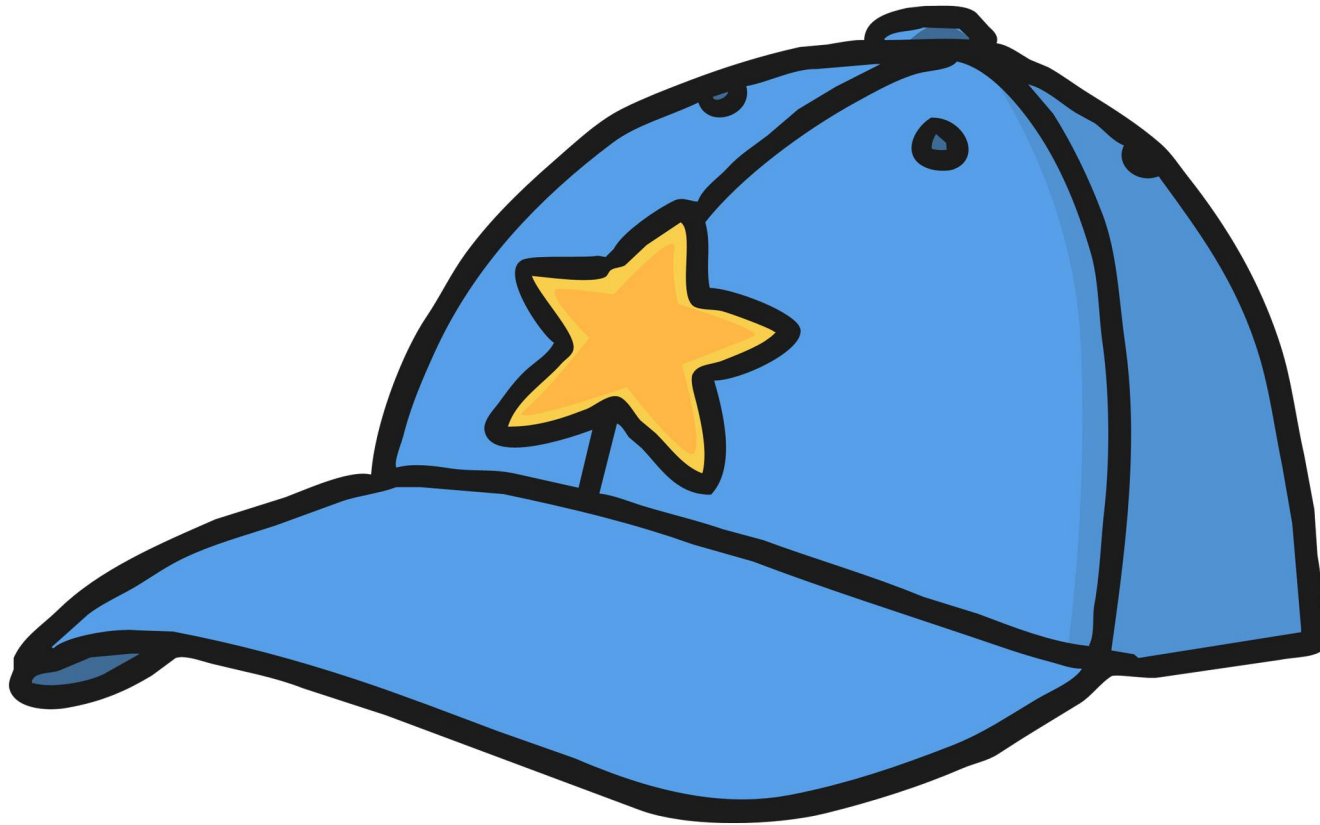


# sunglasses





hat





# brim



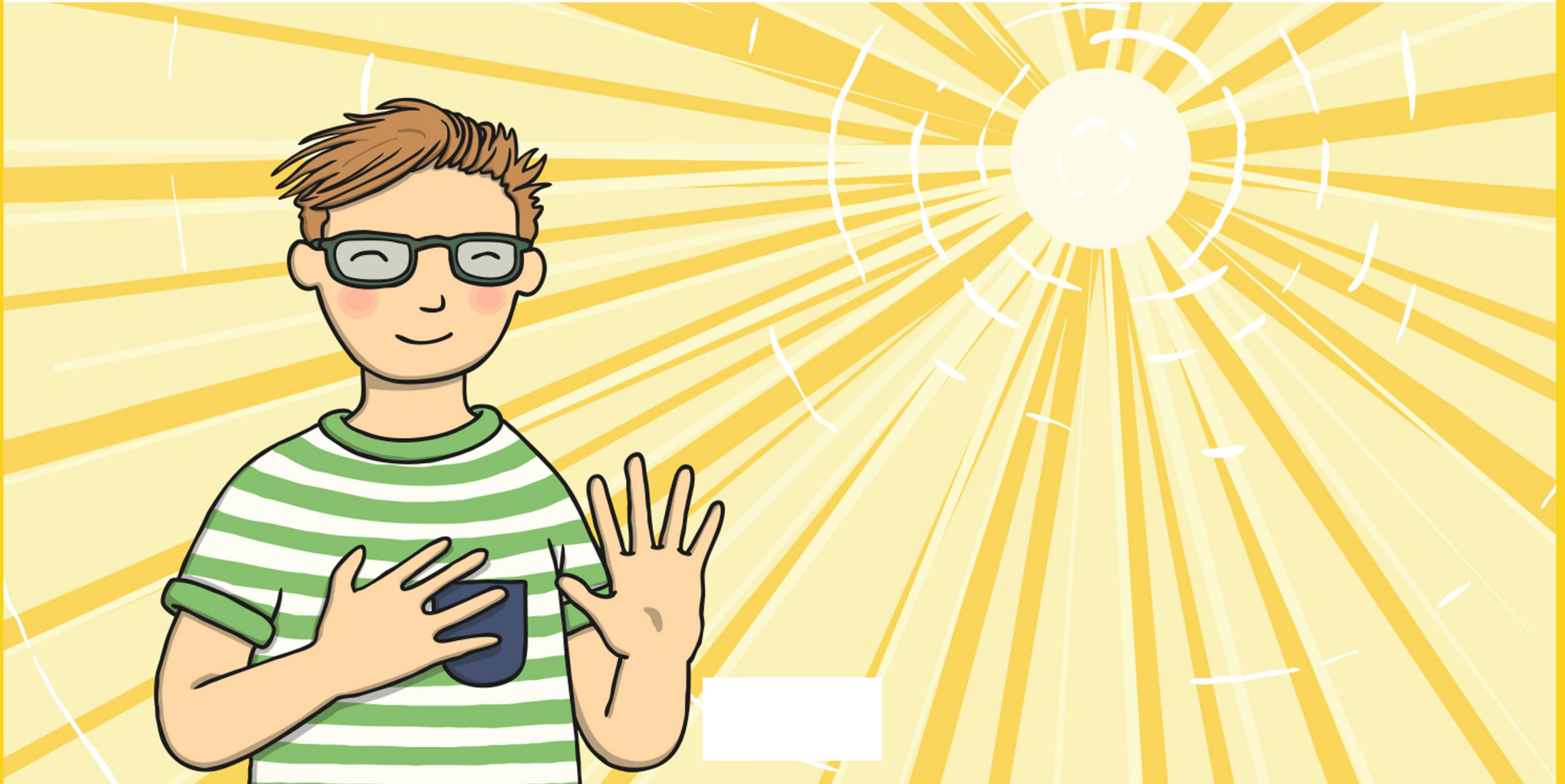


# energy



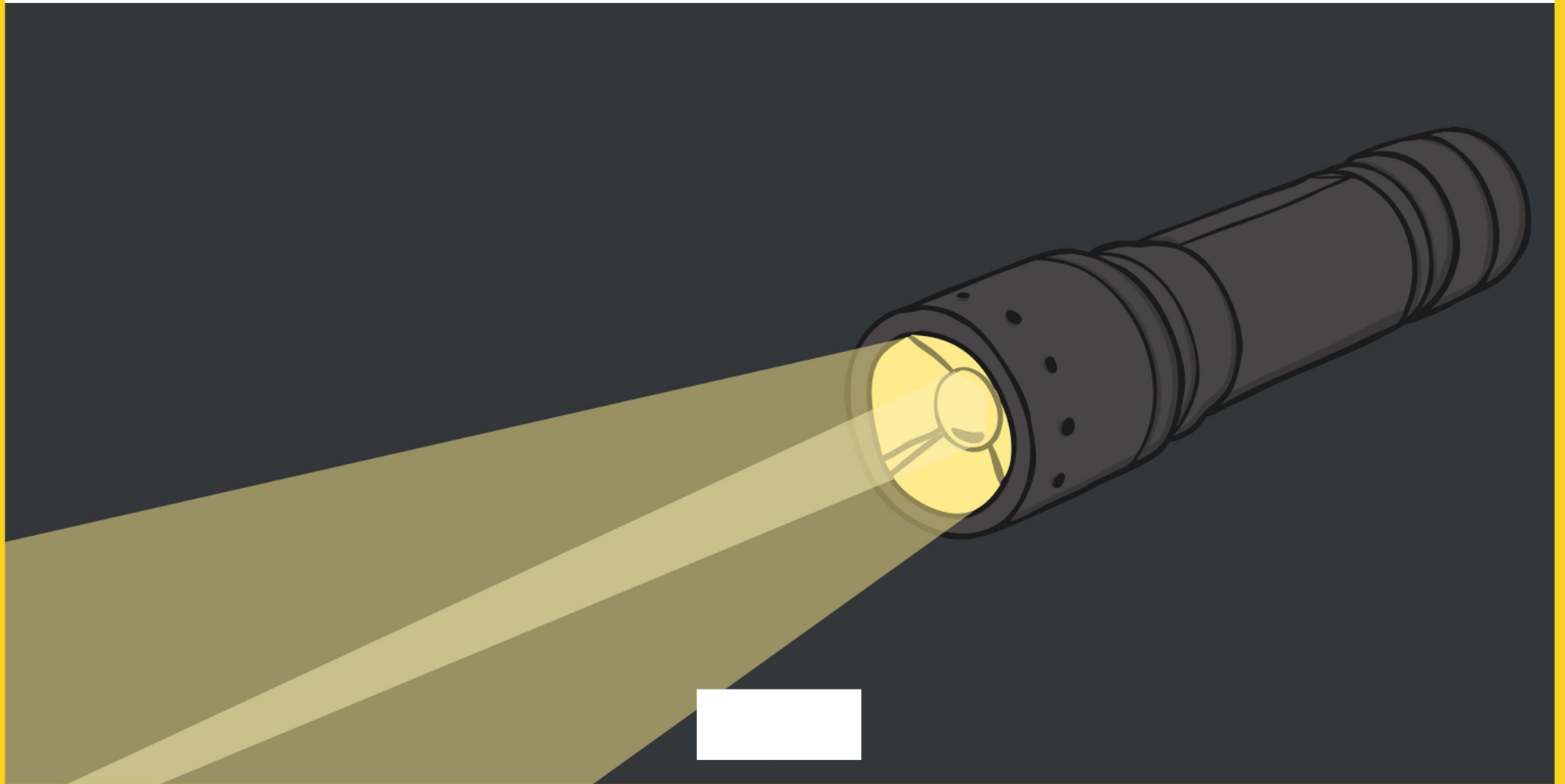


light





source







dark





reflect

Reflect



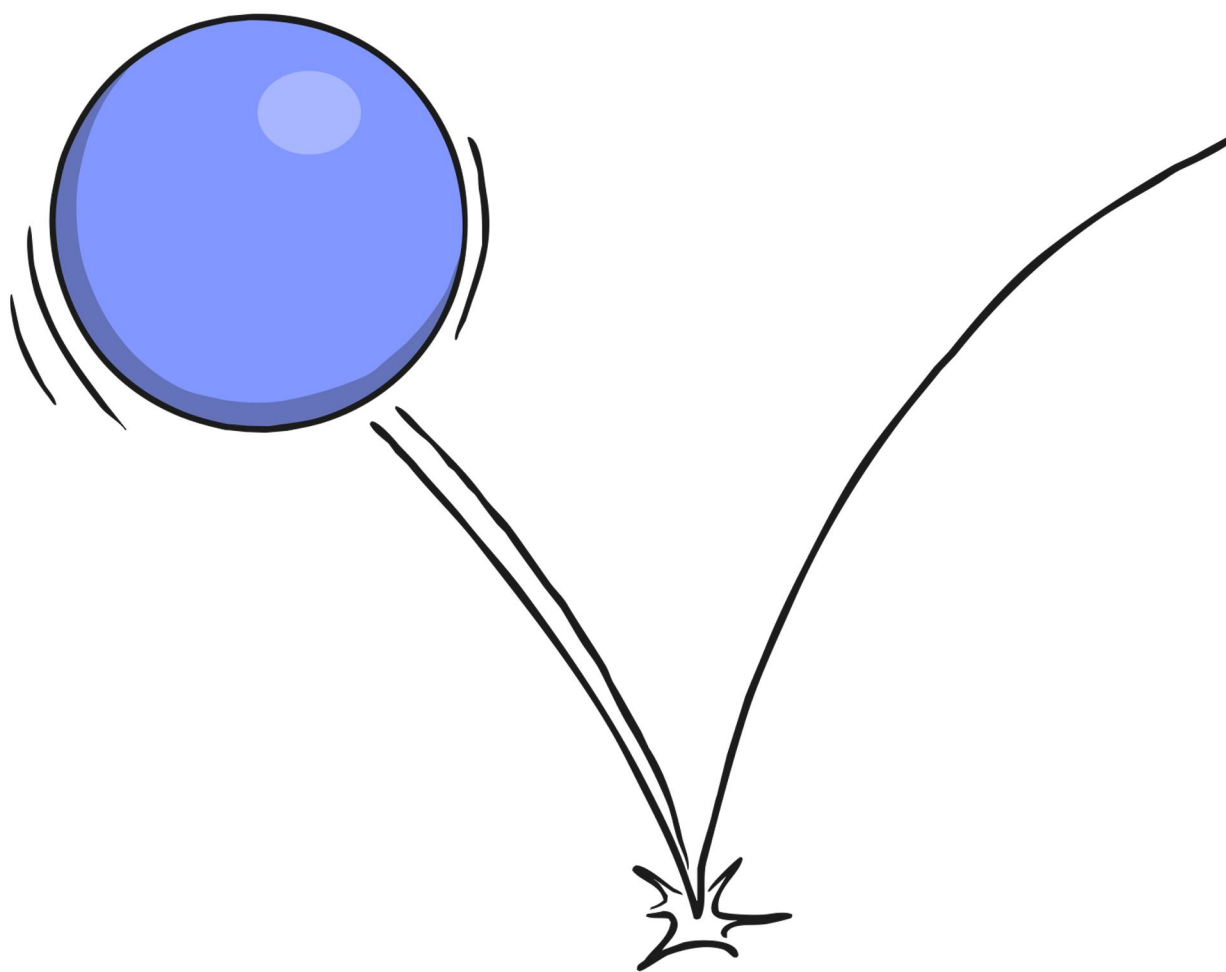


*visible*



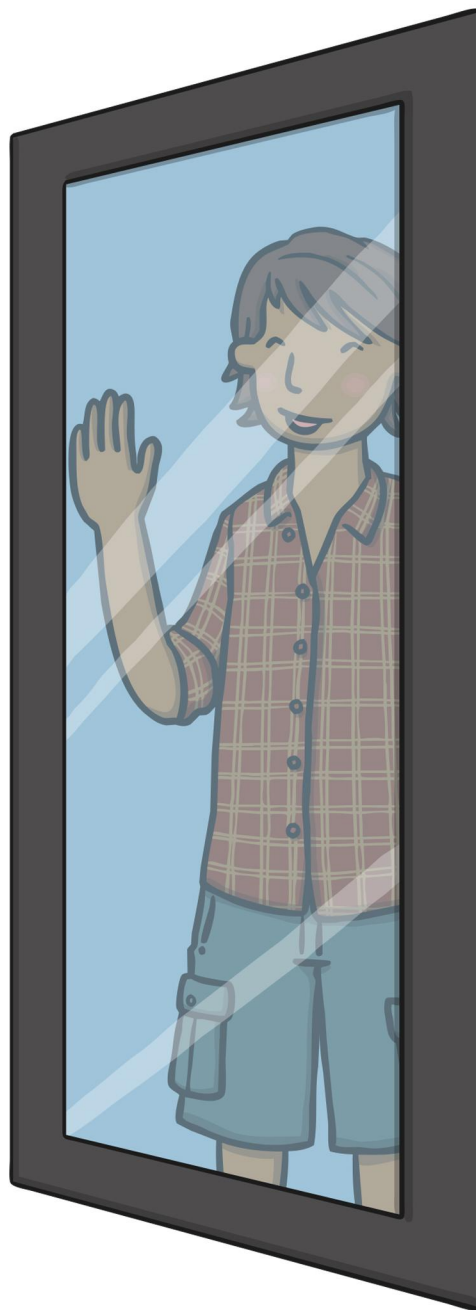


# bounce



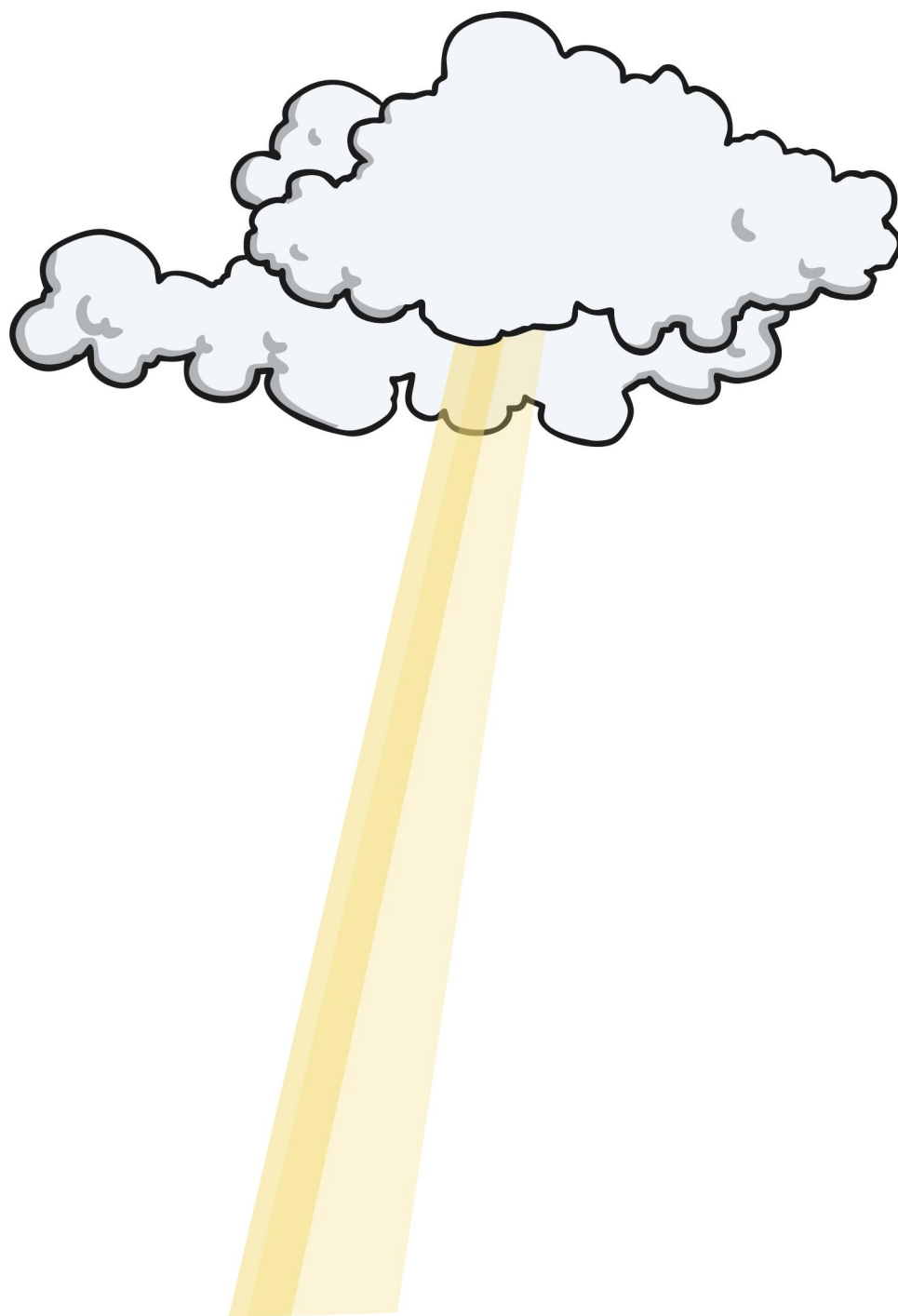


# mirror



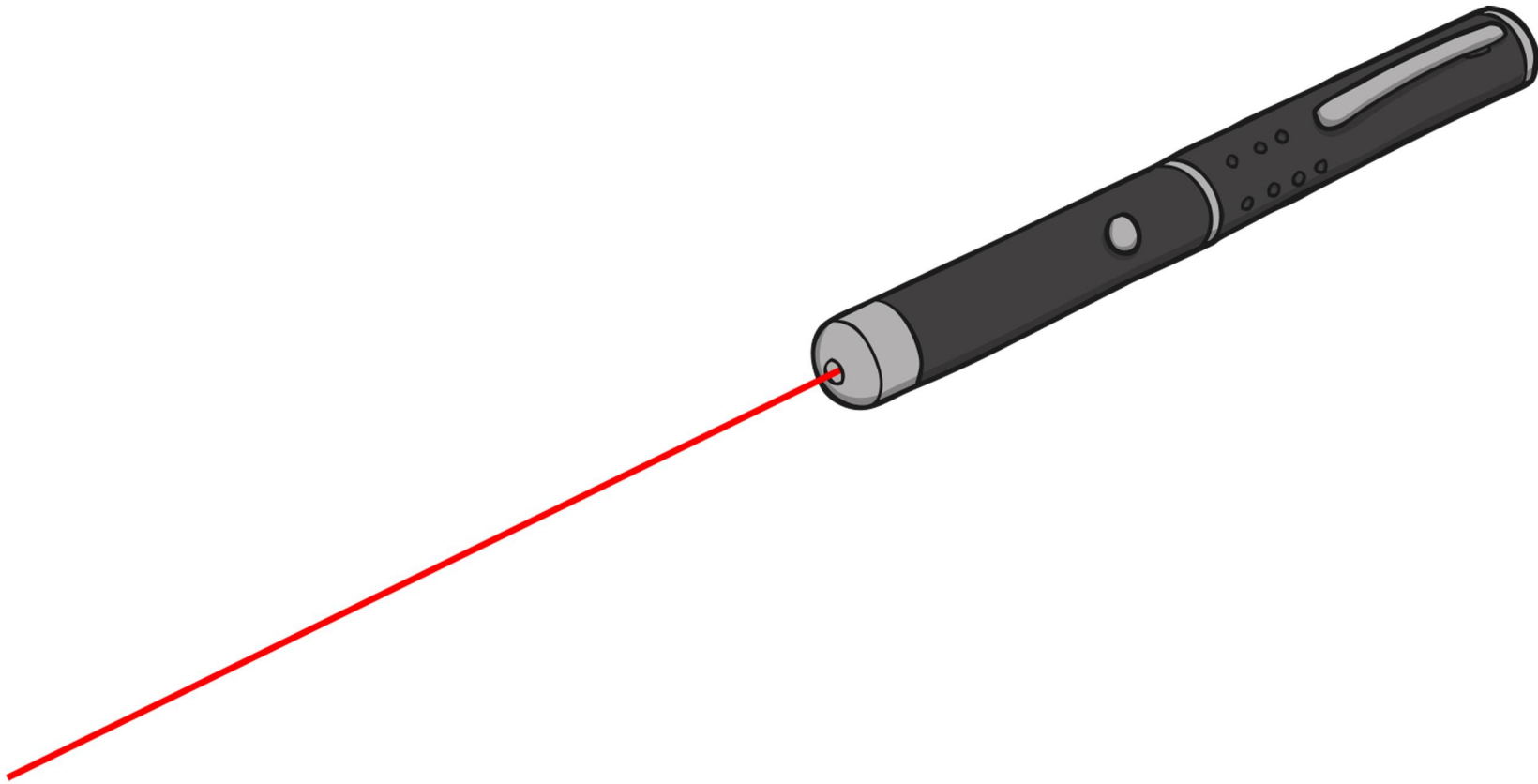


ray





beam





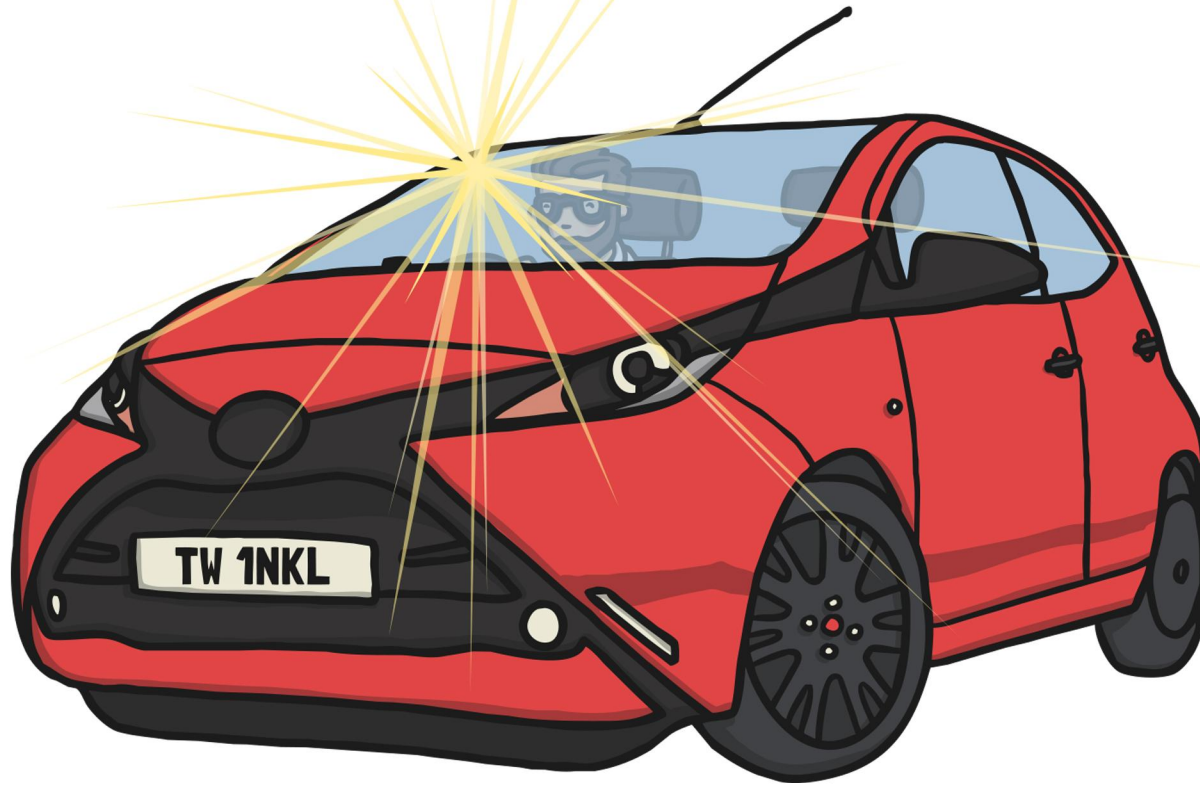
*sun*





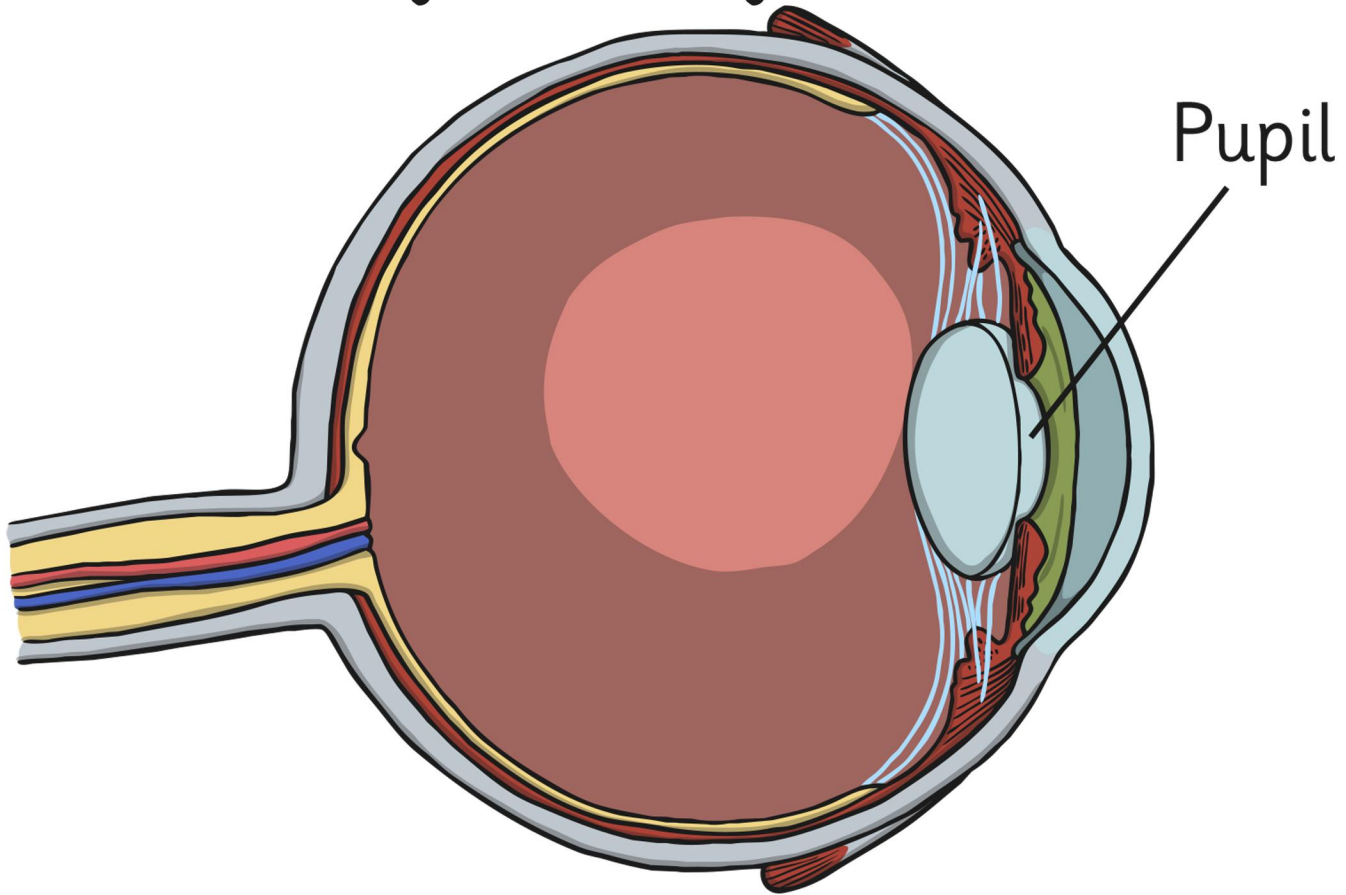


glare



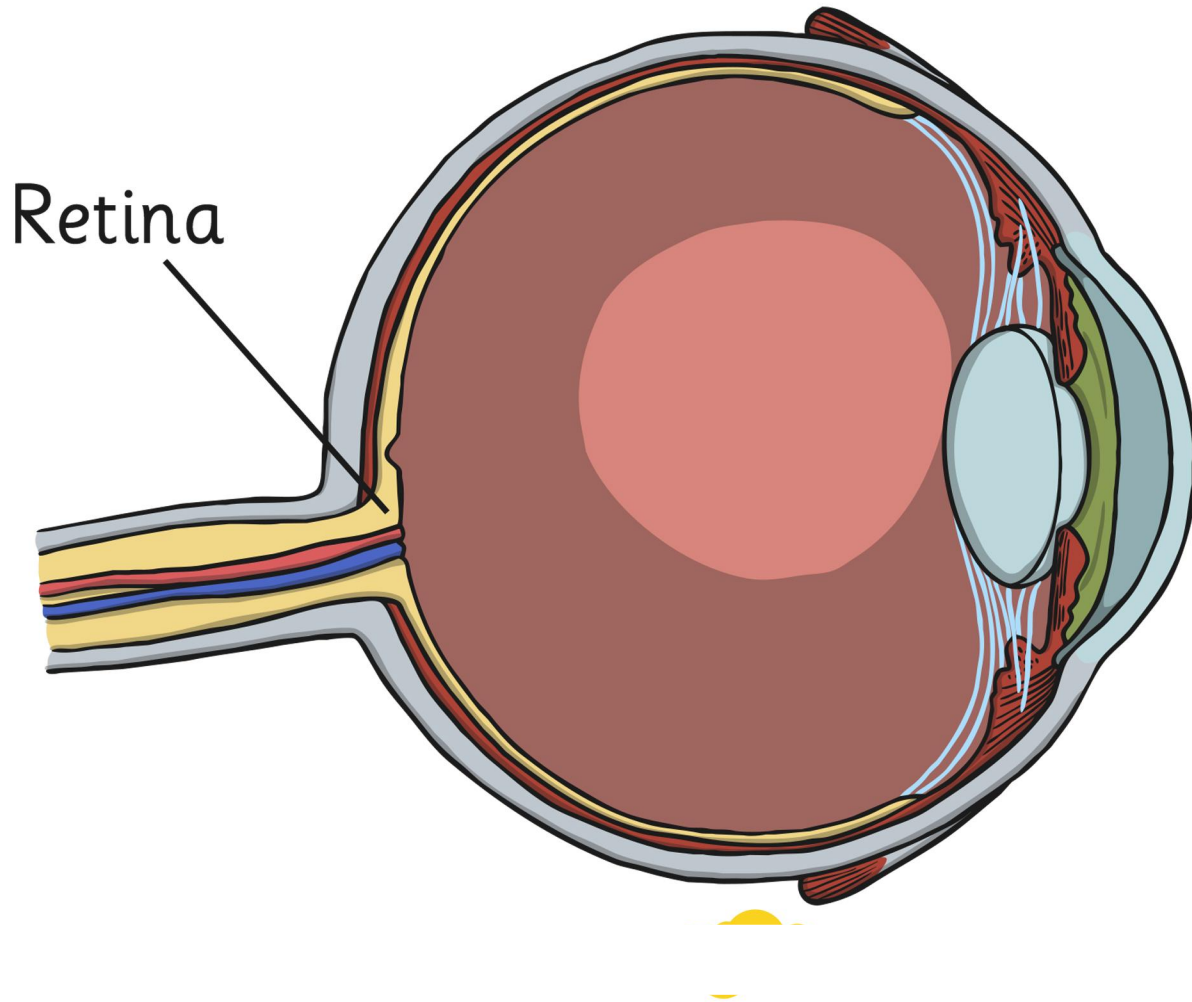


# pupil





# retina





# travel



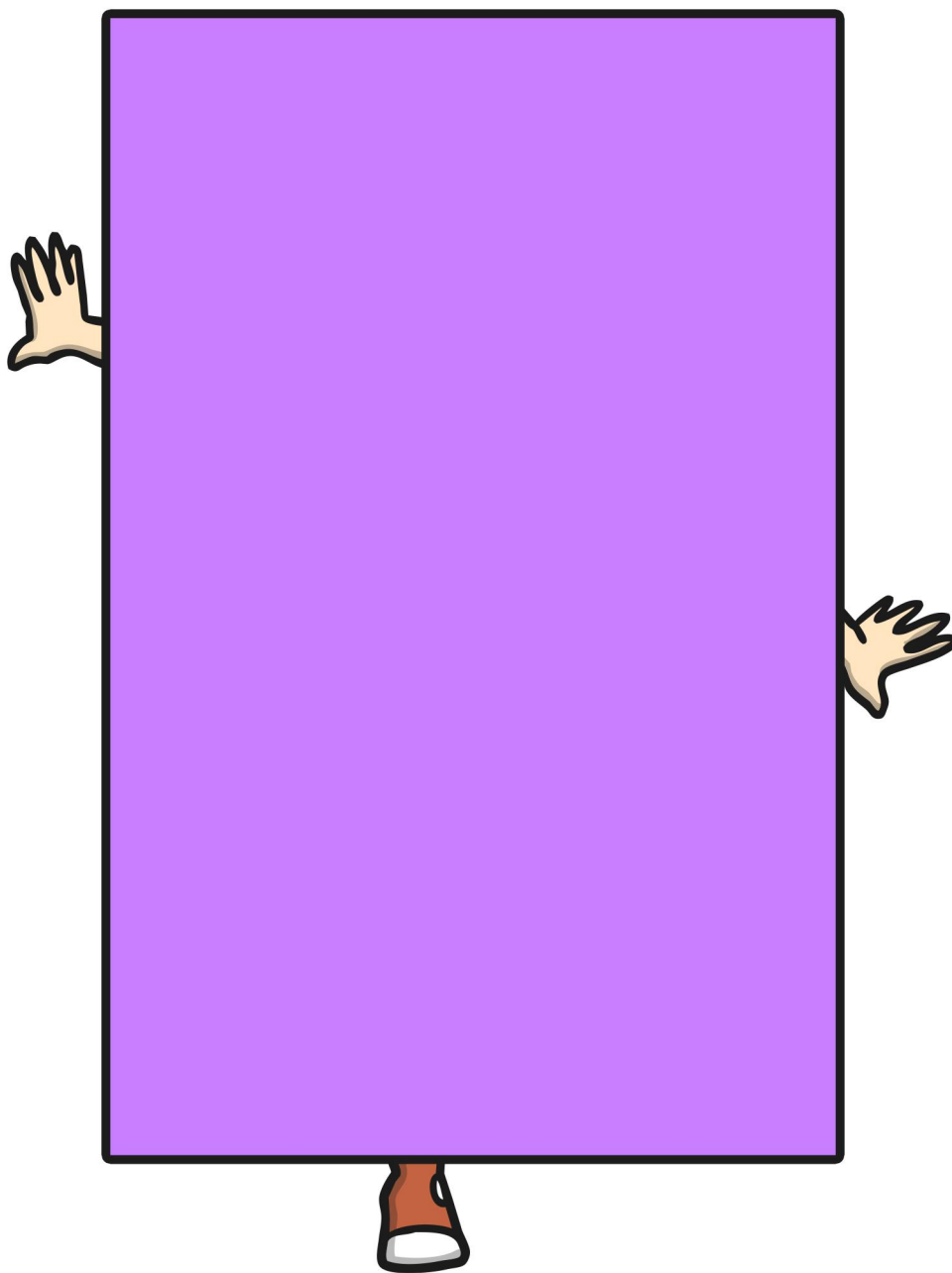


*straight*





opaque





# translucent





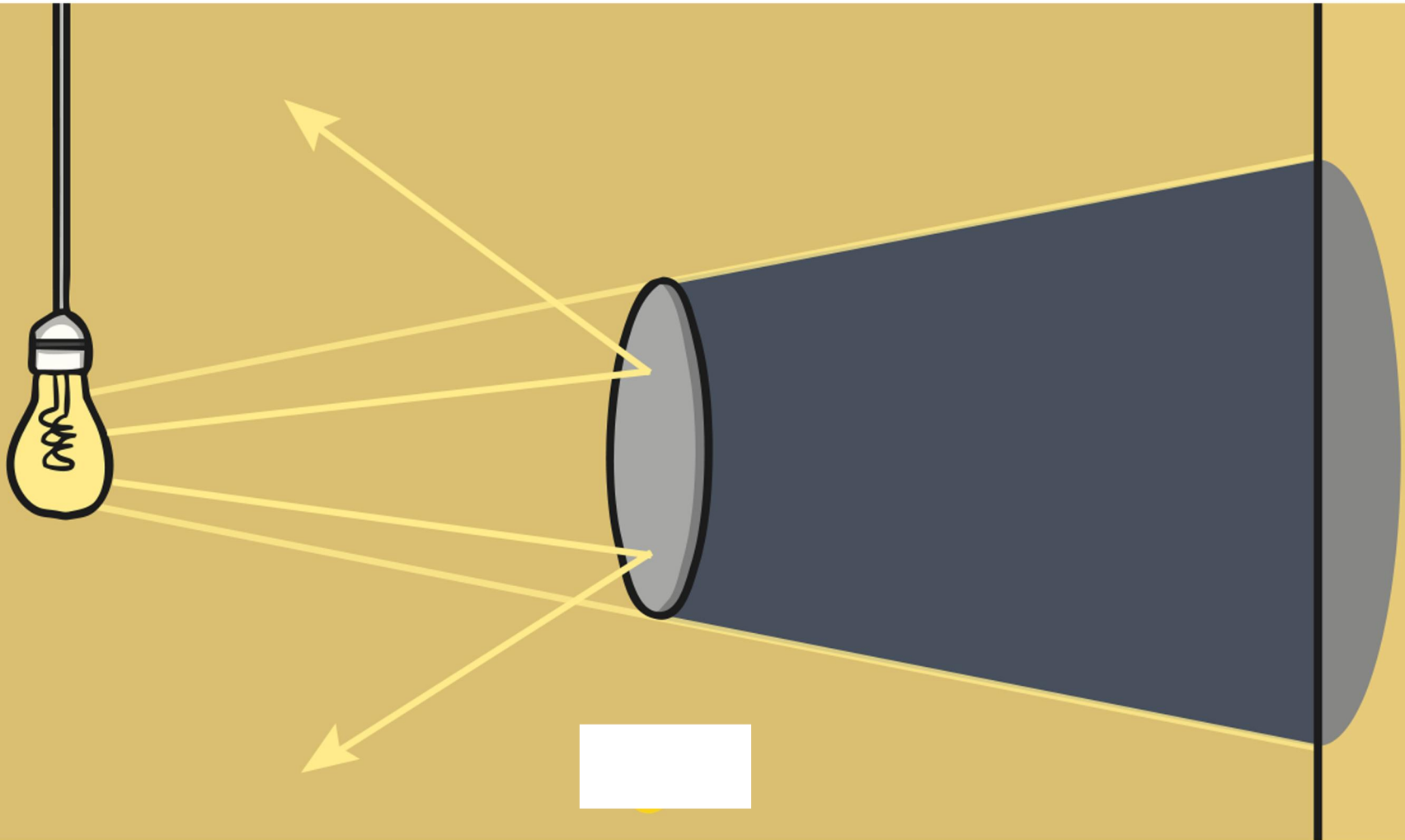
# transparent







# straight



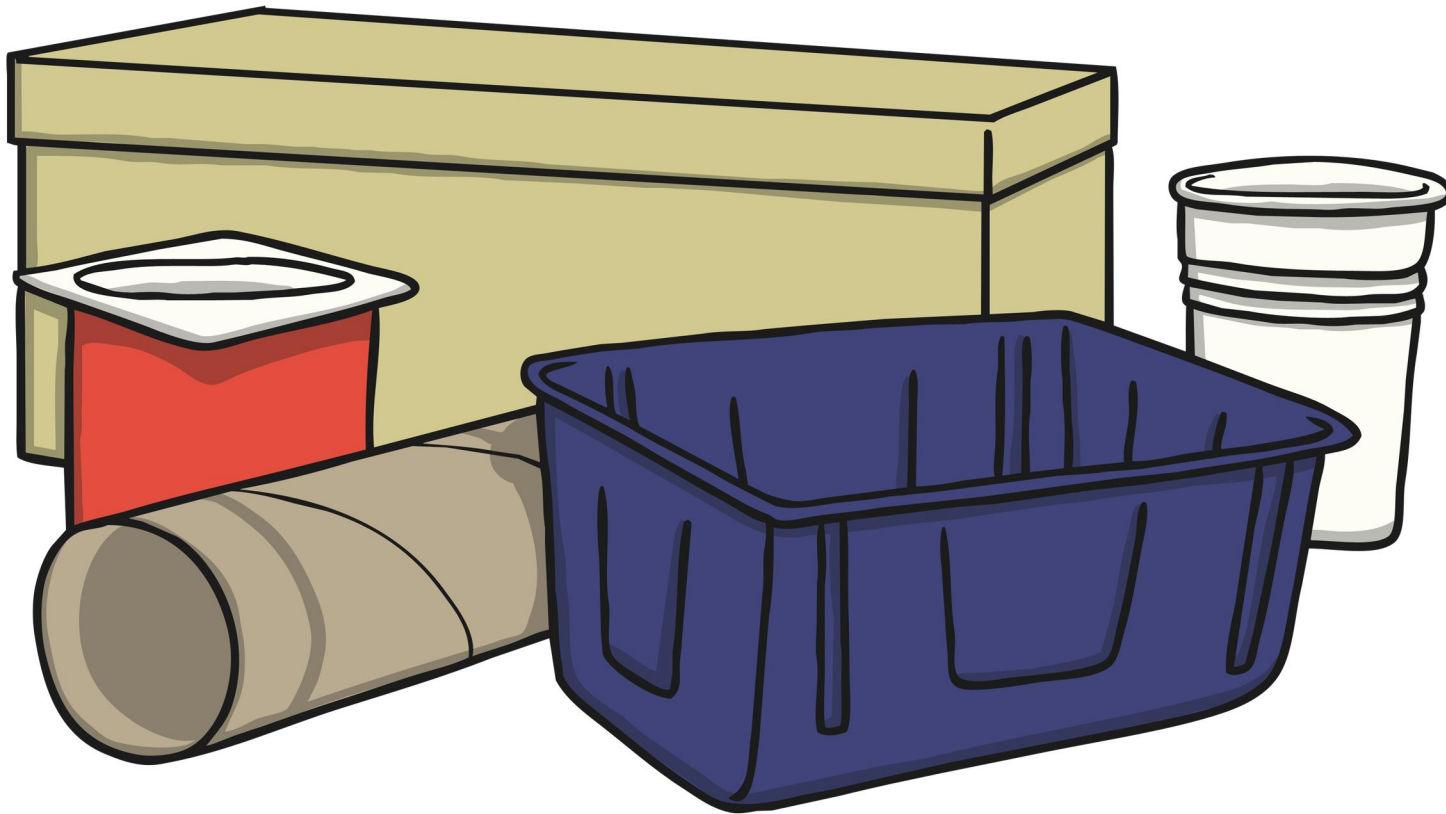


# shadow



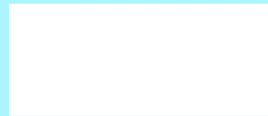


# material



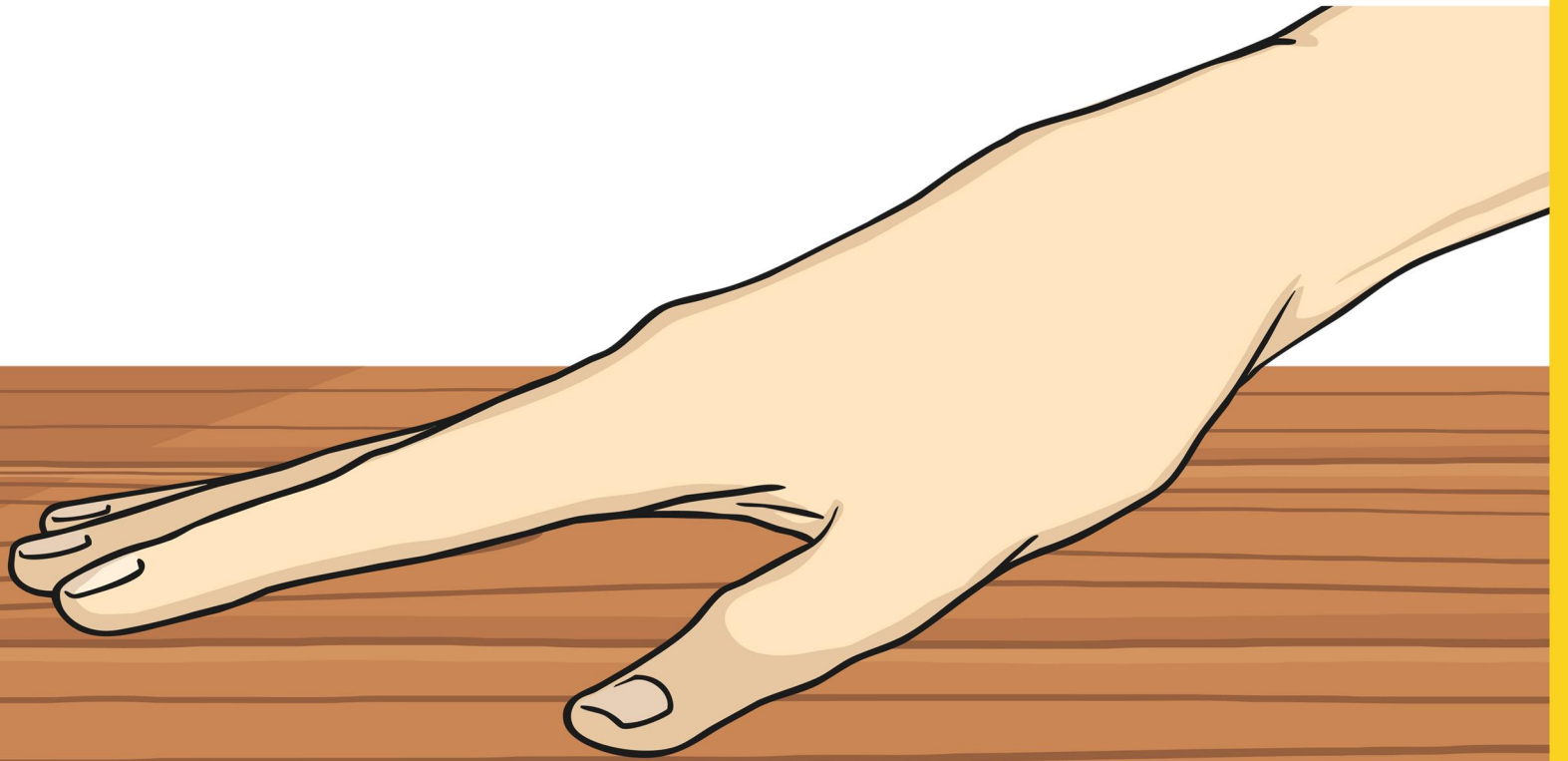


surface





smooth



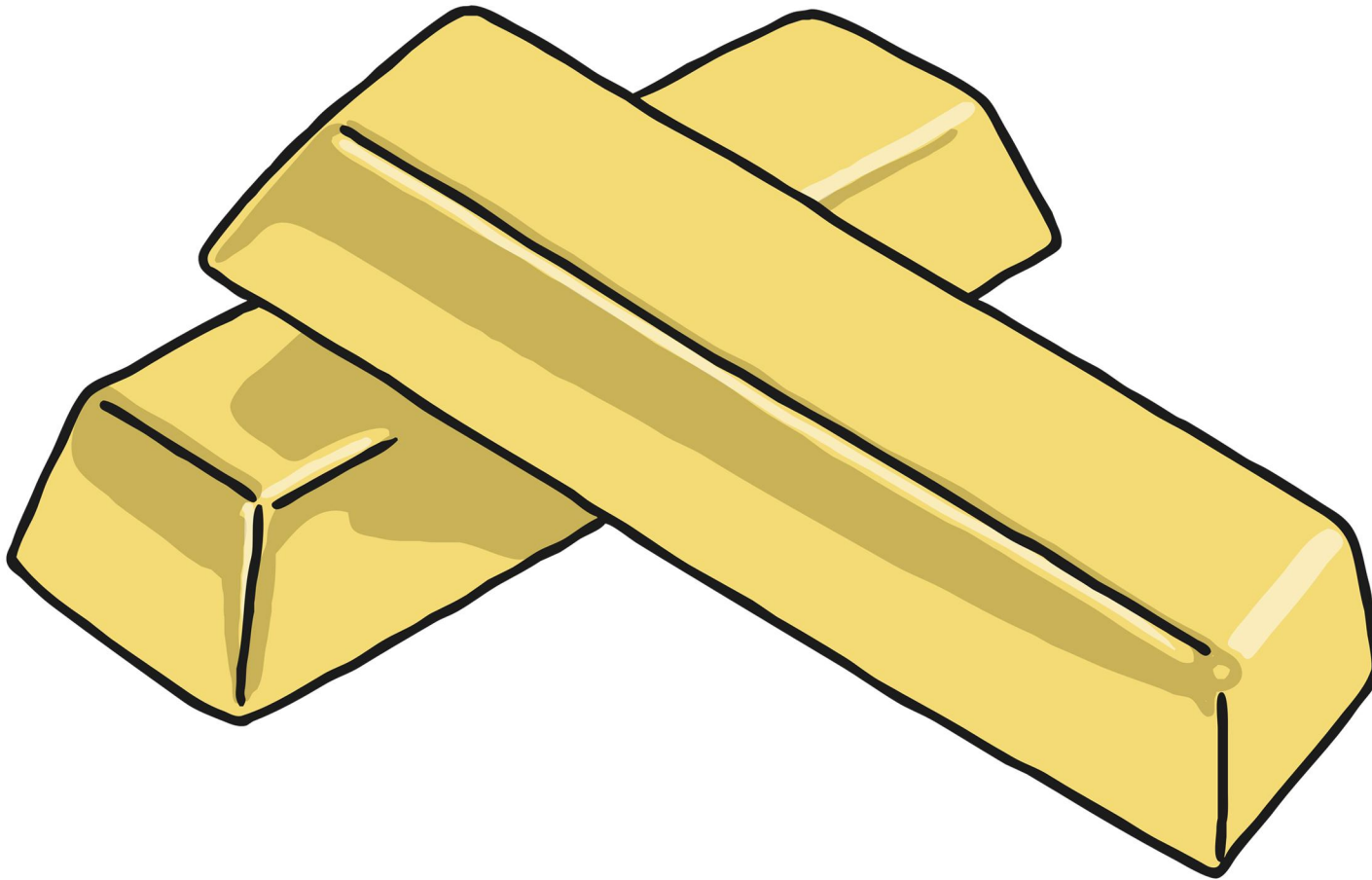


*illuminate*



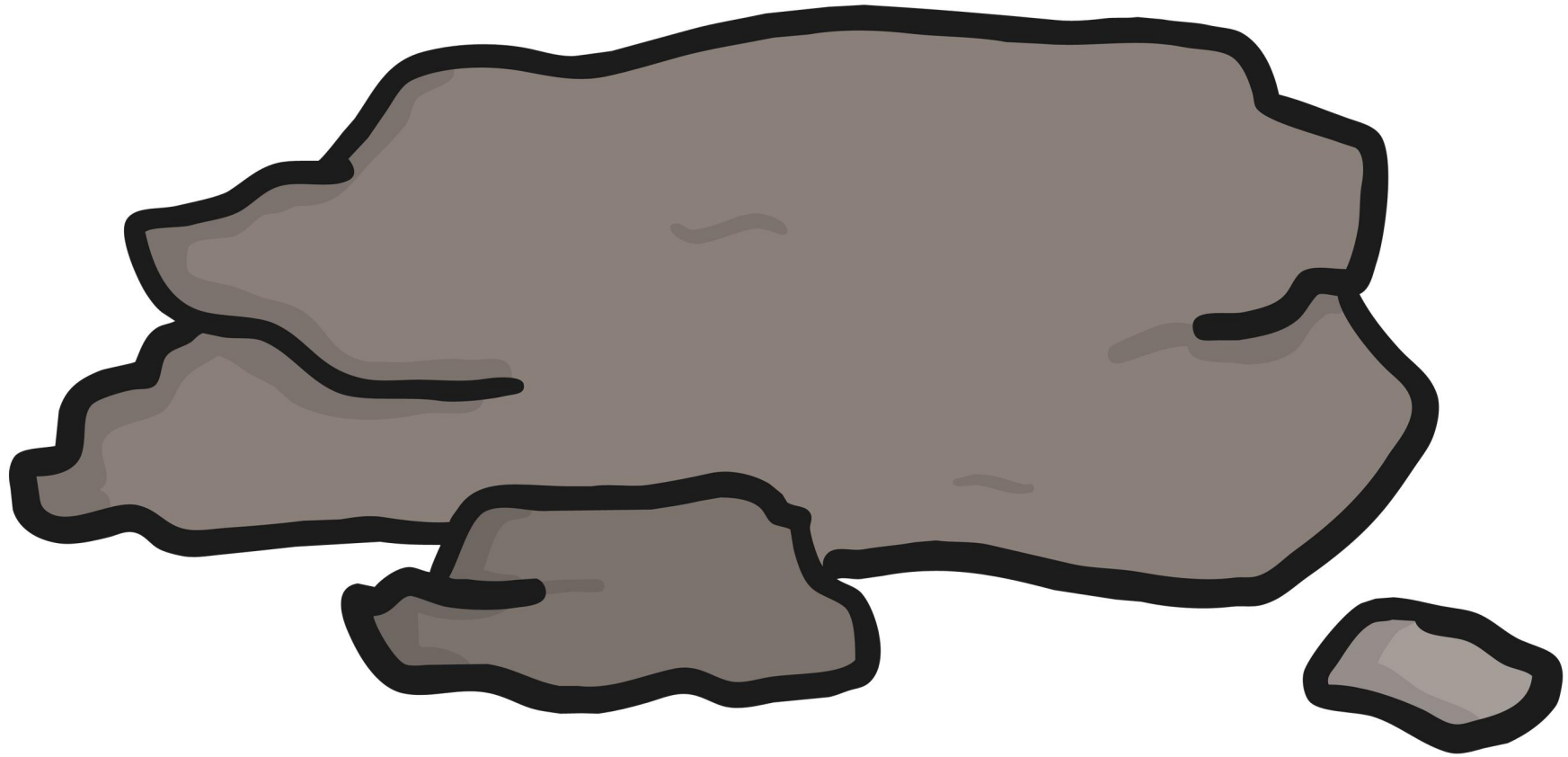


*shiny*





rough





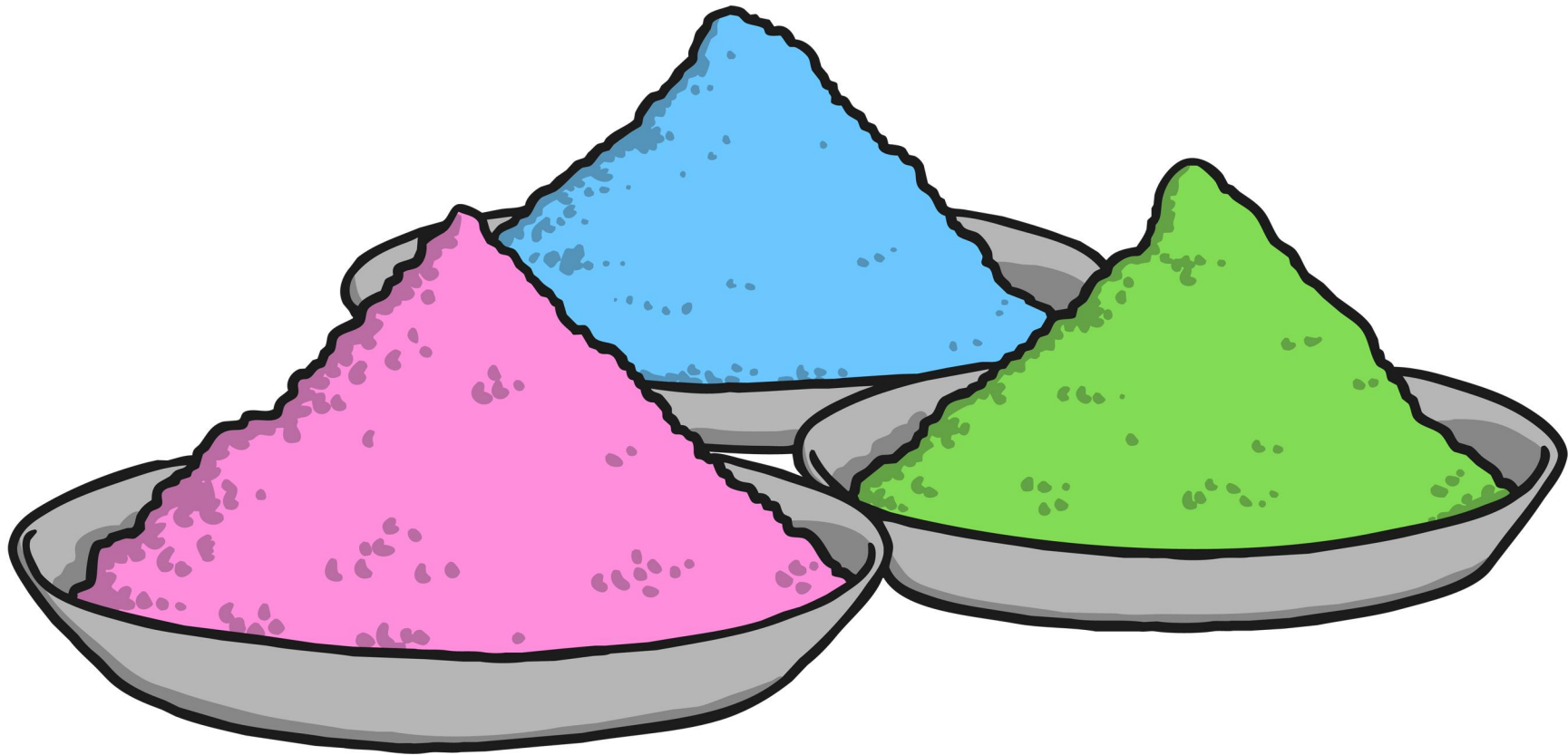


reverse





bright



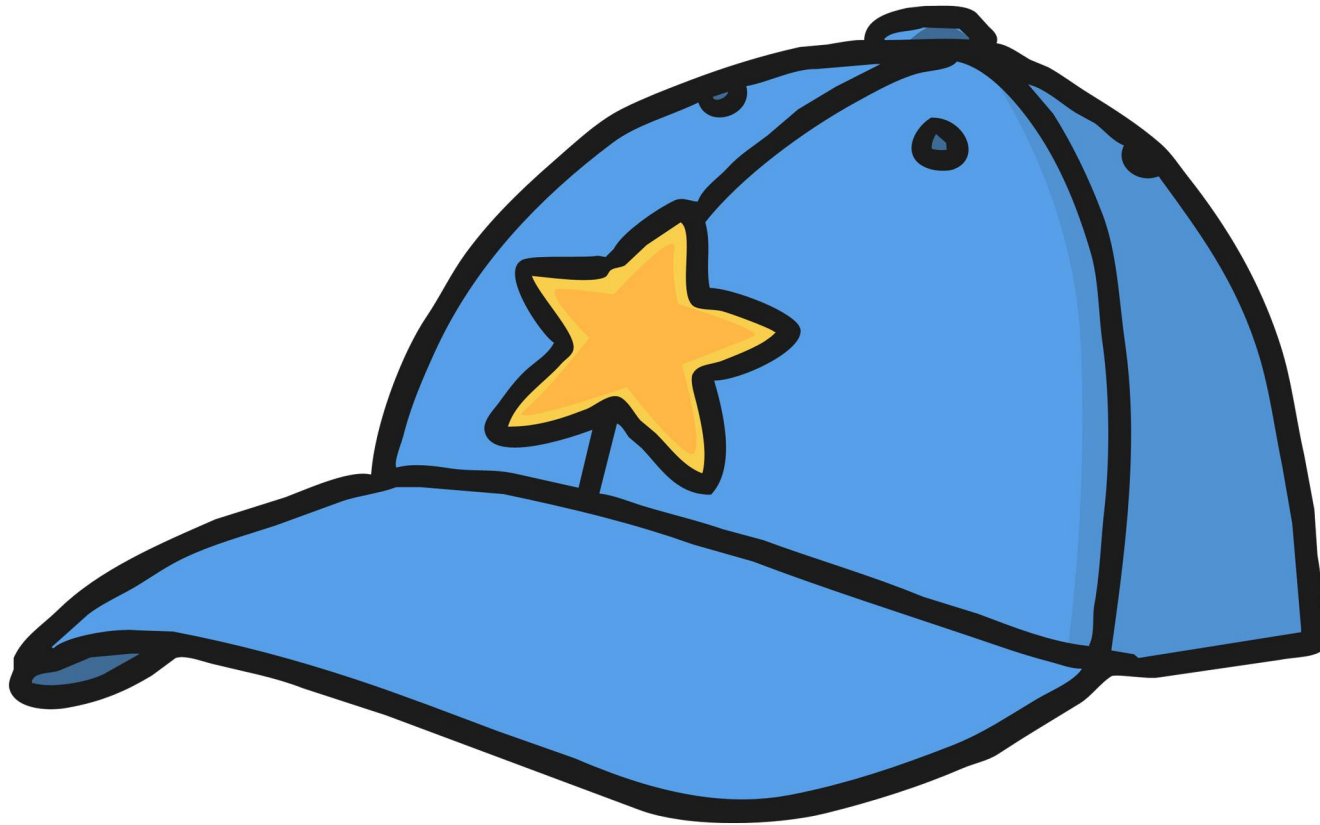


*sunglasses*





hat





brim





# energy



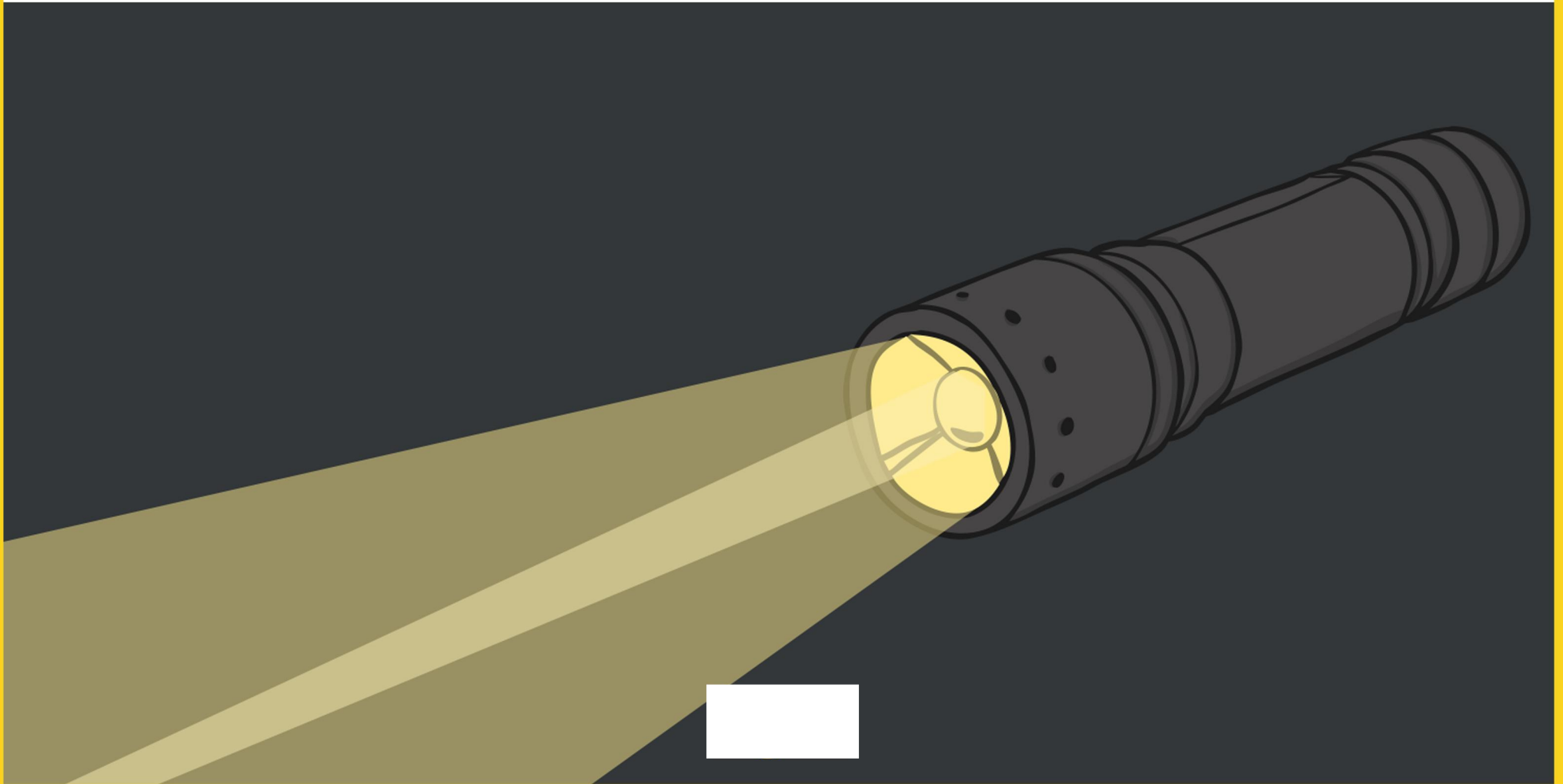


light





source







dark





reflect

Reflect



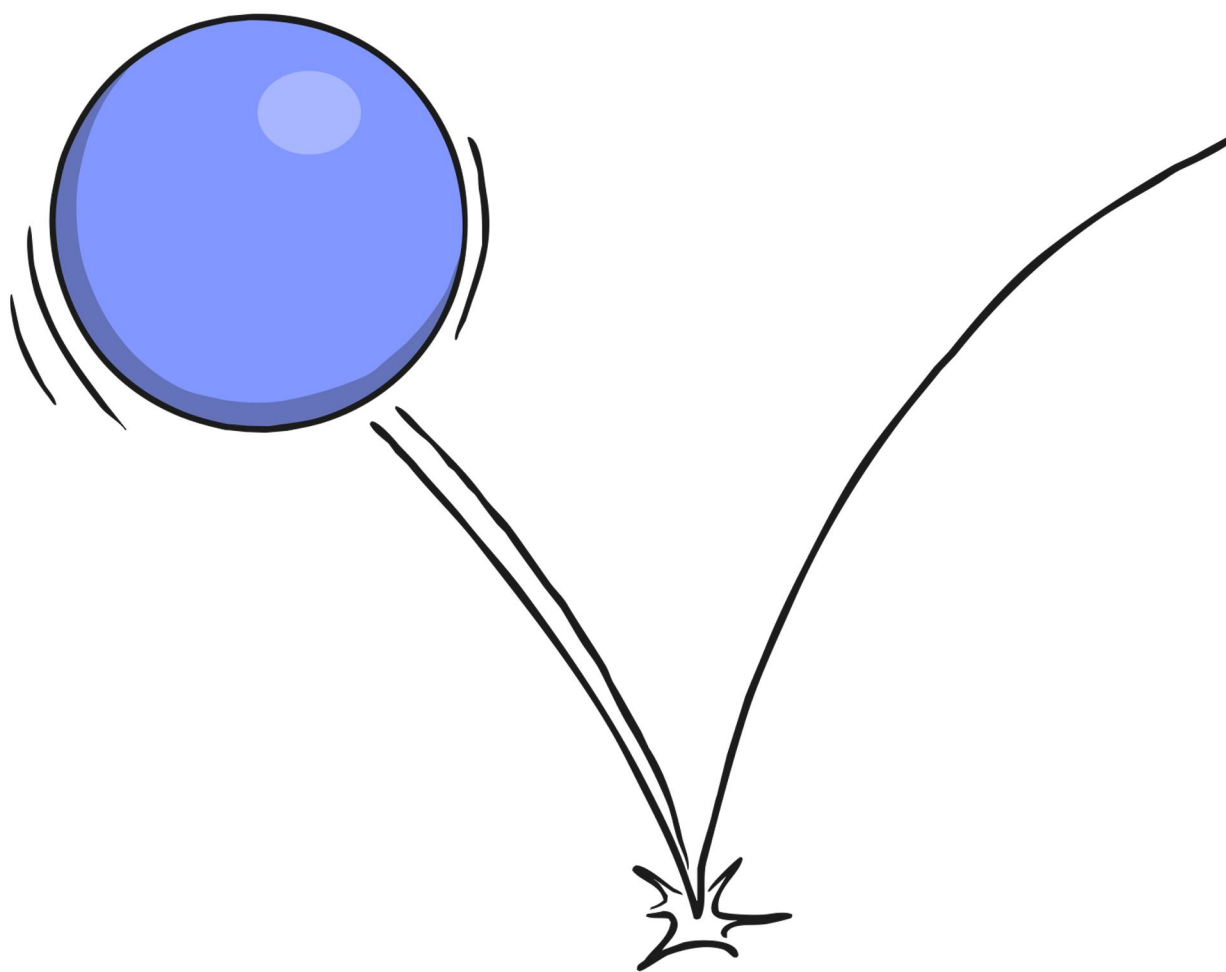


visible





bounce



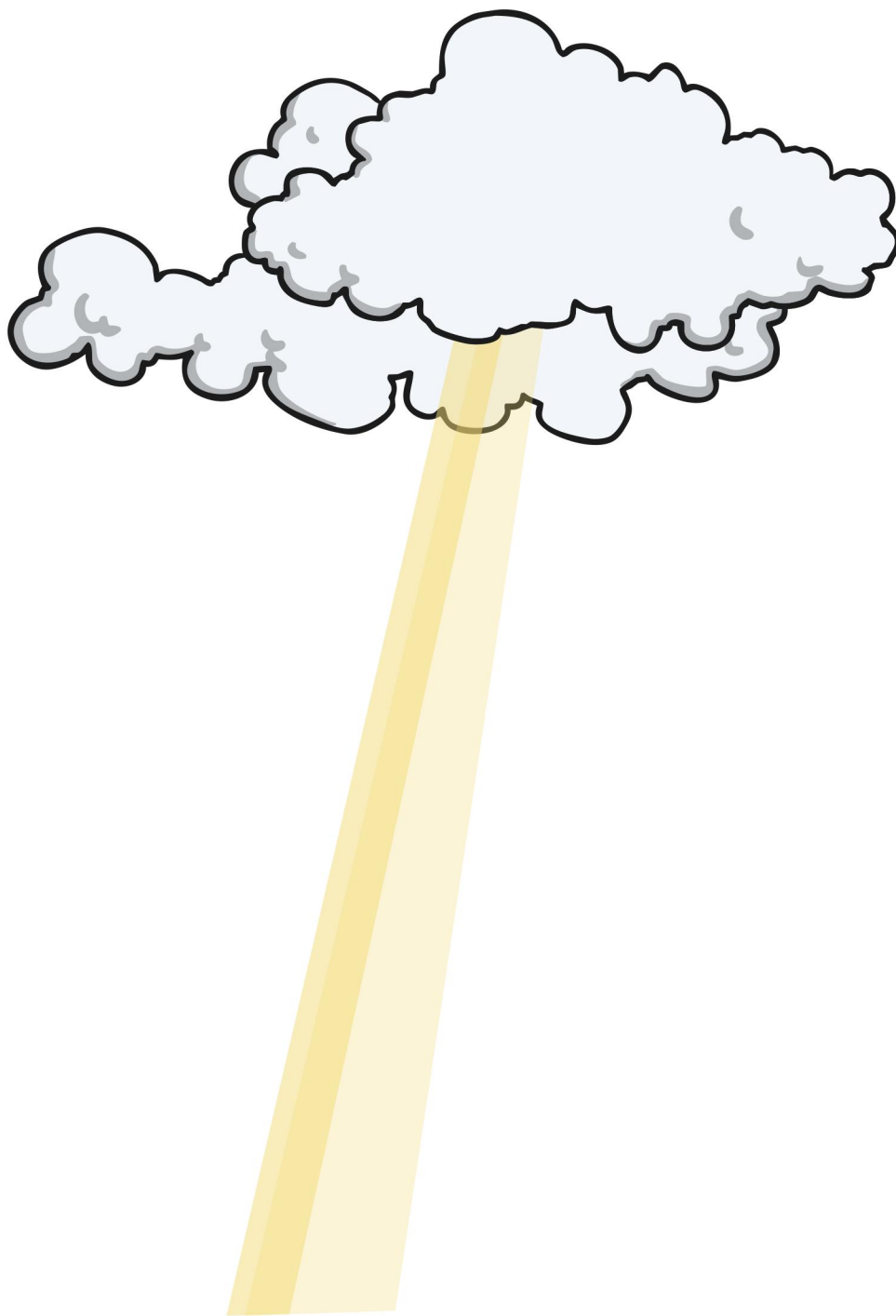


# mirror



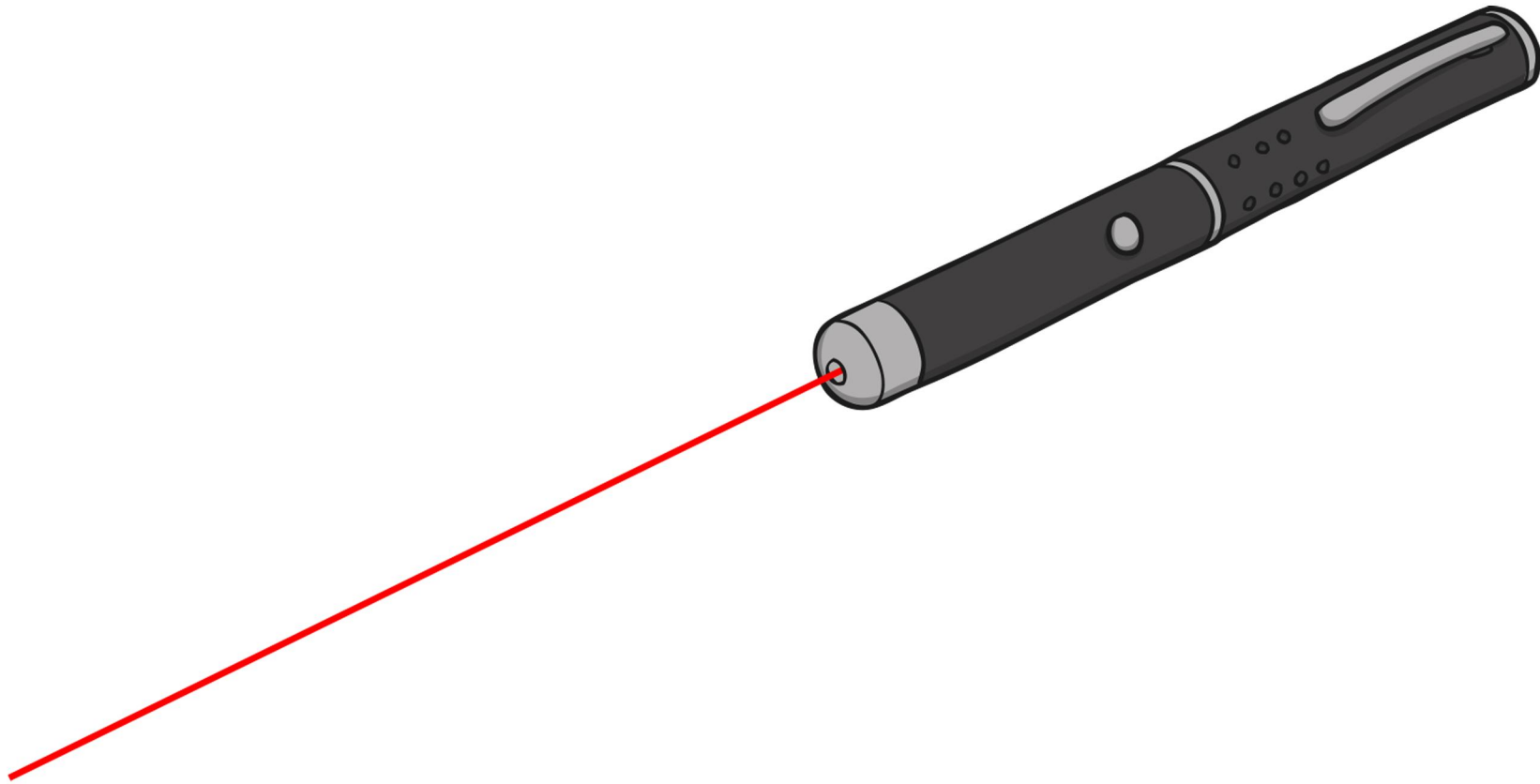


ray





beam





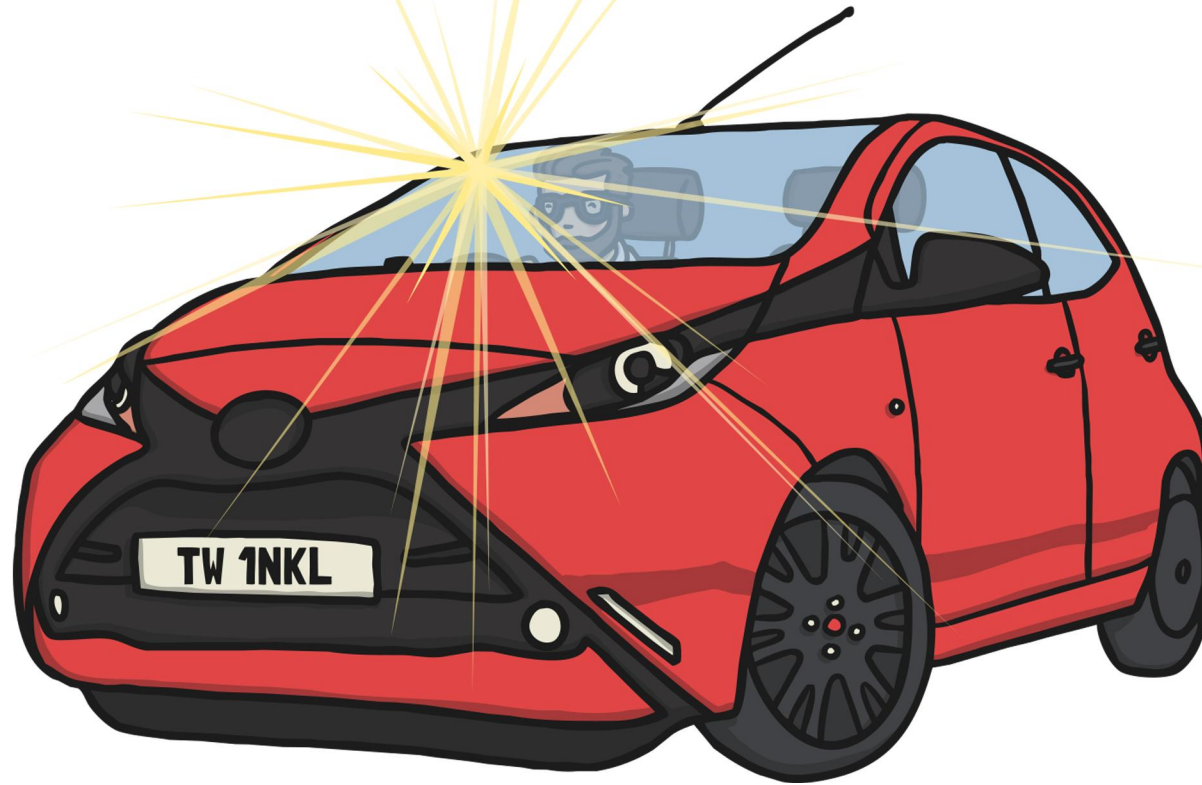
sun





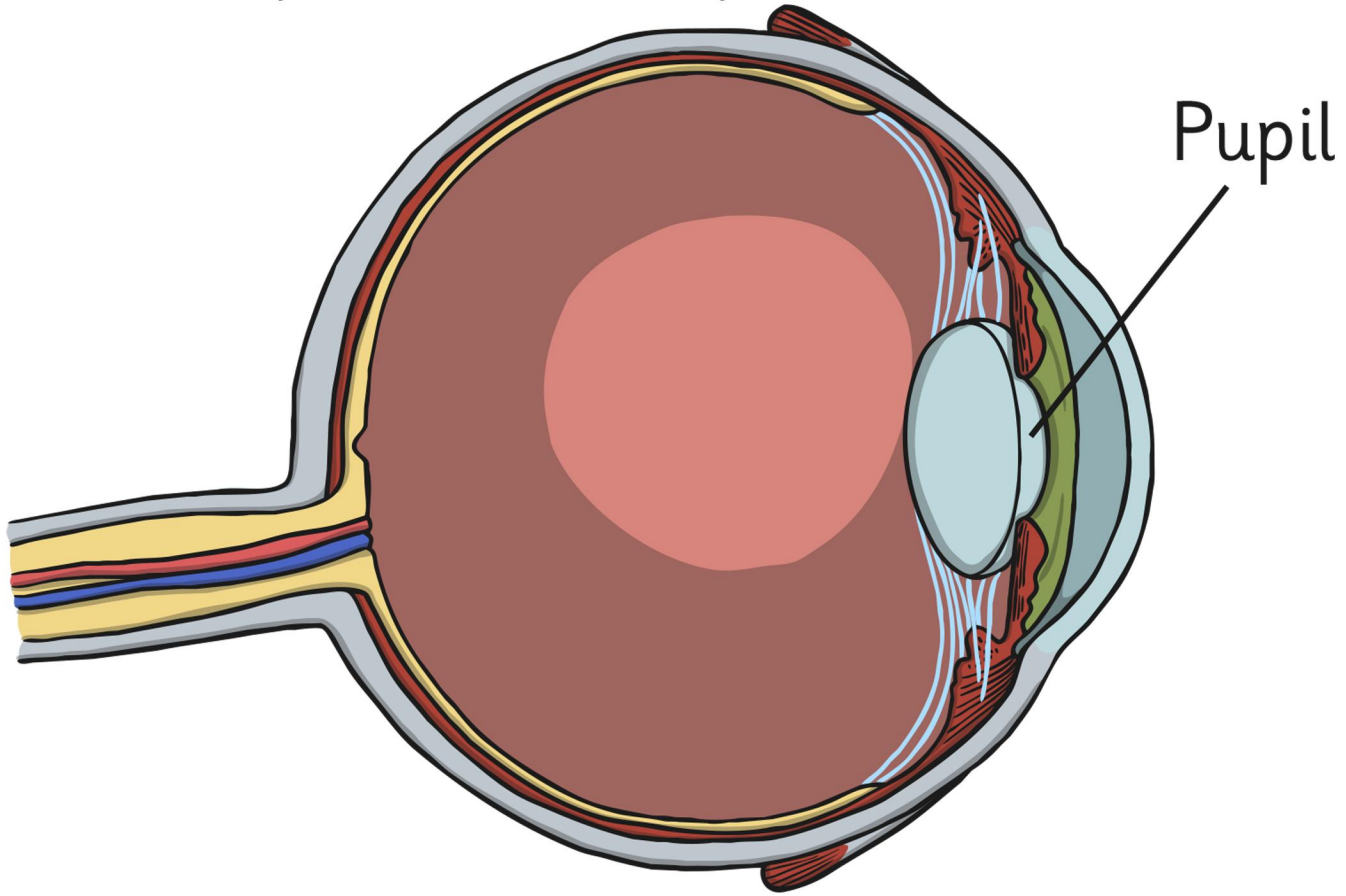


glare



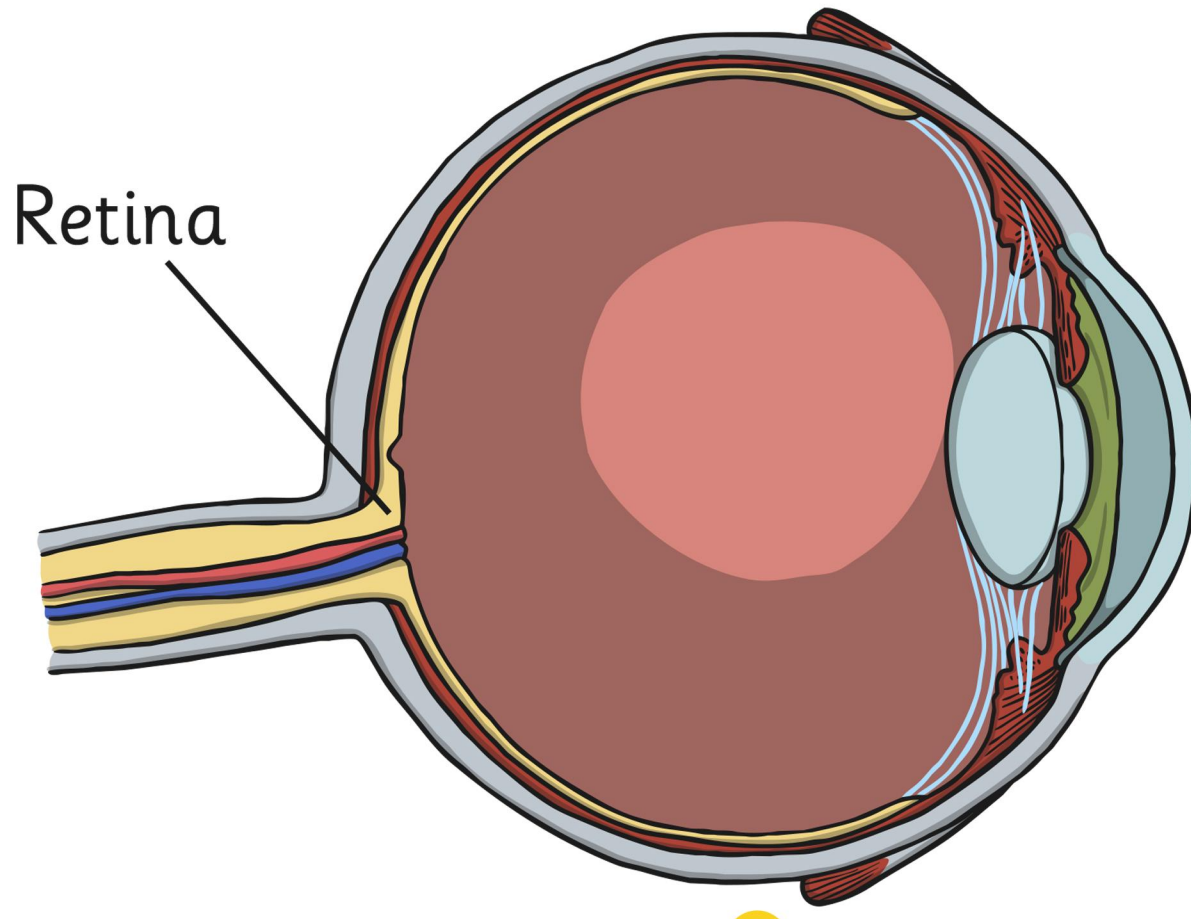


pupil





# retina



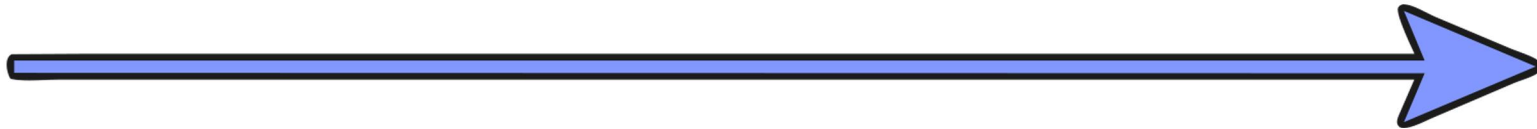


travel



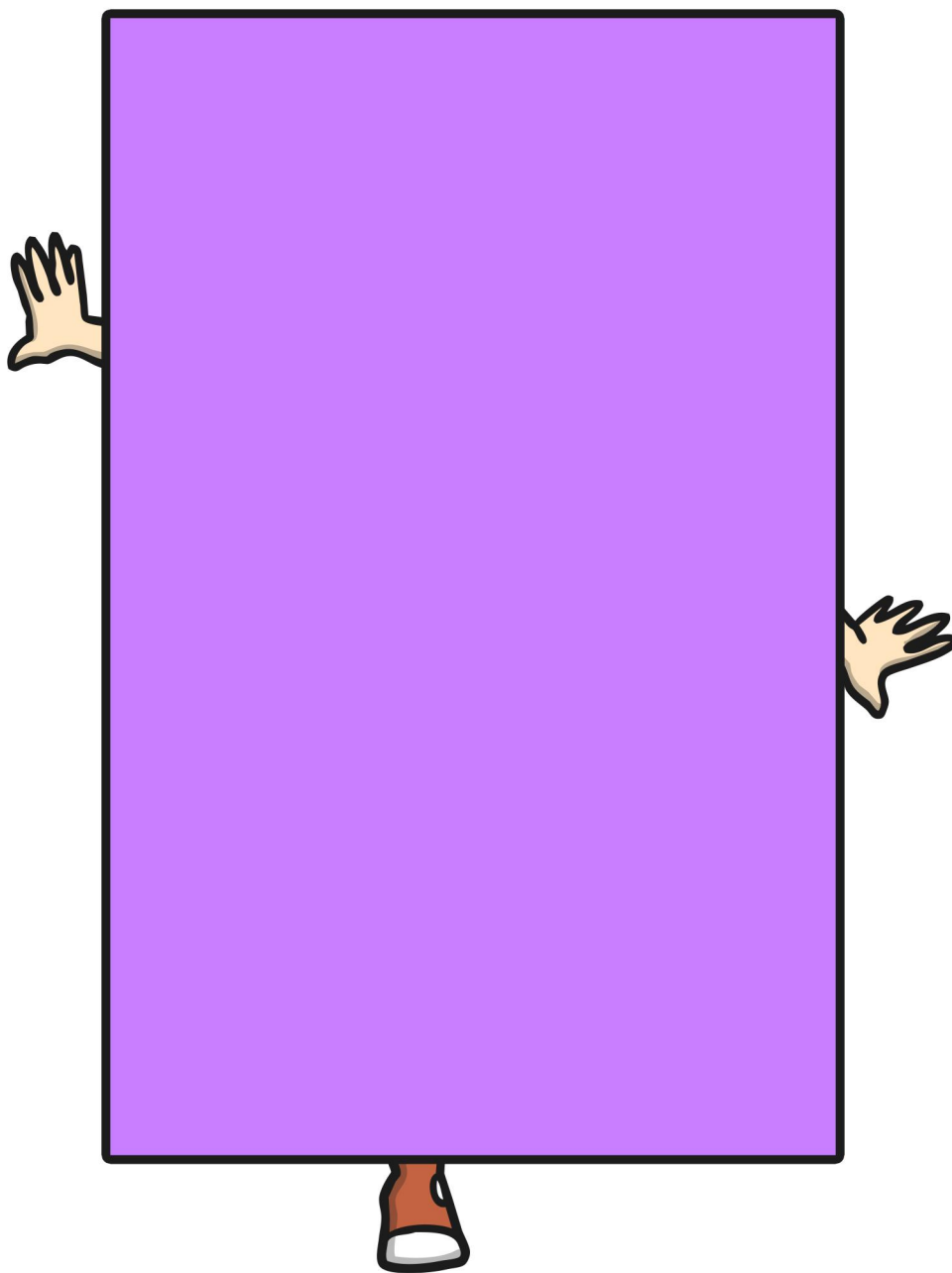


straight





оракле





# translucent





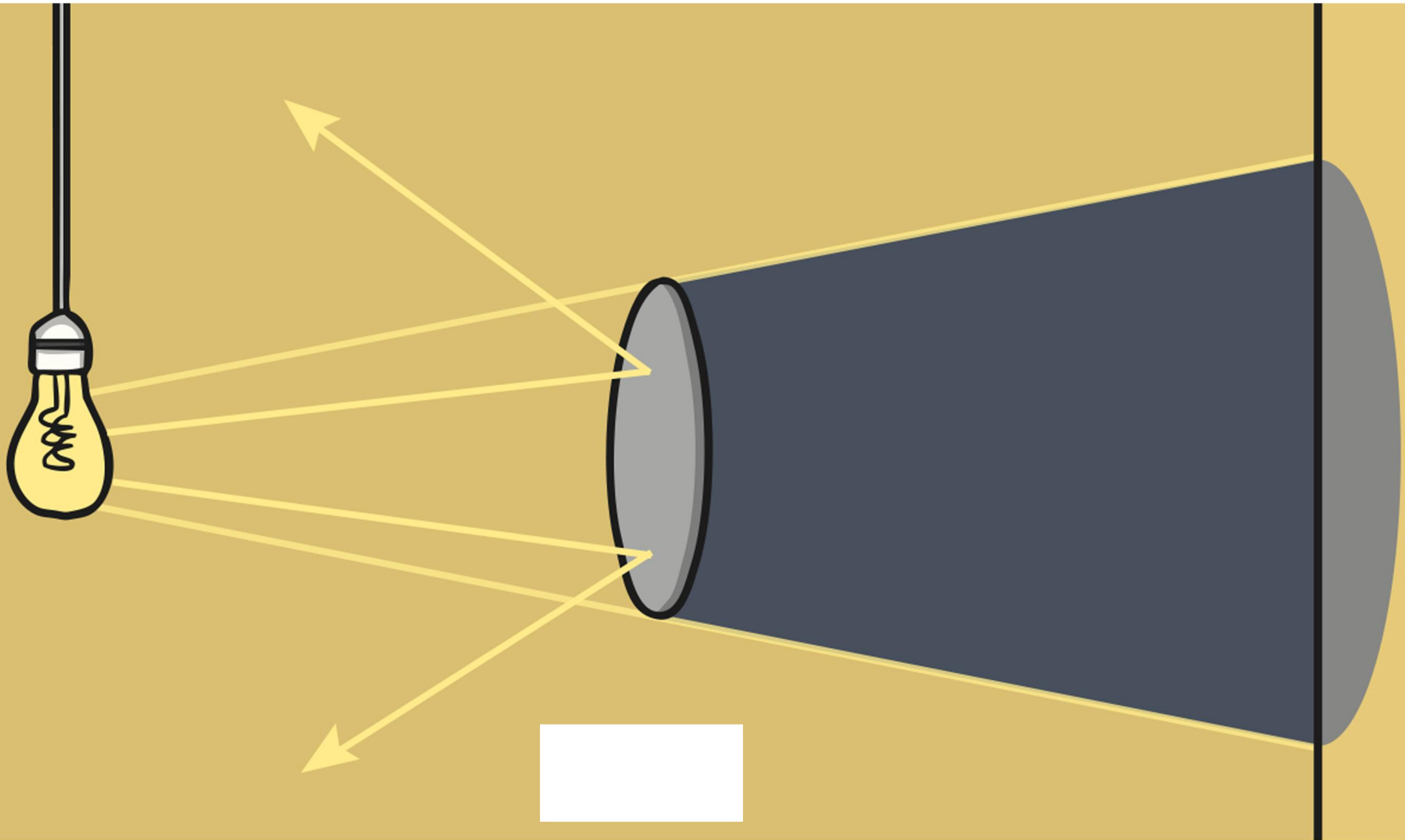
# transparent







# straight



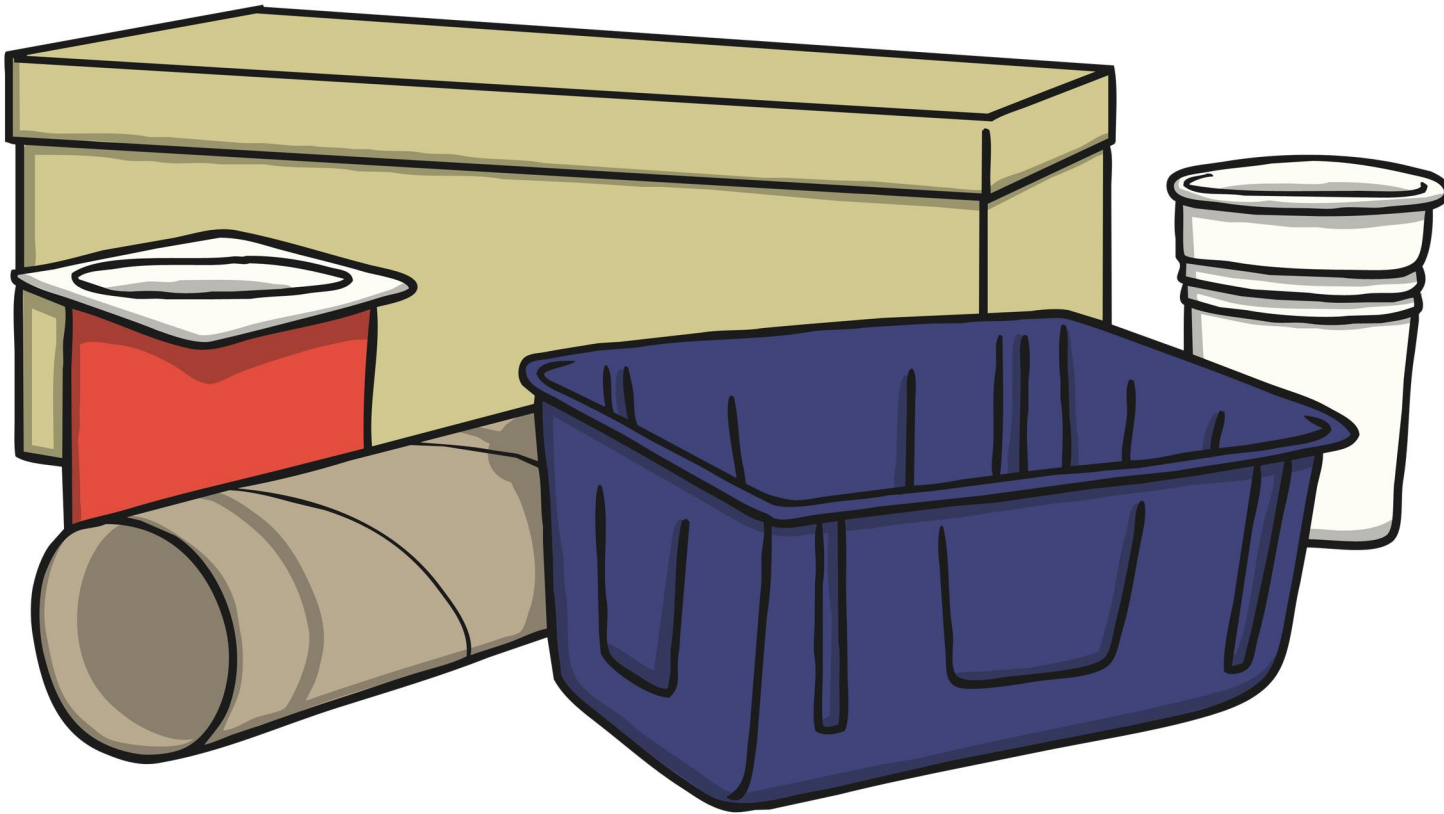


# shadow



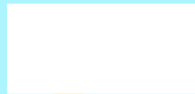


material



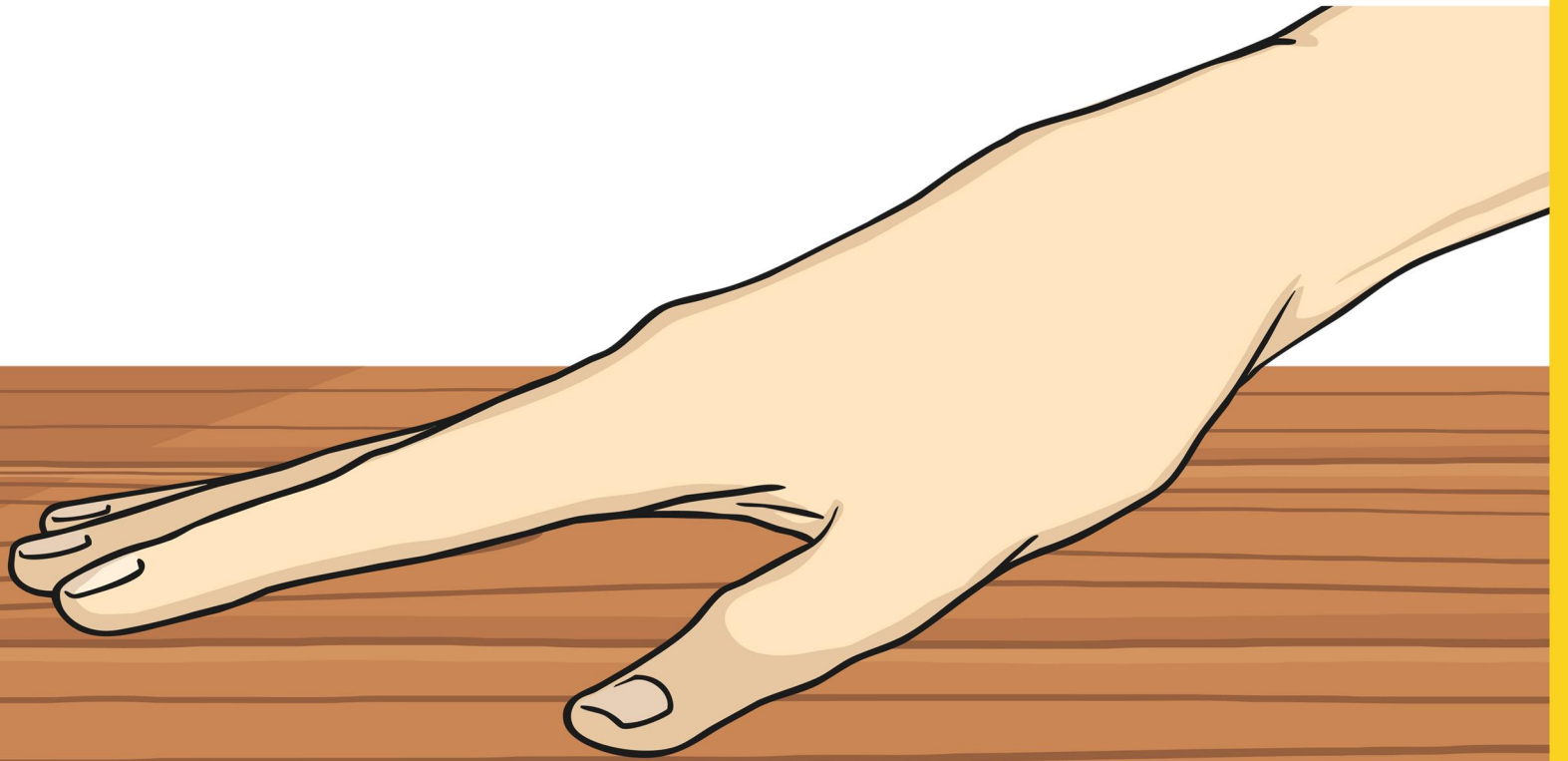


surface





smooth



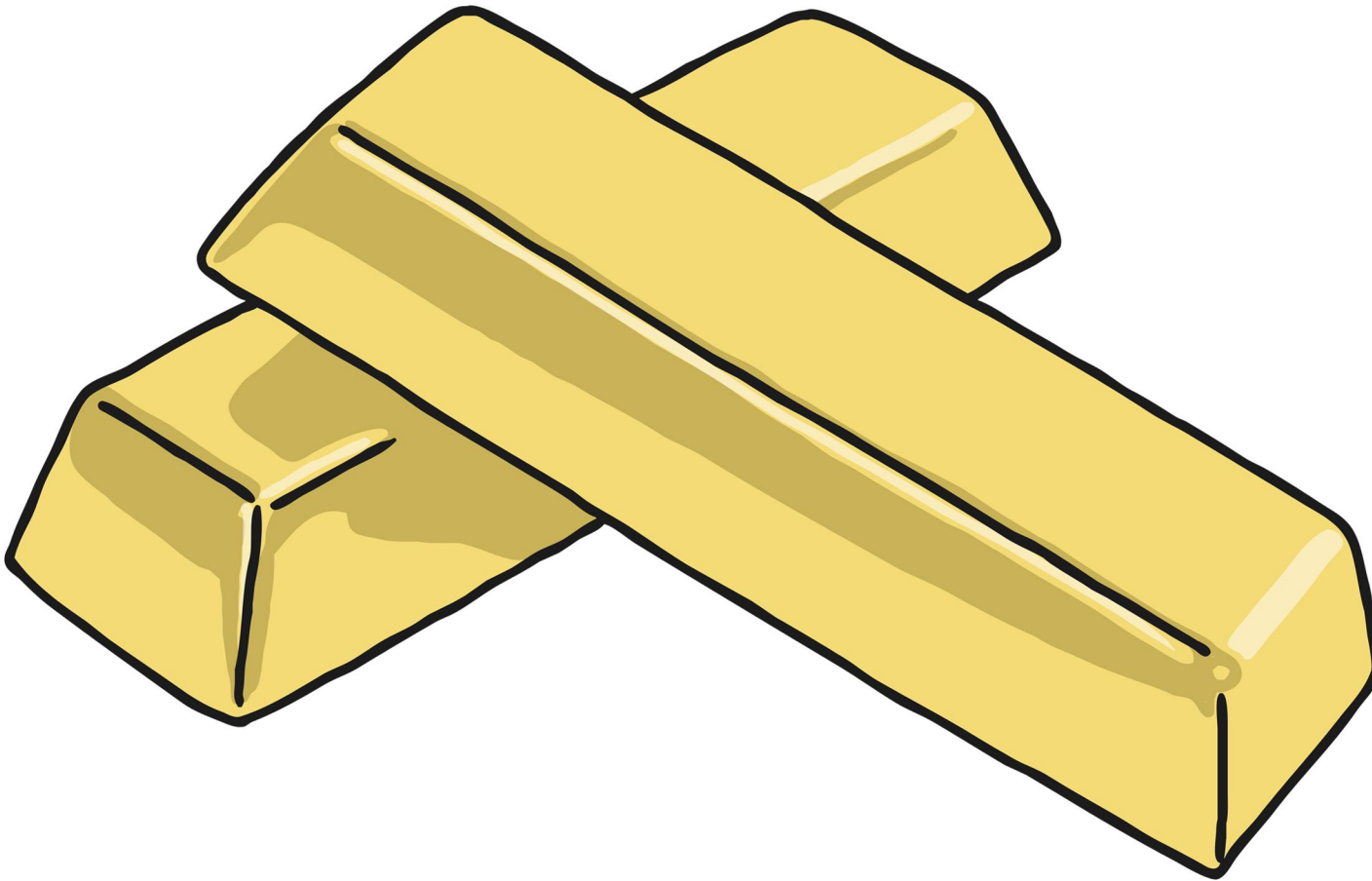


illuminate



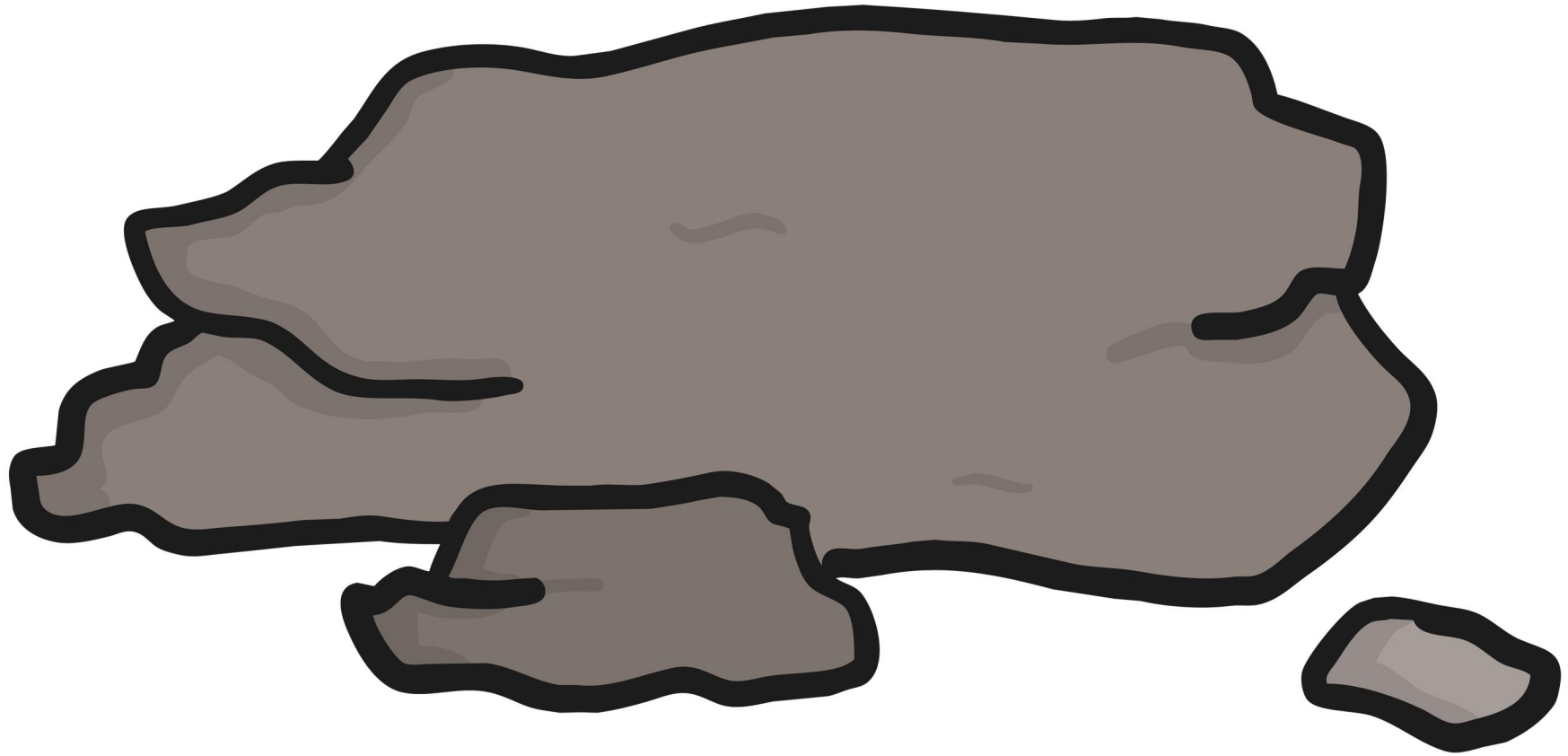


shiny





rough





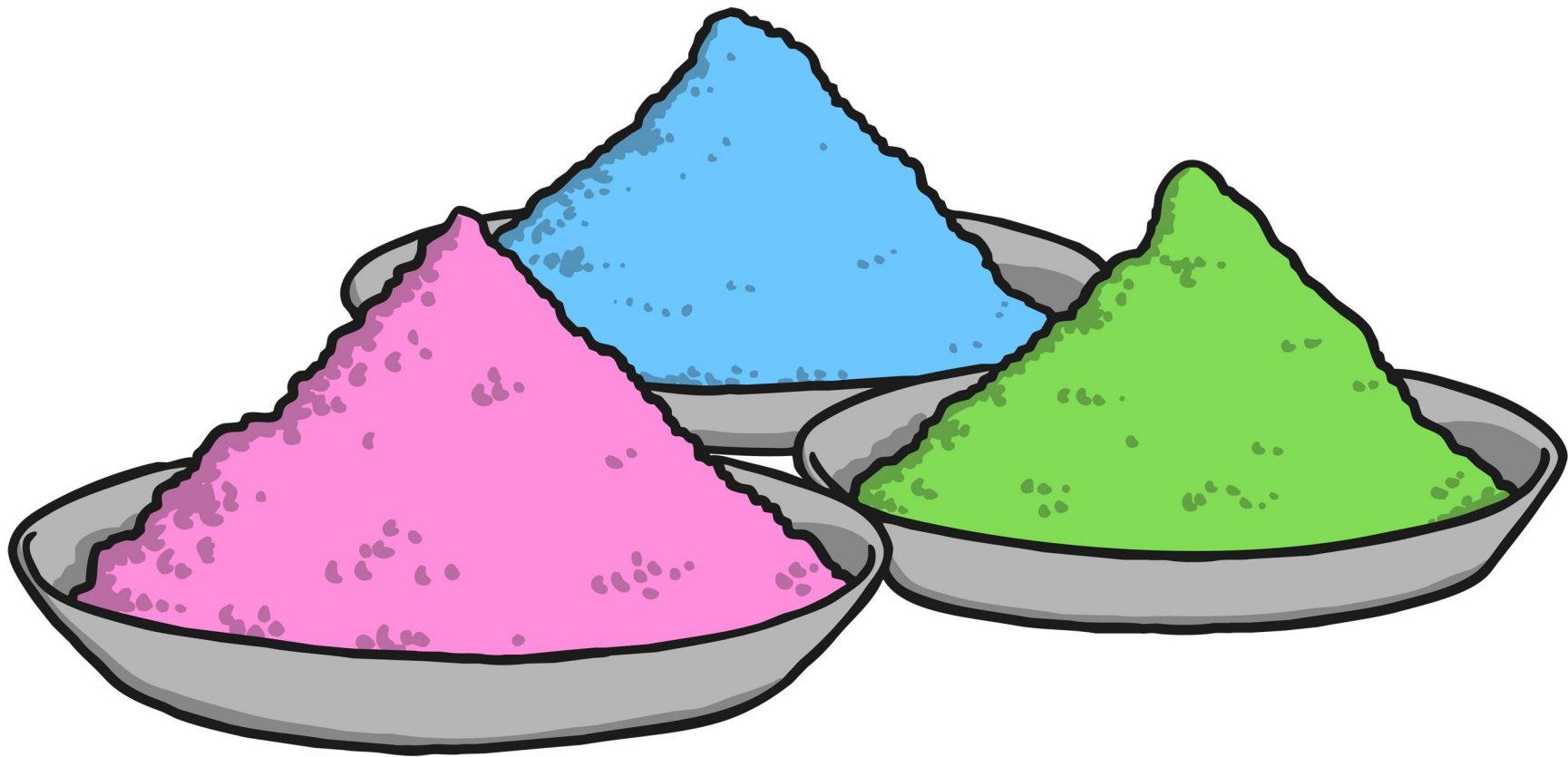


reverse





bright



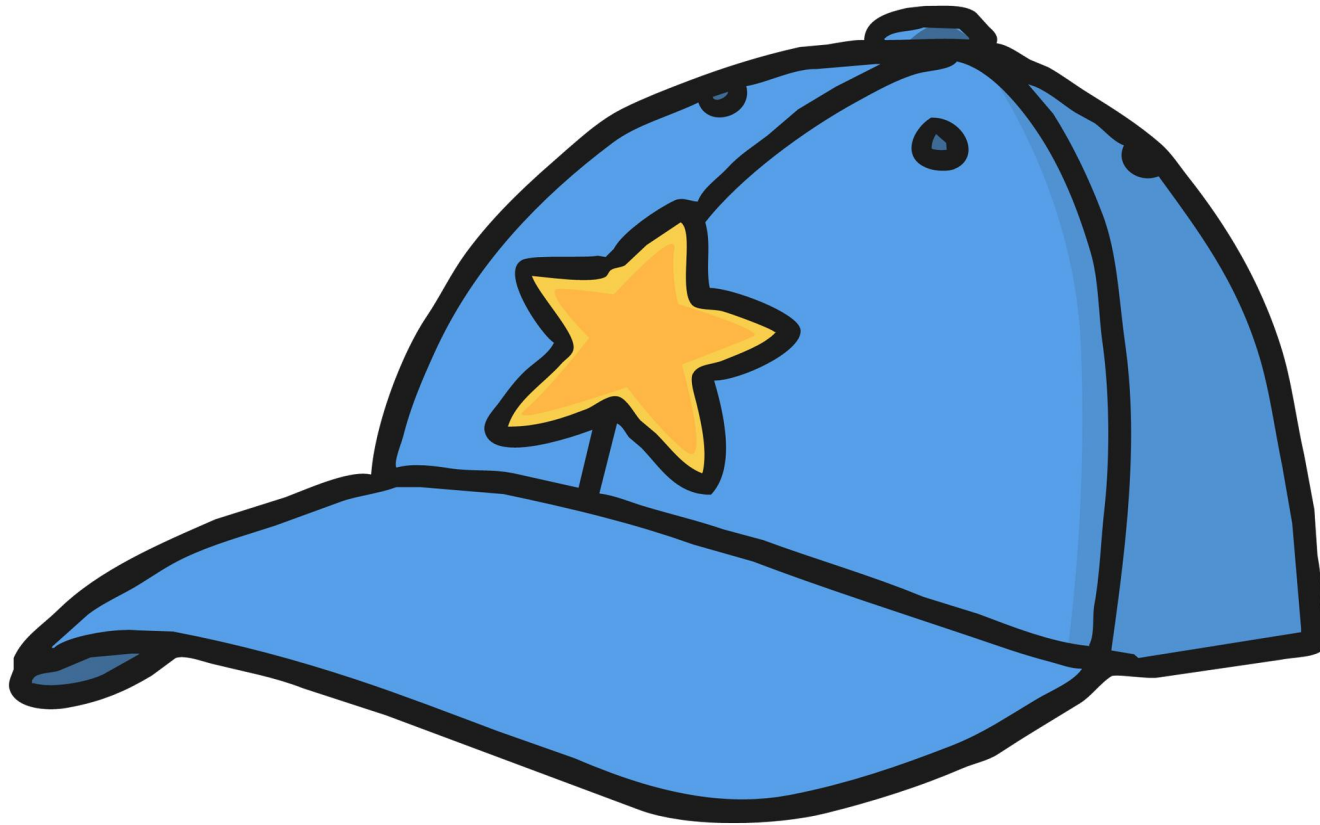


sunglasses





hat





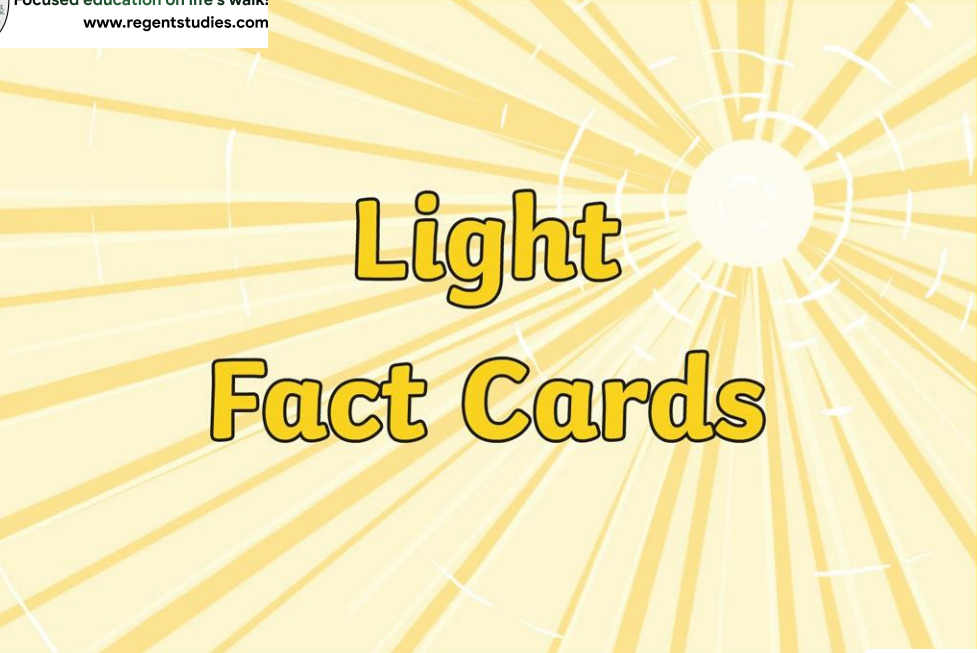
brim






# energy





**Light  
Fact Cards**



**Light  
Fact Cards**



**Light  
Fact Cards**



**Light  
Fact Cards**



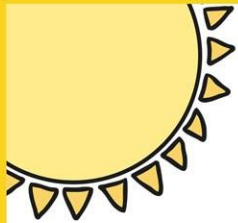
Light travels extremely fast. It can travel at a speed of up to

**186,000**  
miles per second!

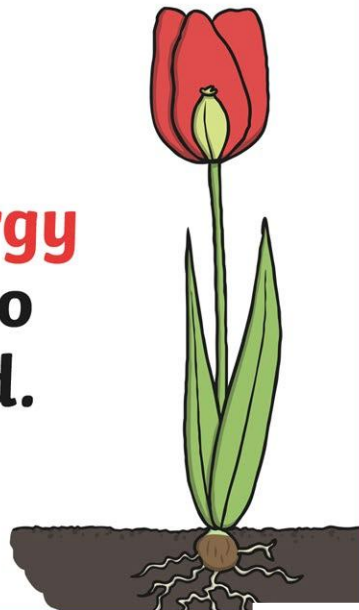
Light reflected from the moon takes

**1.3 seconds**

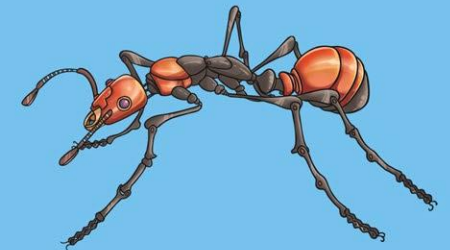
to get to the Earth.



Plants use **energy** from **sunlight** to make their food.



Some animals can see light that humans can't. For example, some insects can see UV light.





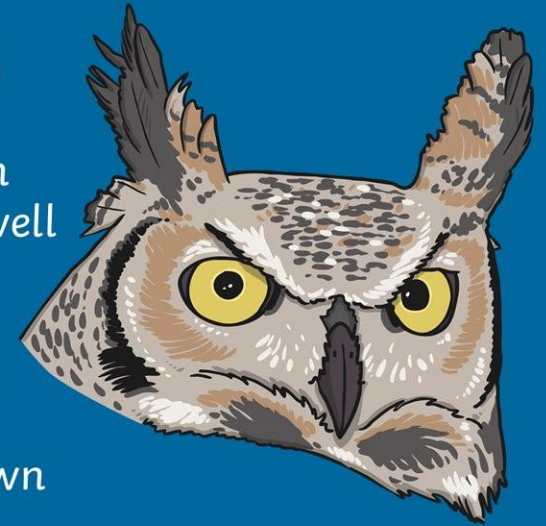


Living things can emit light.  
This is called **bioluminescence**.

Fireflies and anglerfish are two  
examples of bioluminescent  
creatures.

Some animals are  
nocturnal and are  
awake at night.  
These animals can  
usually see very well  
in the dark.

Two examples are  
owls and  
galagos, also known  
as bush babies.



About 25km  
above the earth is a layer of  
gas called the ozone layer.

This gas stops too many of  
the sun's UV light rays  
getting to earth, helping to  
prevent people from being  
damaged by the UV light.

Sunlight can reach down to  
a depth of about **80m** in  
the ocean.

After this, only about **5%**  
of the Sun's light is visible.



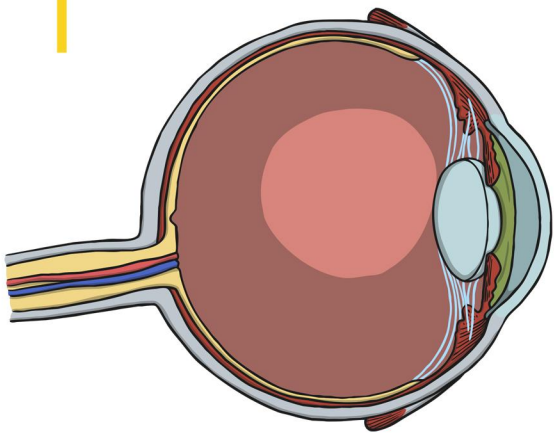
Forensic scientists use

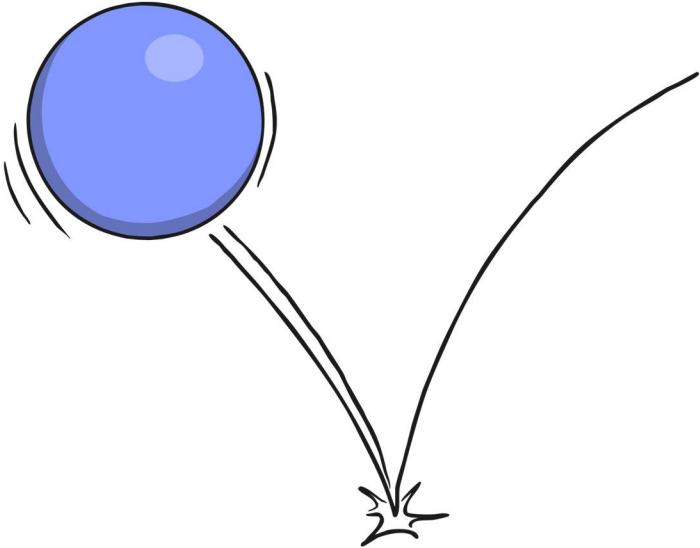
# UV light

to show up things the human eye can't see.

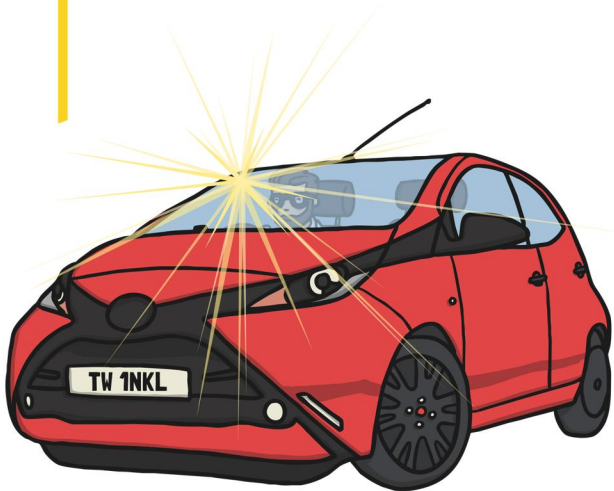


A solar panel can turn light from the sun into **electricity!**

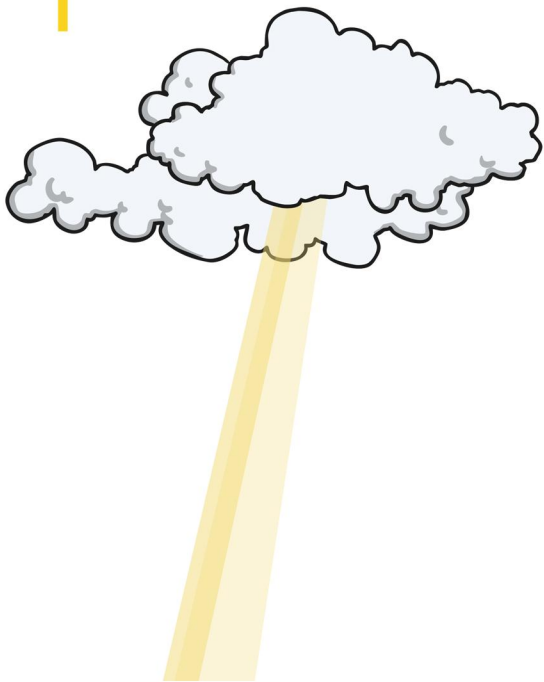












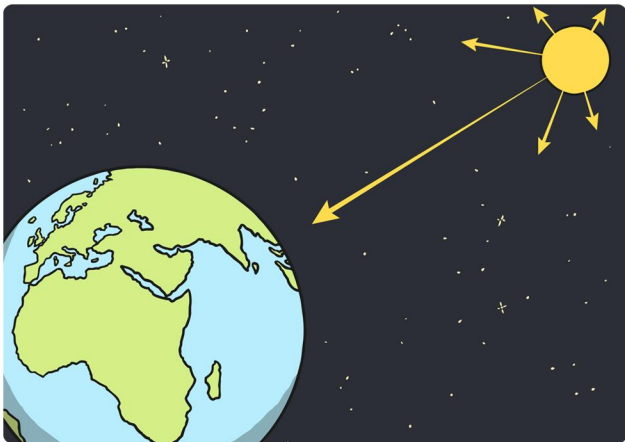
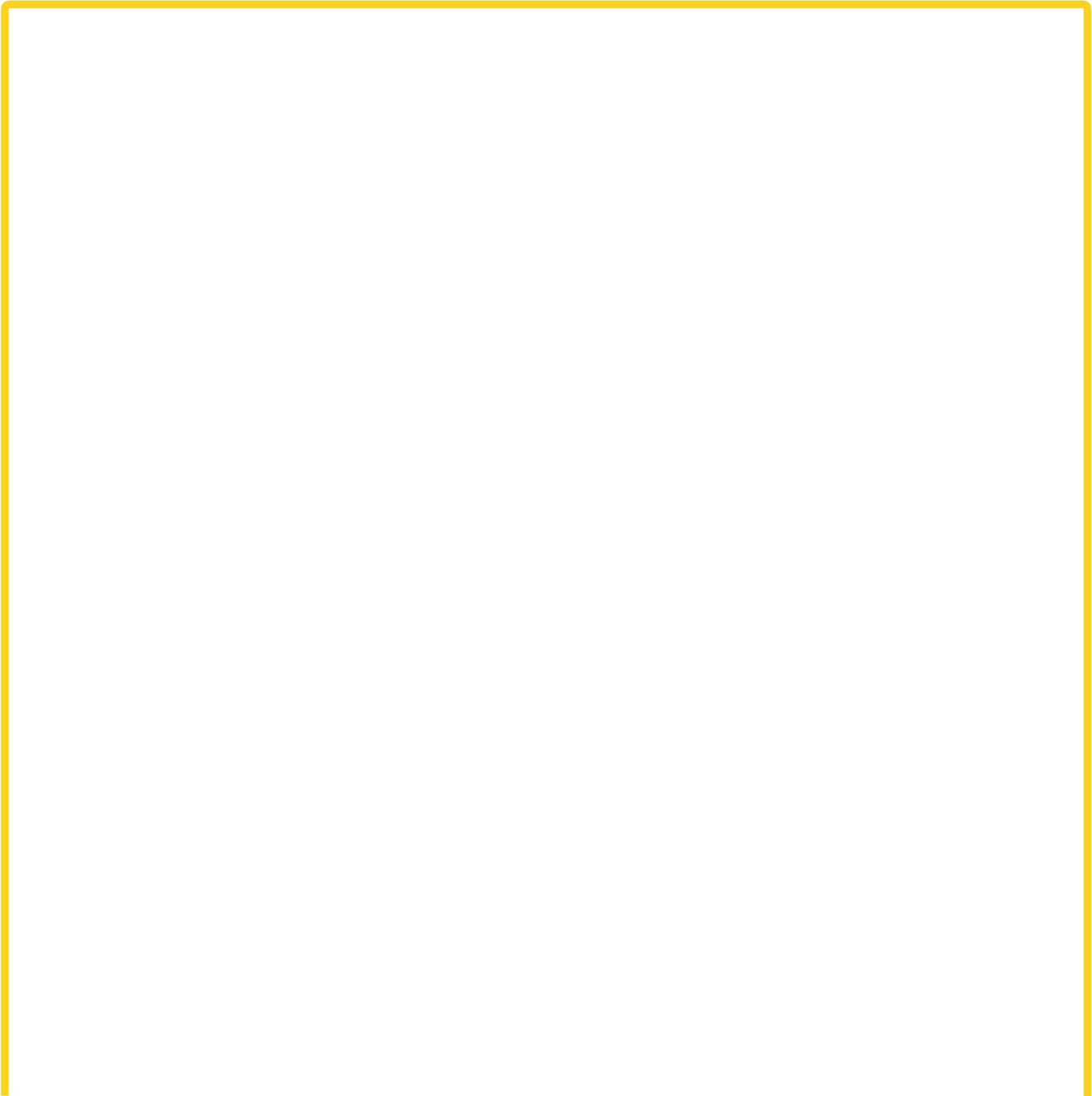






Reflect

























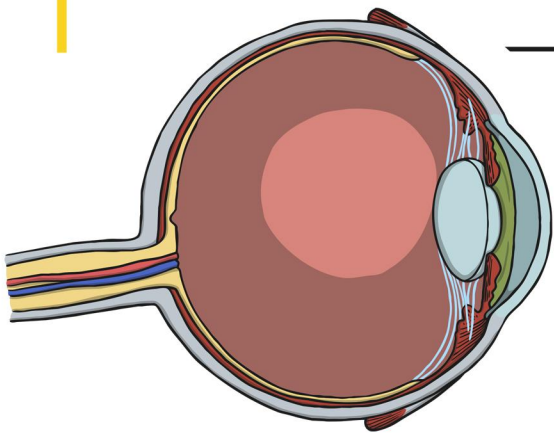






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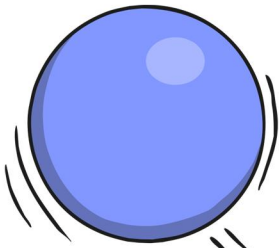
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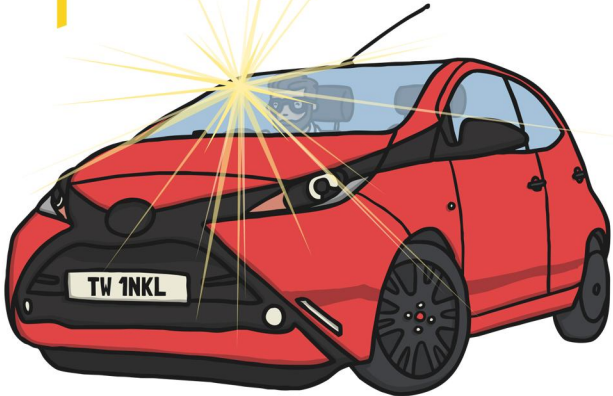
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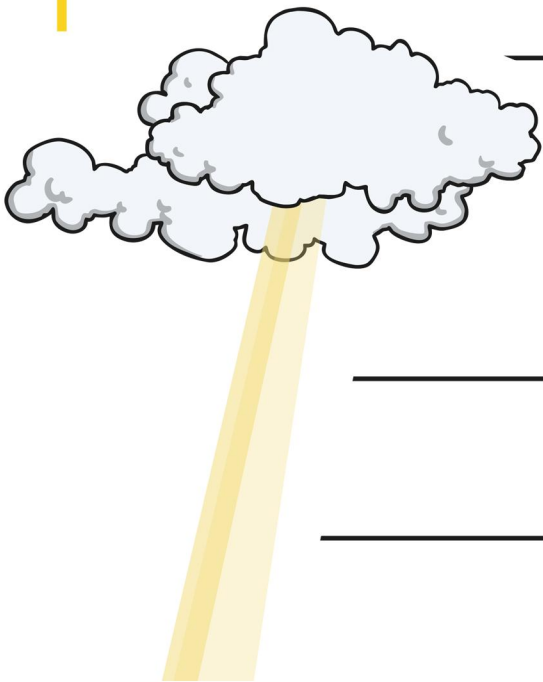
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A large yellow rectangular border framing the page, with a series of horizontal lines for writing on the right side.





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Large empty rectangular area for writing, bounded by a yellow border.

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Reflect





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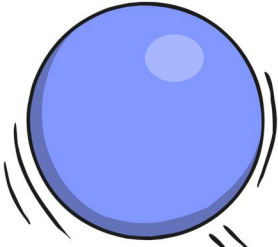
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Blank lined writing area with 12 horizontal lines.



Three horizontal lines for writing, positioned to the right of the impact point.







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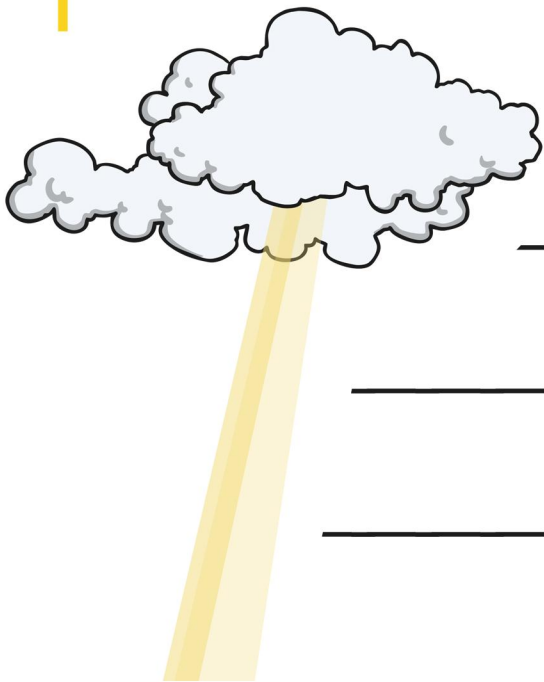
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Reflect



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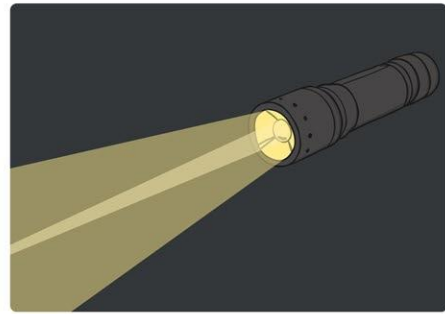




# light



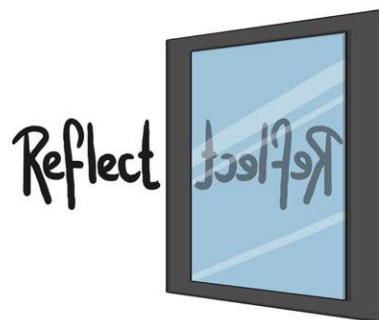
# source



# dark



# reflect

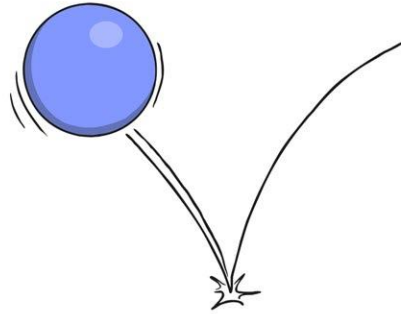




**visible**



**bounce**



**mirror**

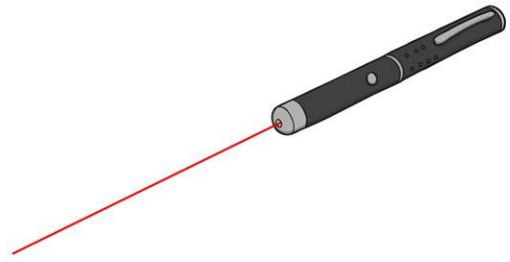


**ray**

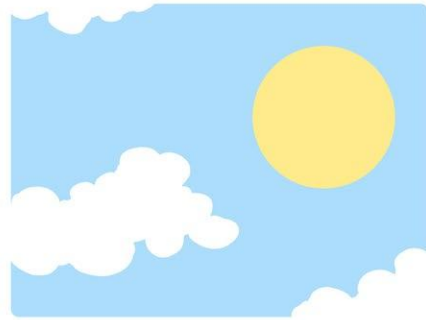




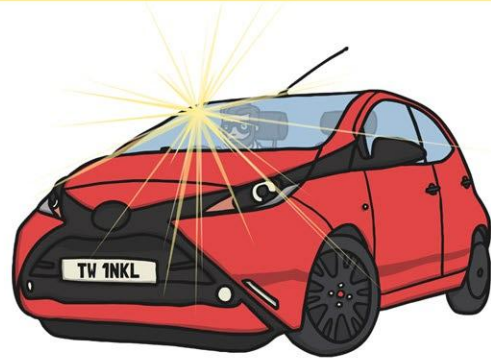
# beam



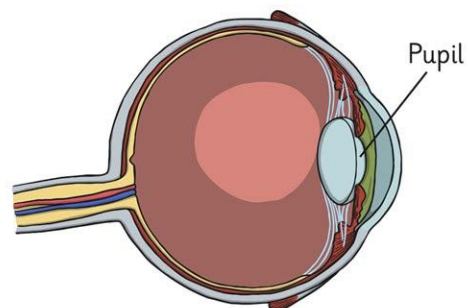
# sun



# glare

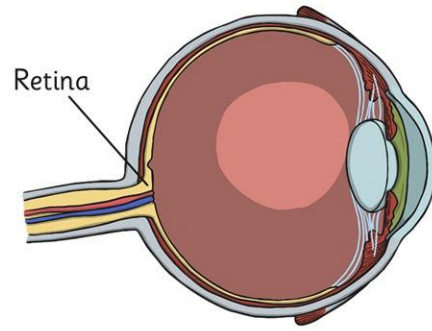


# pupil





retina



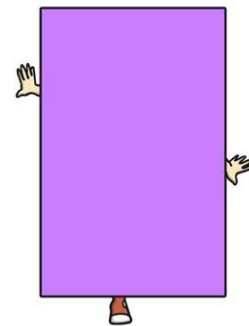
travel



straight



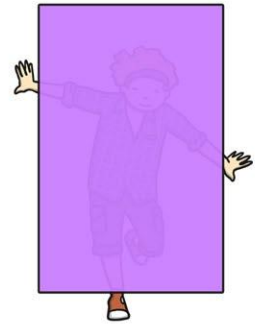
opaque







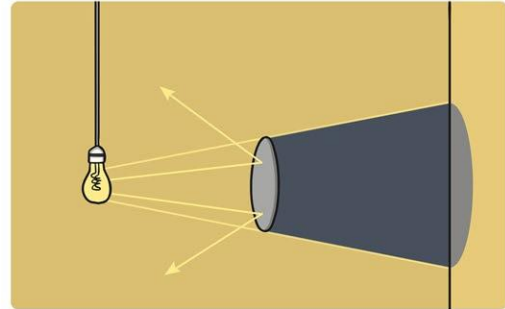
# translucent



# transparent



# block



# shadow





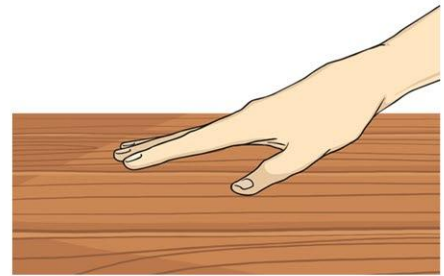
material



surface



smooth

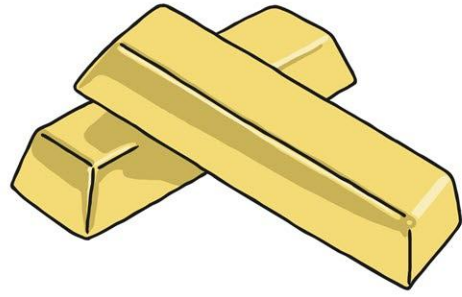


illuminate

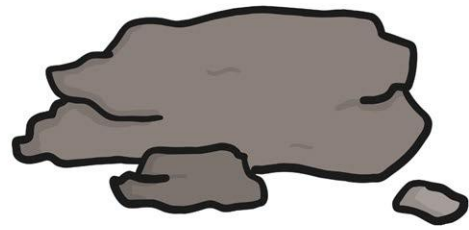




shiny



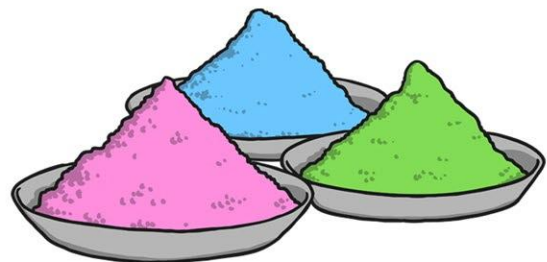
rough



reverse



bright

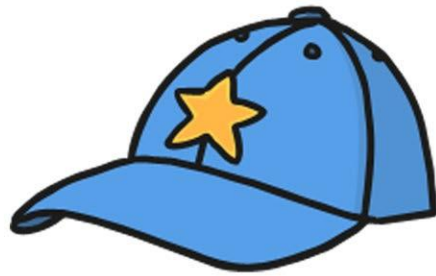




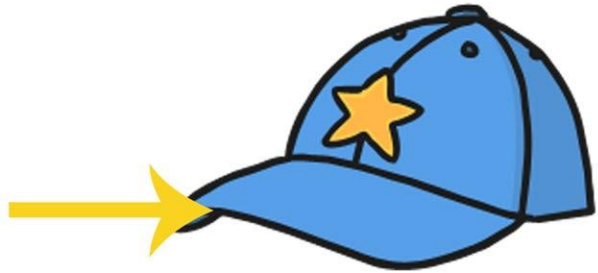
sunglasses



hat



brim



energy

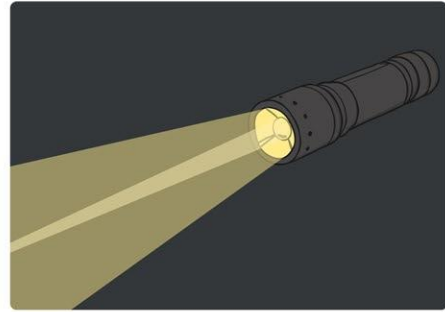




light



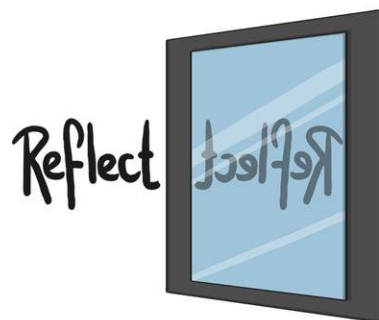
source



dark



reflect

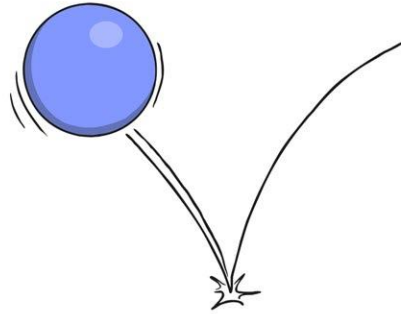




visible



bounce



mirror

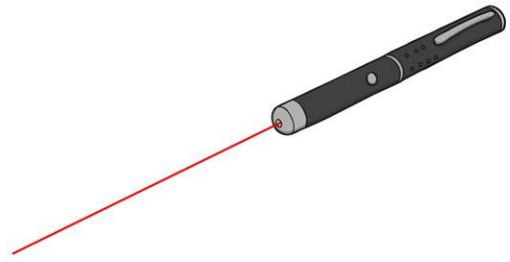


ray

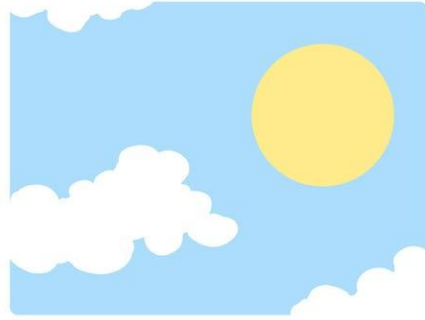




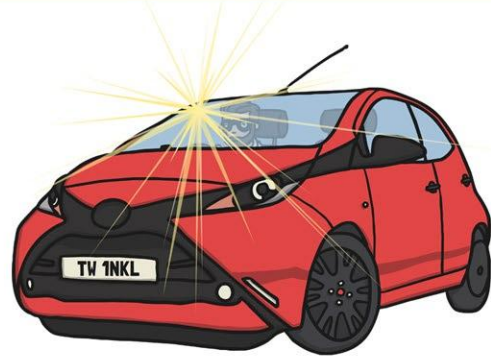
beam



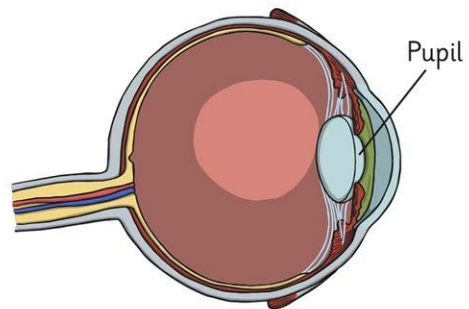
sun



glare

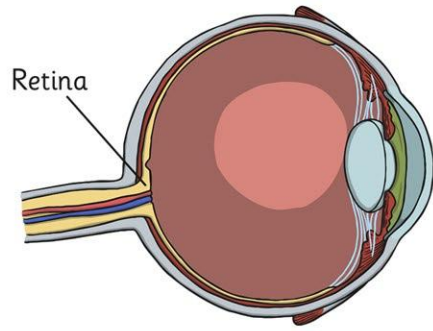


pupil





retina



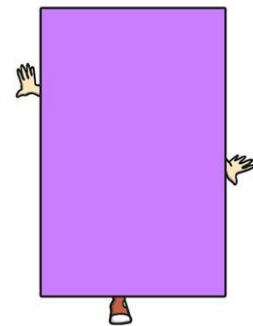
travel



straight



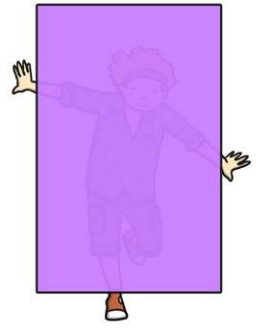
opaque







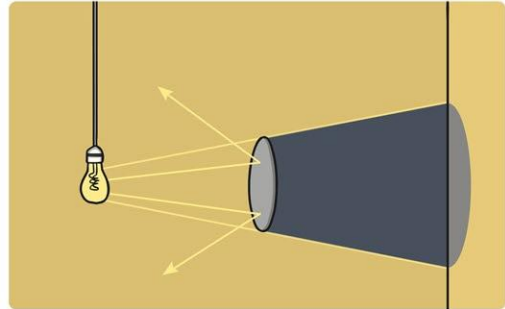
translucent



transparent



block



shadow





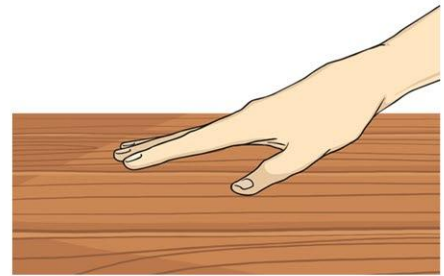
material



surface



smooth

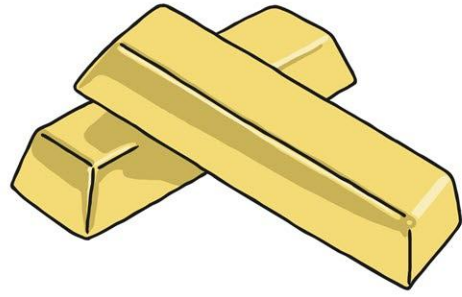


illuminate

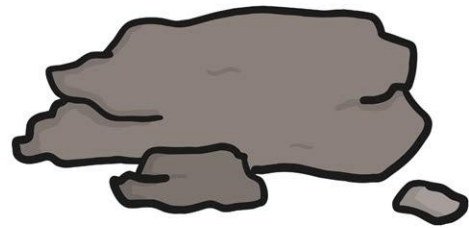




shiny



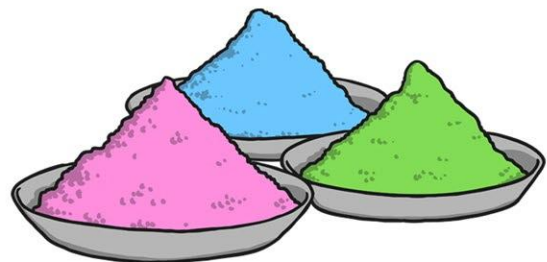
rough



reverse



bright

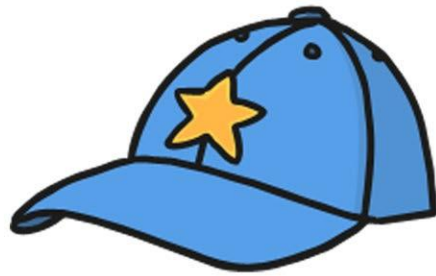




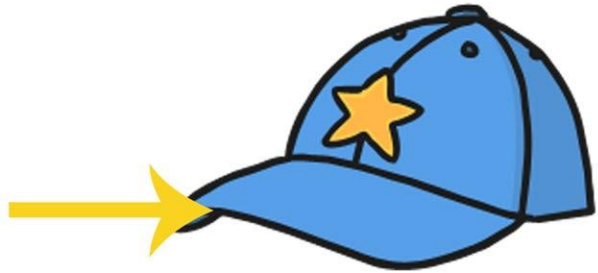
sunlasses



hat



brim



energy

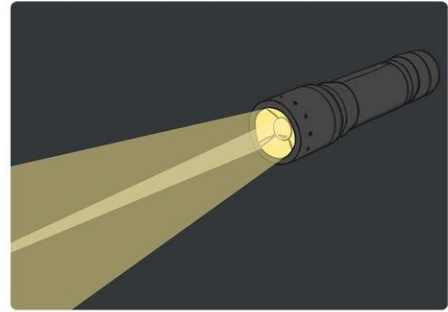




light



source



dark



reflect

Reflect

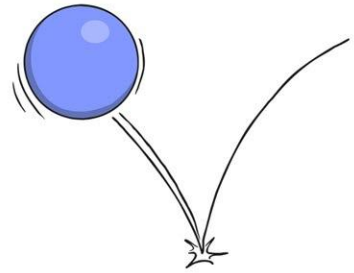




visible



bounce



mirror

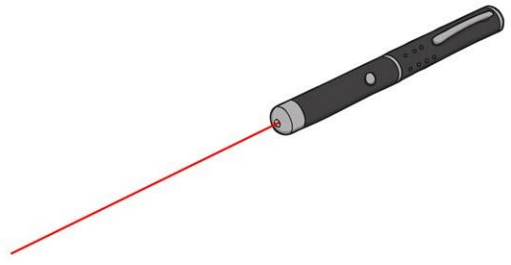


ray

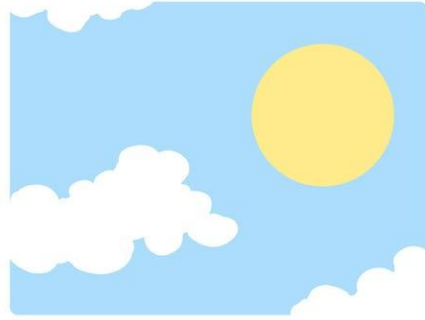




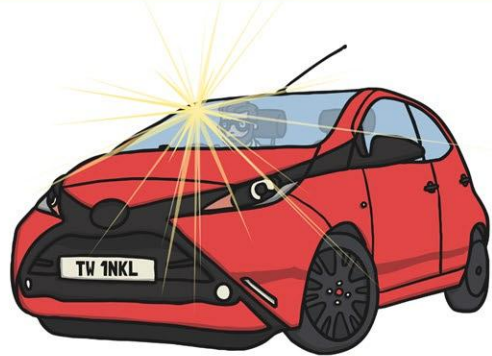
beam



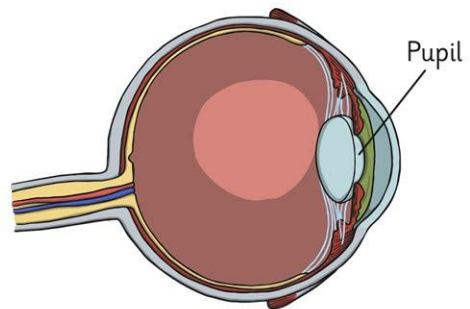
sun



glare

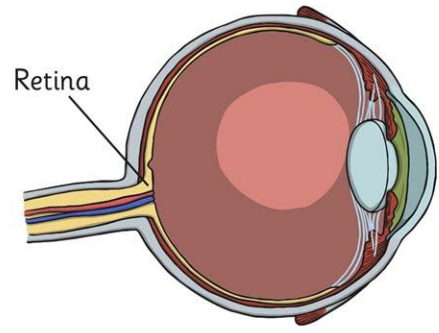


pupil





retina



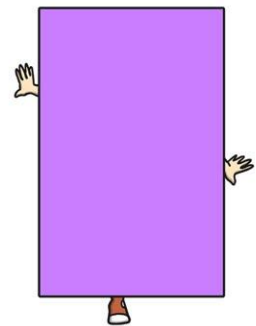
travel



straight



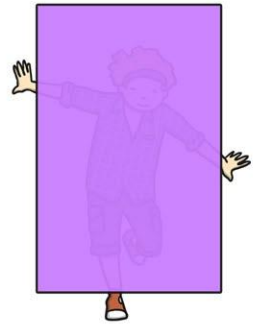
opaque







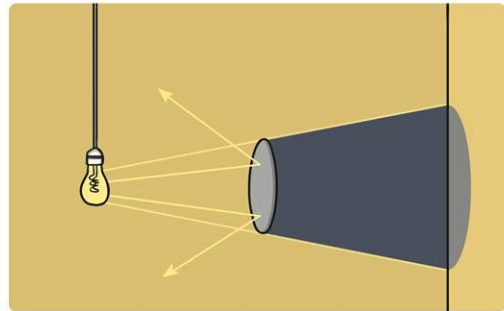
translucent



transparent



block



shadow





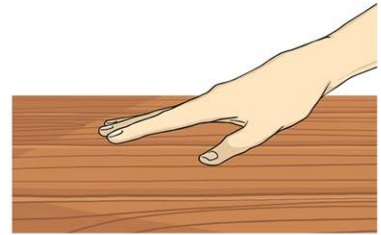
material



surface



smooth

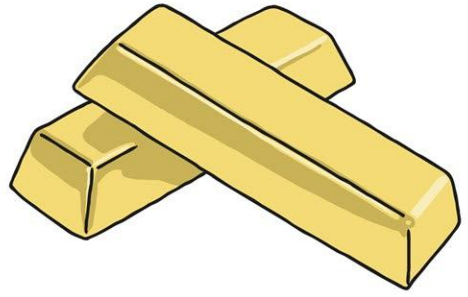


illuminate

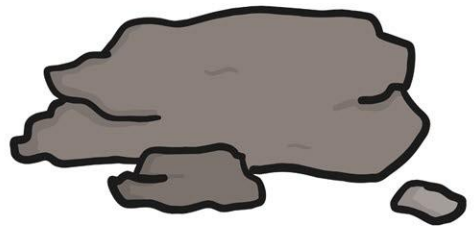




shiny



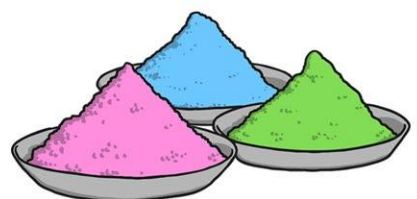
rough



reverse



bright



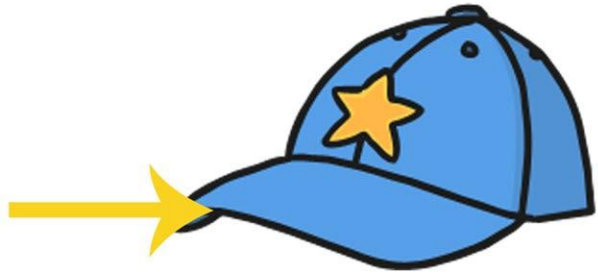


sunlasses 

hat



brim



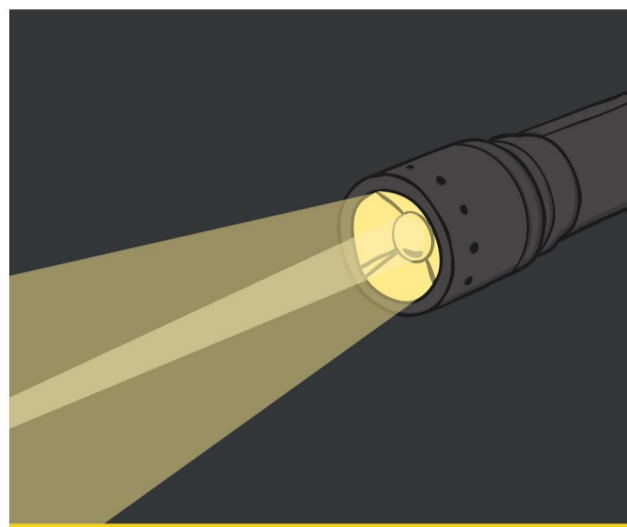
energy



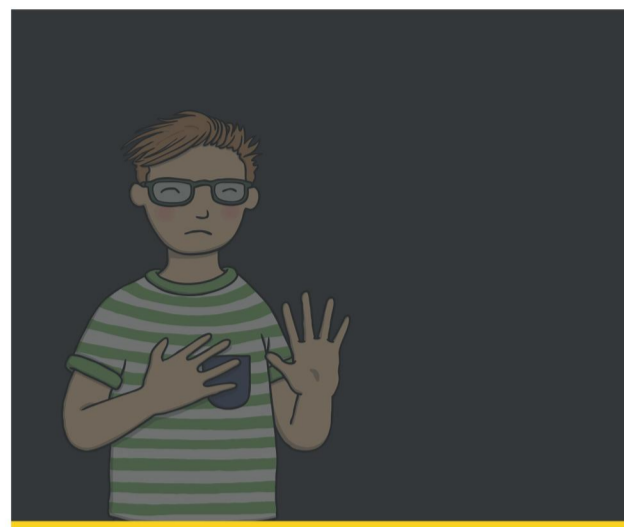
# Light



light



source



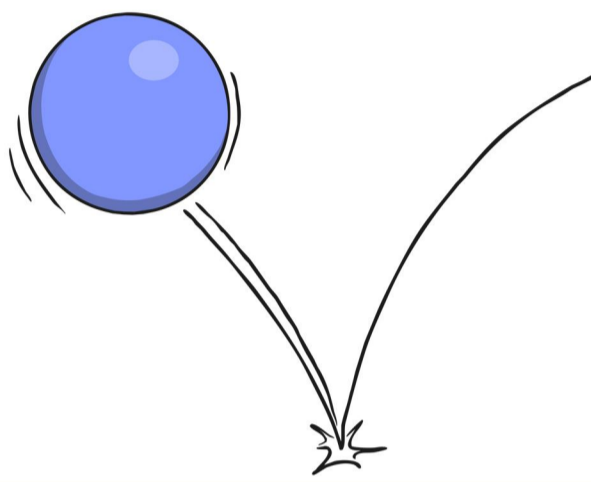
dark



reflect



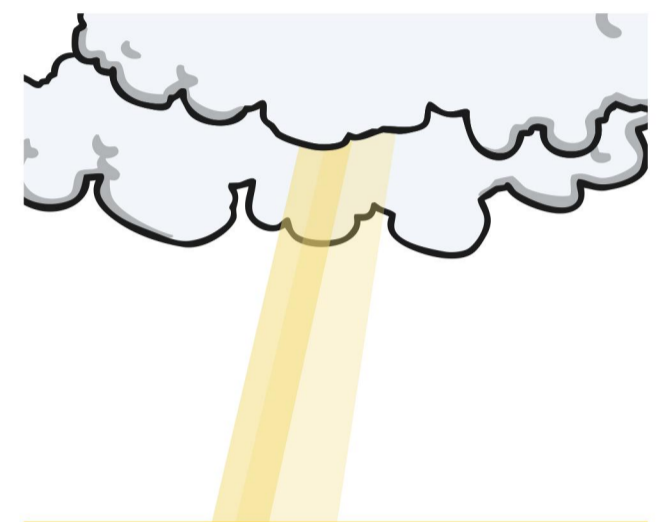
visible



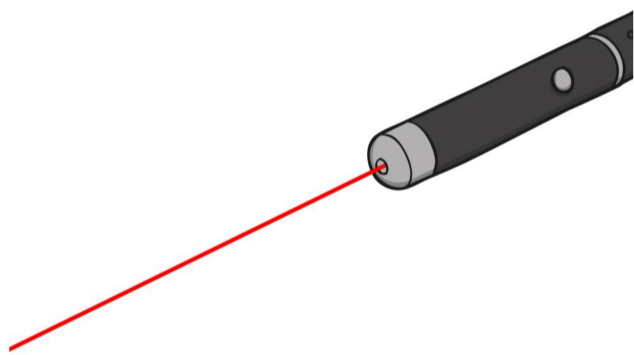
bounce



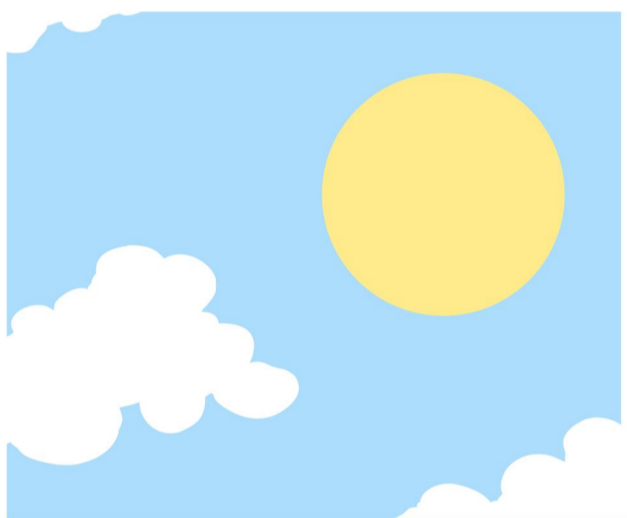
mirror



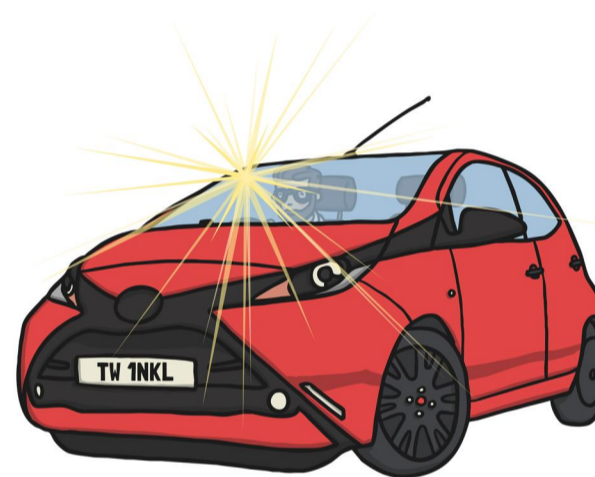
ray



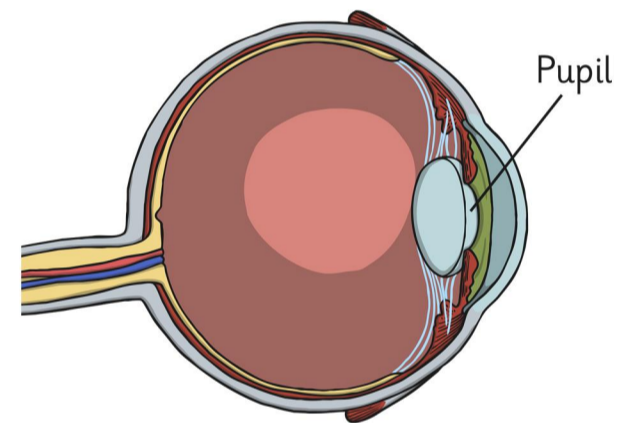
beam



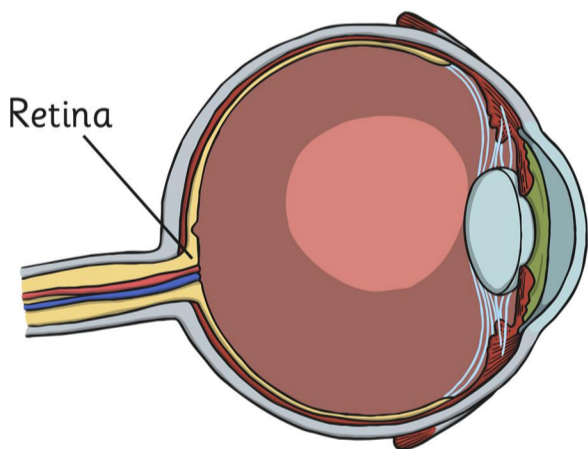
sun



glare



pupil



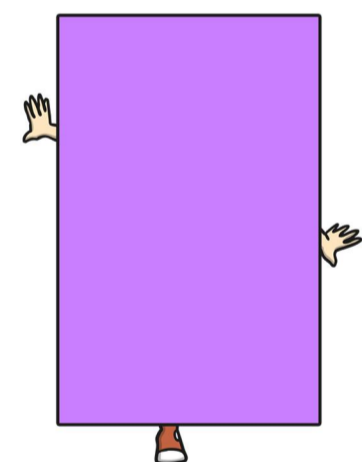
retina



travel



straight



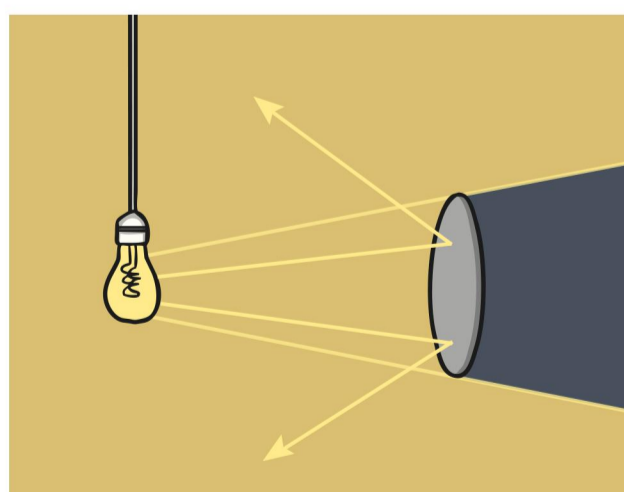
opaque



translucent



transparent



block

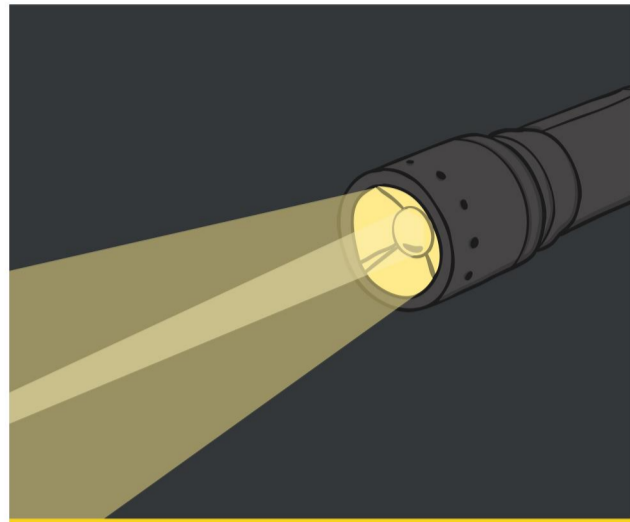


shadow

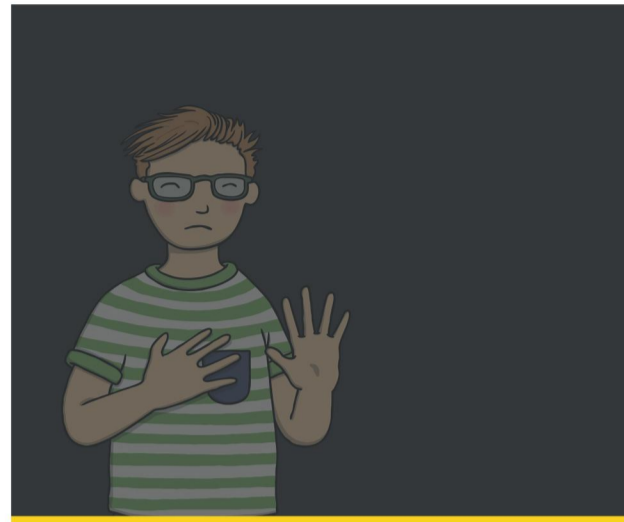
# Light



light



source



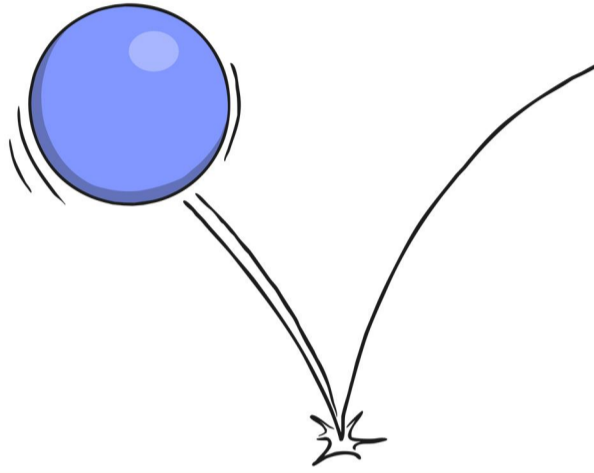
dark



reflect



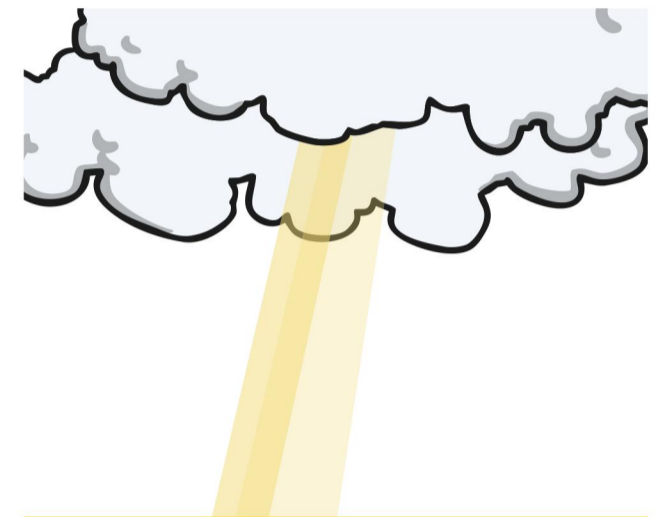
visible



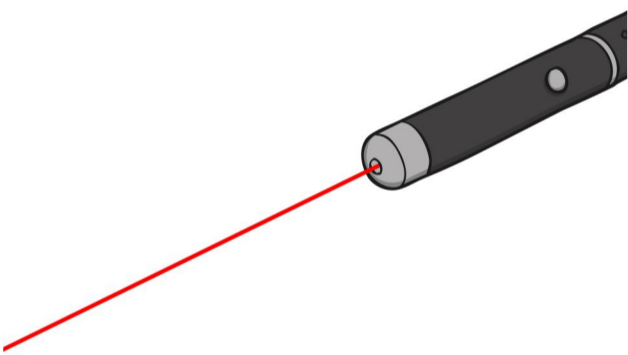
bounce



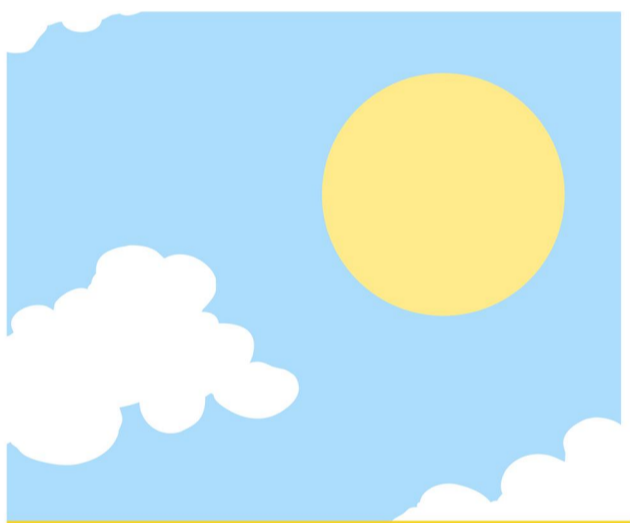
mirror



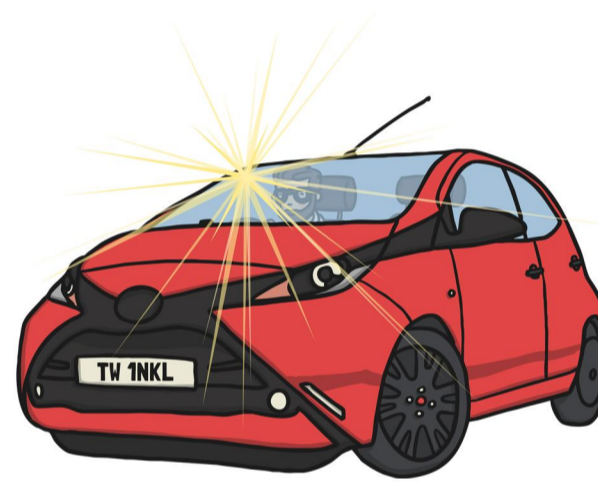
ray



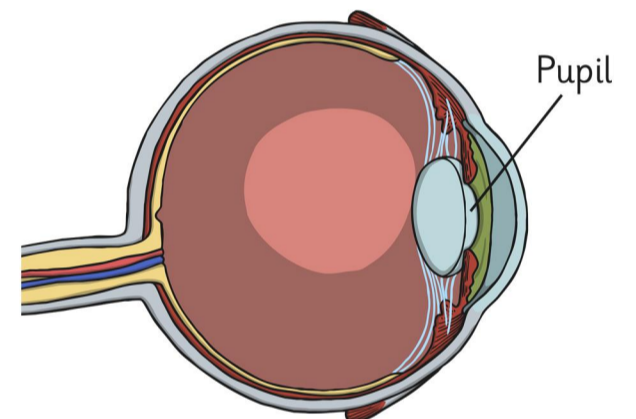
beam



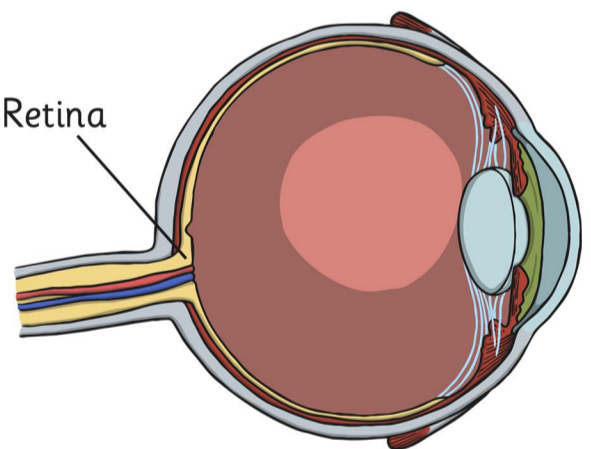
sun



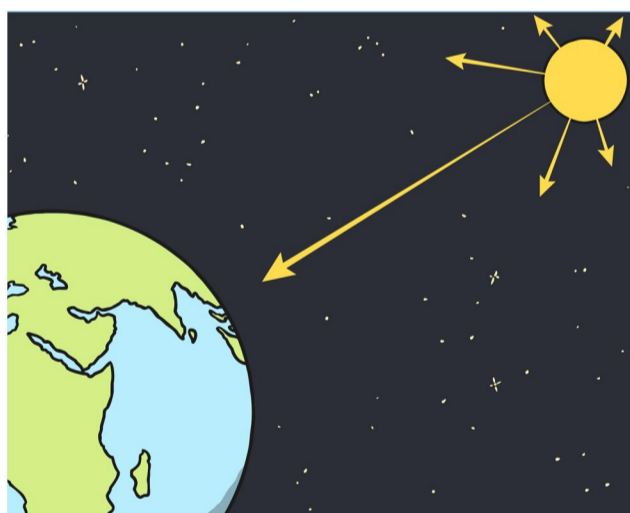
glare



pupil



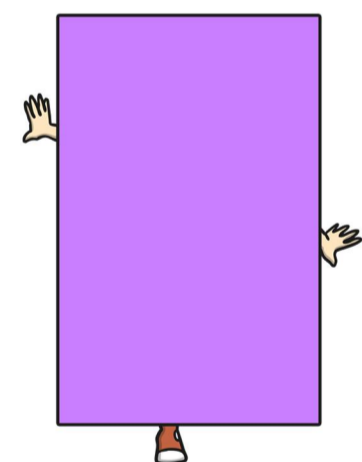
retina



travel



straight



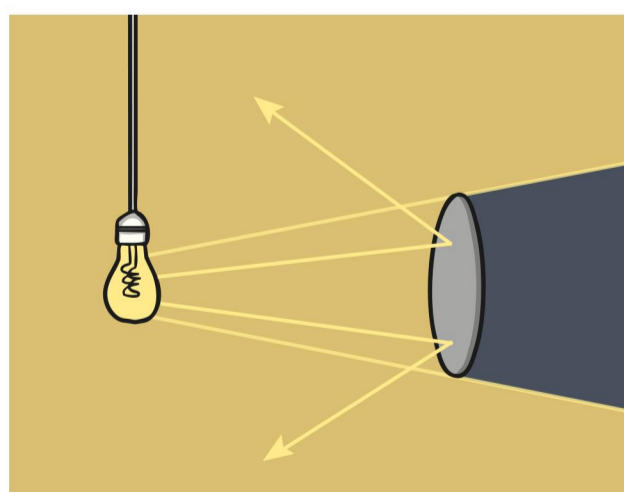
opaque



translucent



transparent

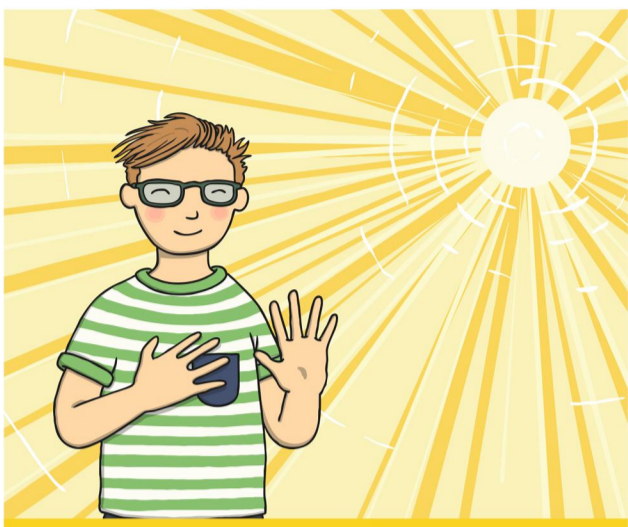


block

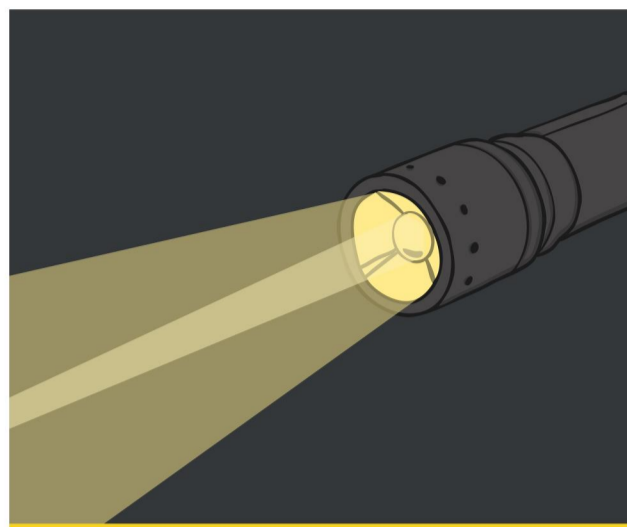


shadow

# Light



light



source



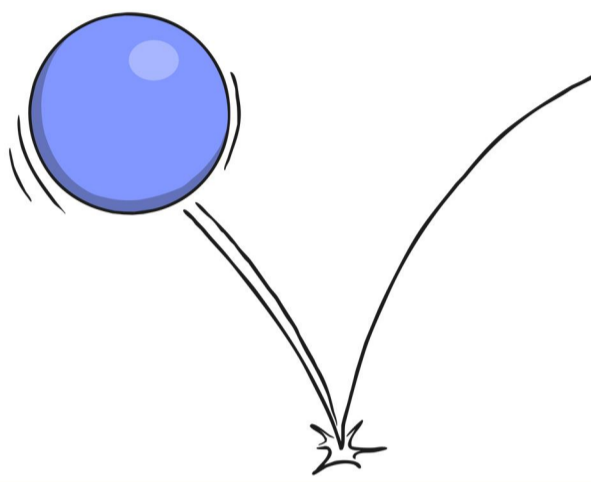
dark



reflect



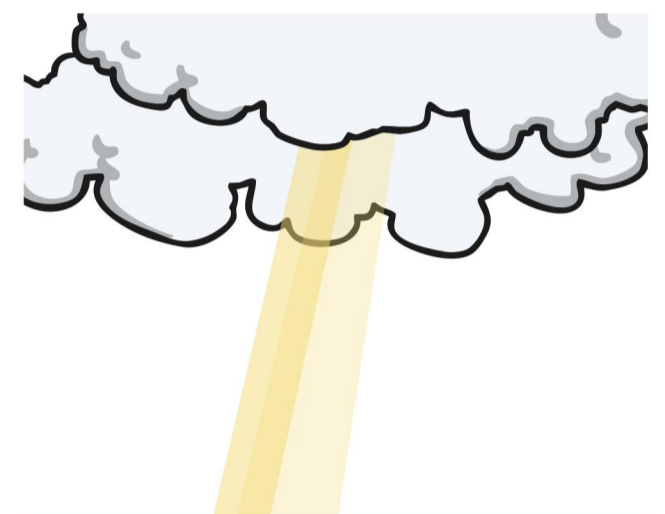
visible



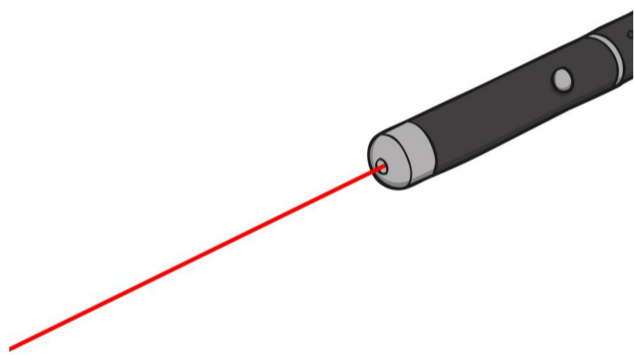
bounce



mirror



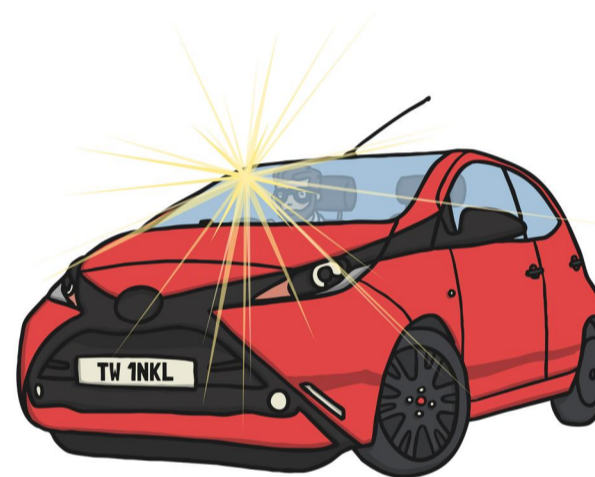
ray



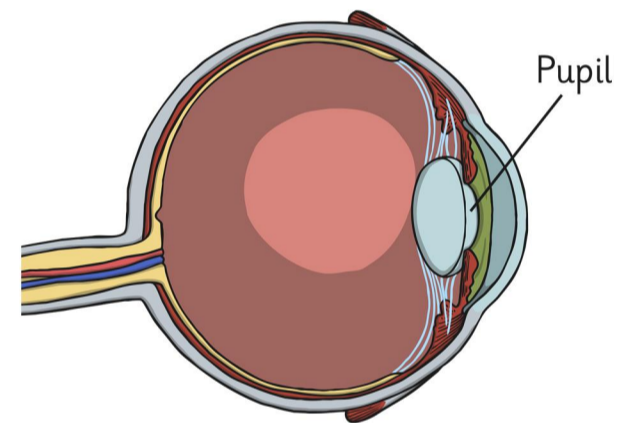
beam



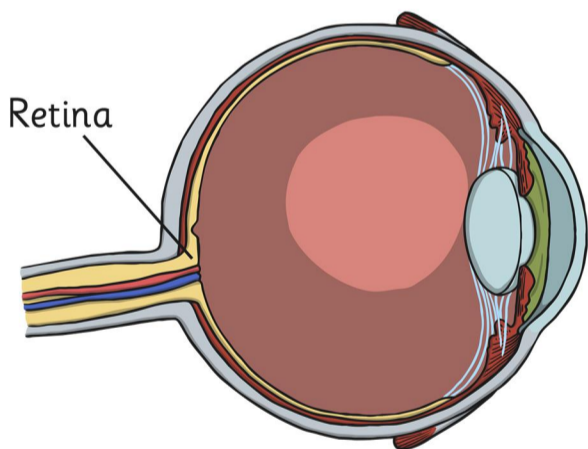
sun



glare



pupil



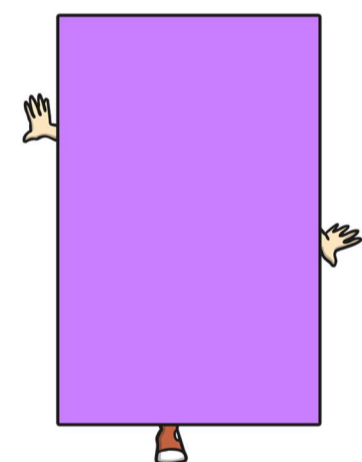
retina



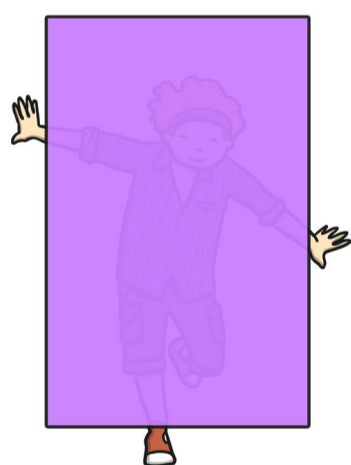
travel



straight



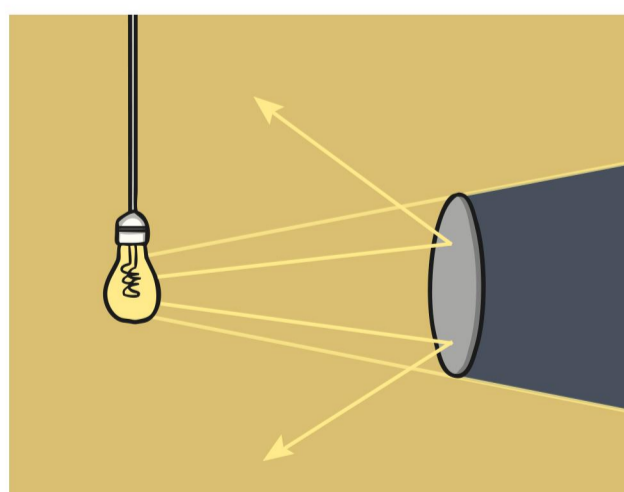
opaque



translucent



transparent



block



shadow



# Light

l a t b g l a r e i g s  
i b r l a c k d o p t o  
g a a t d a r k p r e u  
h t n p u p i l a r a r  
t r s t r a i g h t d c  
n e b o a t g h a t k e  
w t l a s h m y d i n n  
h i o e r e f l e c t p  
i n c l l e d a b e a m  
g a k r y f a z e a t g  
q r t p s h a d o w x m  
t r a n s u n c r t y w

light	pupil
dark	retina
source	glare
reflect	sun
beam	block
straight	shadow







# Light

l a t b ~~g l a r e~~ i g s  
l b r l a c k d o p t o  
g a a t ~~d a r k~~ p r e u  
h t n ~~p u p i t~~ a r a r  
t r s ~~t r a i g h t~~ d c  
n e b o a t g h a t k e  
w t l a s h m y d i n n  
h l o e ~~r e f l e c t~~ p  
i n c l l e d a ~~b e a m~~  
g a k r y f a z e a t g  
q r t p ~~s h a d o w~~ x m  
t r a n ~~s u n~~ c r t y w

light

dark

source

reflect

beam

straight

pupil

retina

glare

sun

block

shadow



# Light

l m y u n m i c d a r k  
t i o r n i b l o w t p  
n t g l a r e b a n t u  
e c s h k r l i e h s p  
r e o s t o e c g s e i  
a l u s c r u i a o c l  
p f r k t l a m i u n e  
s e c d s r d a r g u u  
n r e n t r e f b m o q  
a z a s r e t i n a b a  
r r w o s h a d o w n p  
t c e v i s i b l e v o

light

dark

straight

opaque

translucent

transparent

shadow

mirror

reflect

bounce

retina

pupil

glare

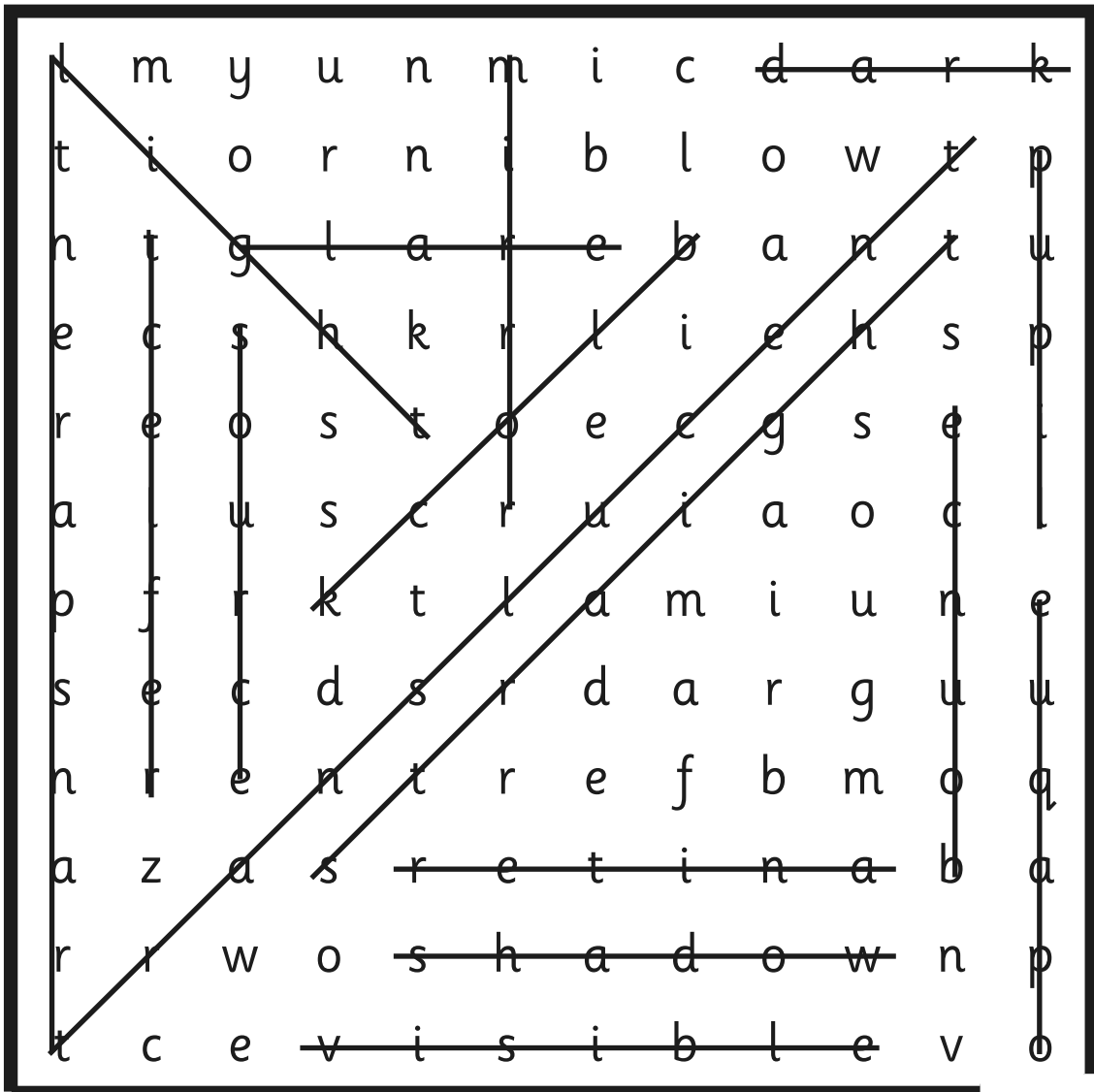
visible

source

block



# Light



- |             |         |
|-------------|---------|
| light       | reflect |
| dark        | bounce  |
| straight    | retina  |
| opaque      | pupil   |
| translucent | glare   |
| transparent | visible |
| shadow      | source  |
| mirror      | block   |



# Light

l a t b g l a r e i g s  
i b r l a c k d o p t o  
g a a t d a r k p r e u  
h t n p u p i l a r a r  
t r s t r a i g h t d c  
n e b o a t g h a t k e  
w t l a s h m y d i n n  
h i o e r e f l e c t p  
i n c l l e d a b e a m  
g a k r y f a z e a t g  
q r t p s h a d o w x m  
t r a n s u n c r t y w

light	pupil
dark	retina
source	glare
reflect	sun
beam	block
straight	shadow



# Light

l a t b ~~g l a r e~~ i g s  
l b r l a c k d o p t o  
g a a t ~~d a r k~~ p r e u  
h t n ~~p u p i t~~ a r a r  
t r s ~~t r a i g h t~~ d c  
n e b o a t g h a t k e  
w t l a s h m y d i n n  
h l o e ~~r e f l e c t~~ p  
i n c l l e d a ~~b e a m~~  
g a k r y f a z e a t g  
q r t p ~~s h a d o w~~ x m  
t r a n ~~s u n~~ c r t y w

light

dark

source

reflect

beam

straight

pupil

retina

glare

sun

block

shadow



# Light

l m y u n m i c d a r k  
t i o r n i b l o w t p  
n t g l a r e b a n t u  
e c s h k r l i e h s p  
r e o s t o e c g s e i  
a l u s c r u i a o c l  
p f r k t l a m i u n e  
s e c d s r d a r g u u  
n r e n t r e f b m o q  
a z a s r e t i n a b a  
r r w o s h a d o w n p  
t c e v i s i b l e v o

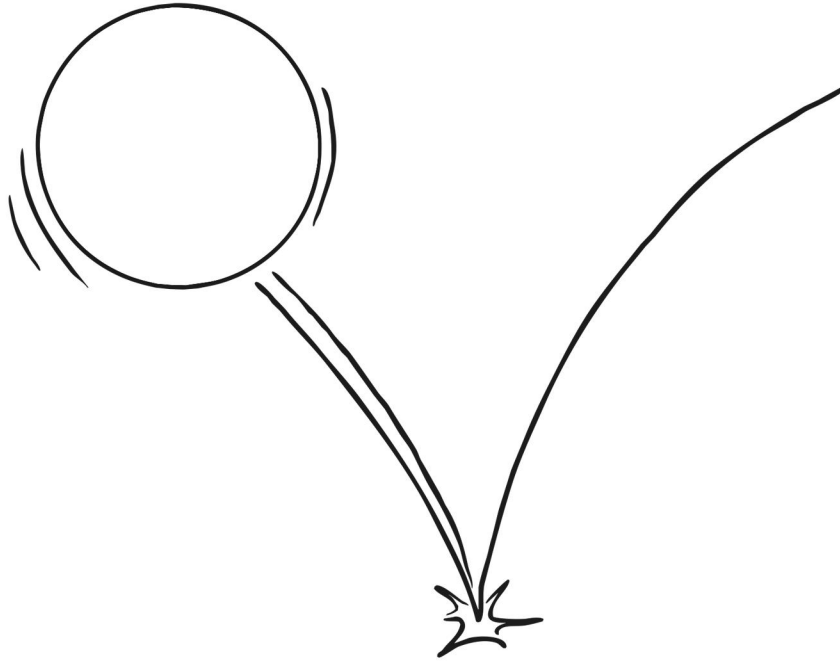
light	reflect
dark	bounce
straight	retina
opaque	pupil
translucent	glare
transparent	visible
shadow	source
mirror	block



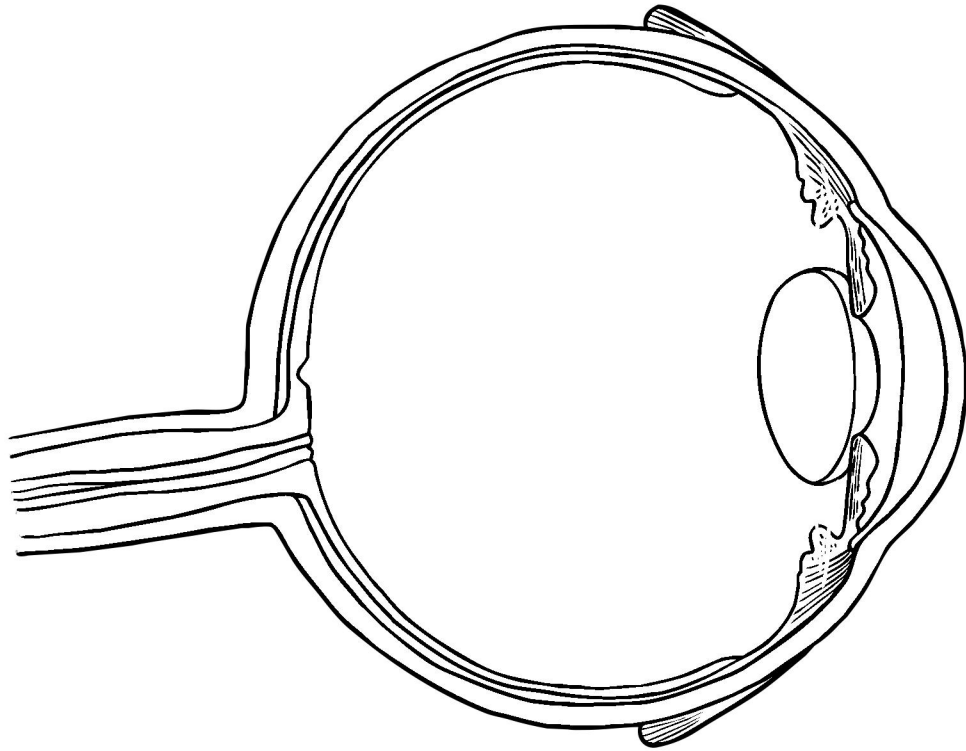
# Light

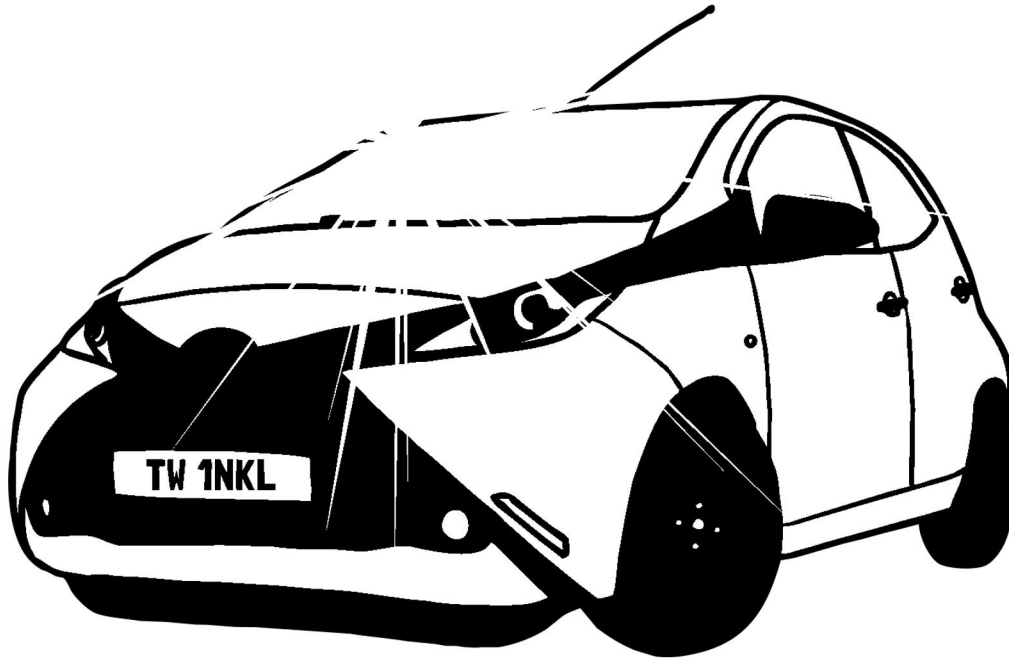
A 10x10 grid of letters with several words highlighted by thick black lines. The words are: 'dark' (row 1, columns 8-10), 'pupil' (row 2, column 10), 'glare' (row 3, columns 2-7), 'transparent' (row 4, column 10), 'source' (row 5, columns 2-7), 'mirror' (row 6, column 10), 'opaque' (row 7, column 10), 'retina' (row 8, columns 4-9), 'bounce' (row 9, column 10), and 'block' (row 10, column 10).

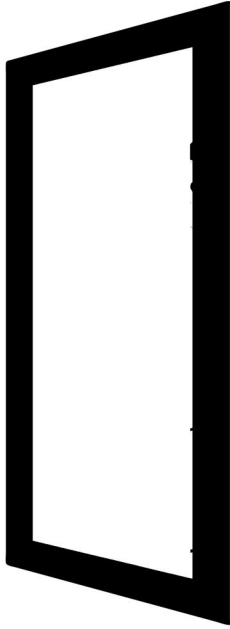
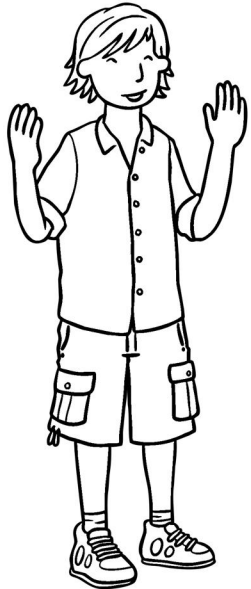
- |             |         |
|-------------|---------|
| light       | reflect |
| dark        | bounce  |
| straight    | retina  |
| opaque      | pupil   |
| translucent | glare   |
| transparent | visible |
| shadow      | source  |
| mirror      | block   |

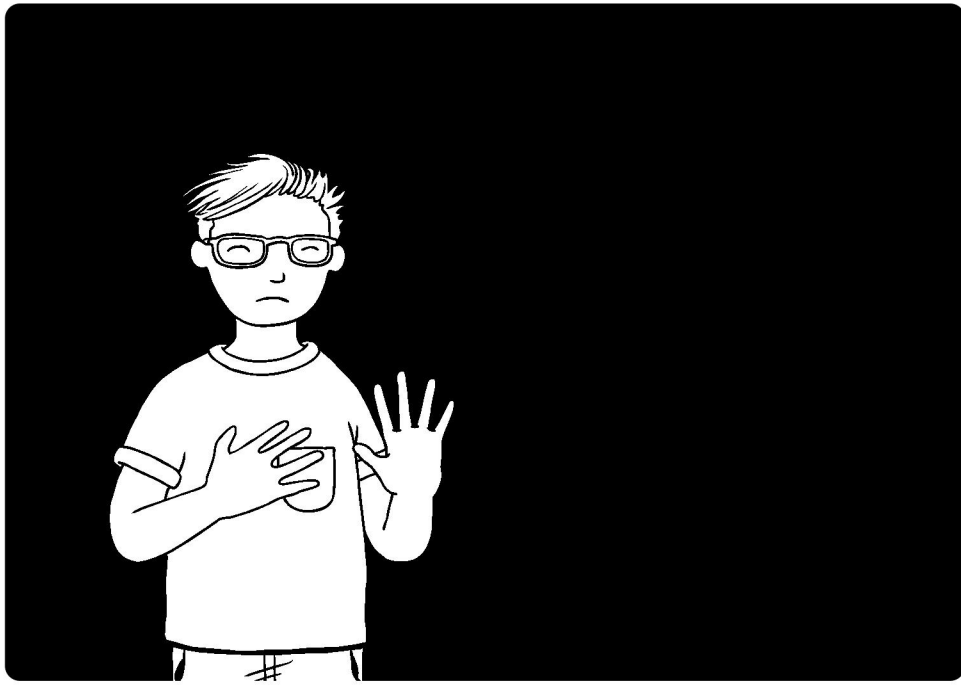




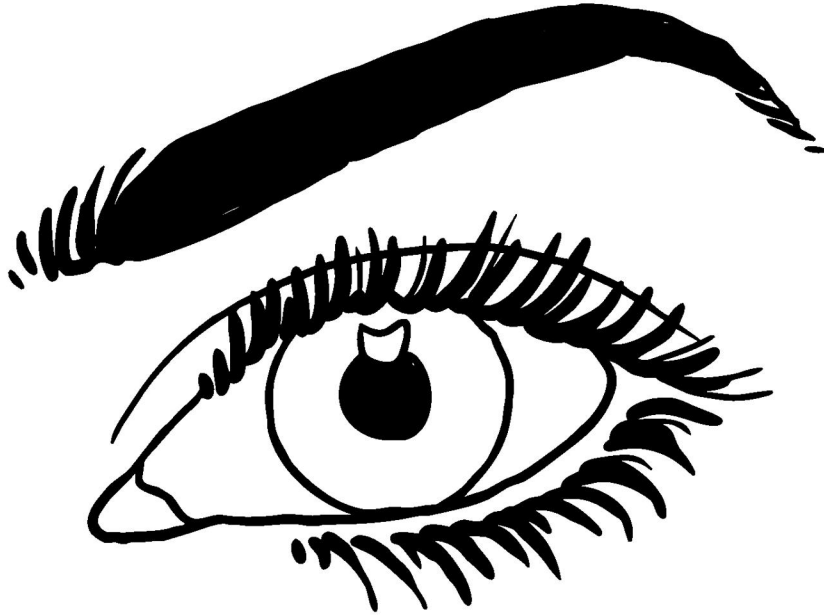


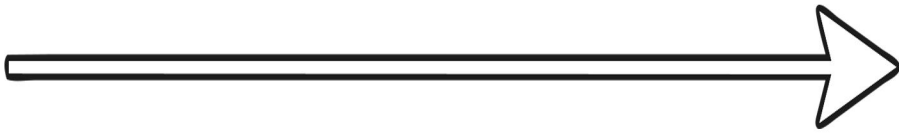


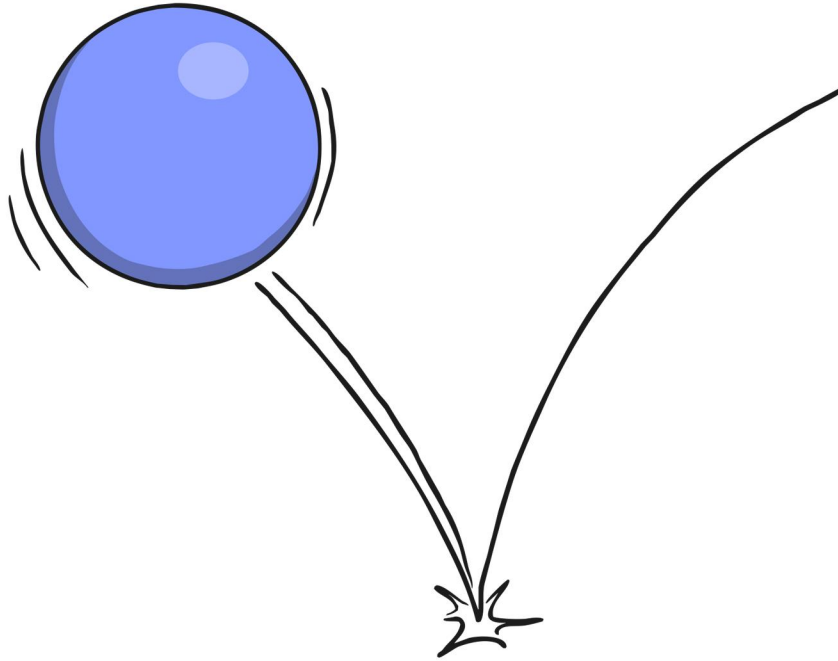








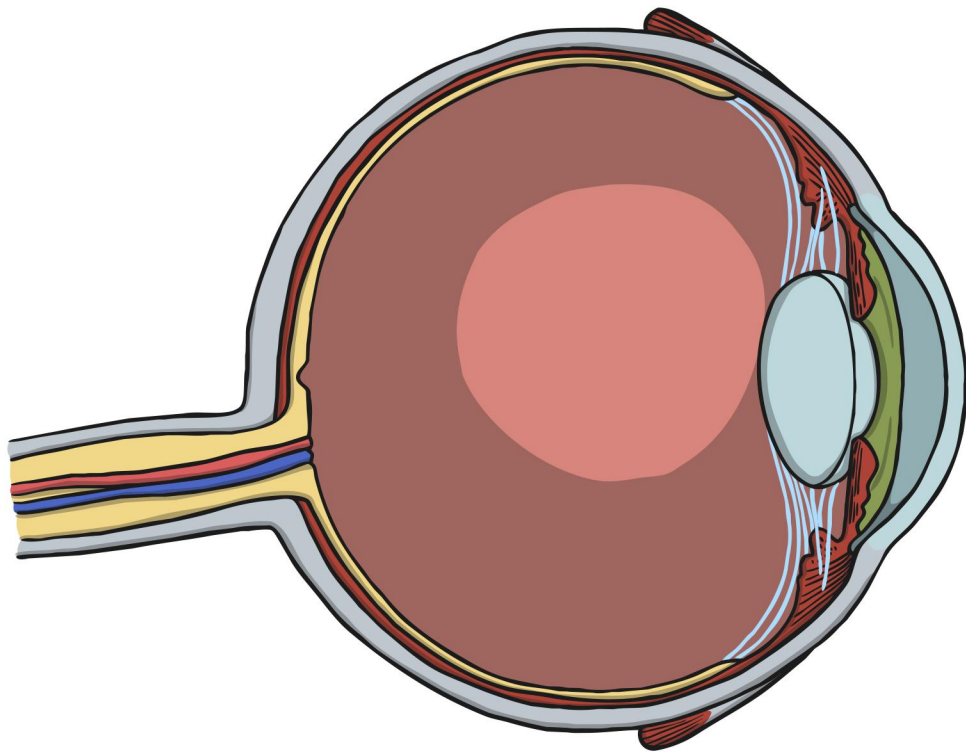


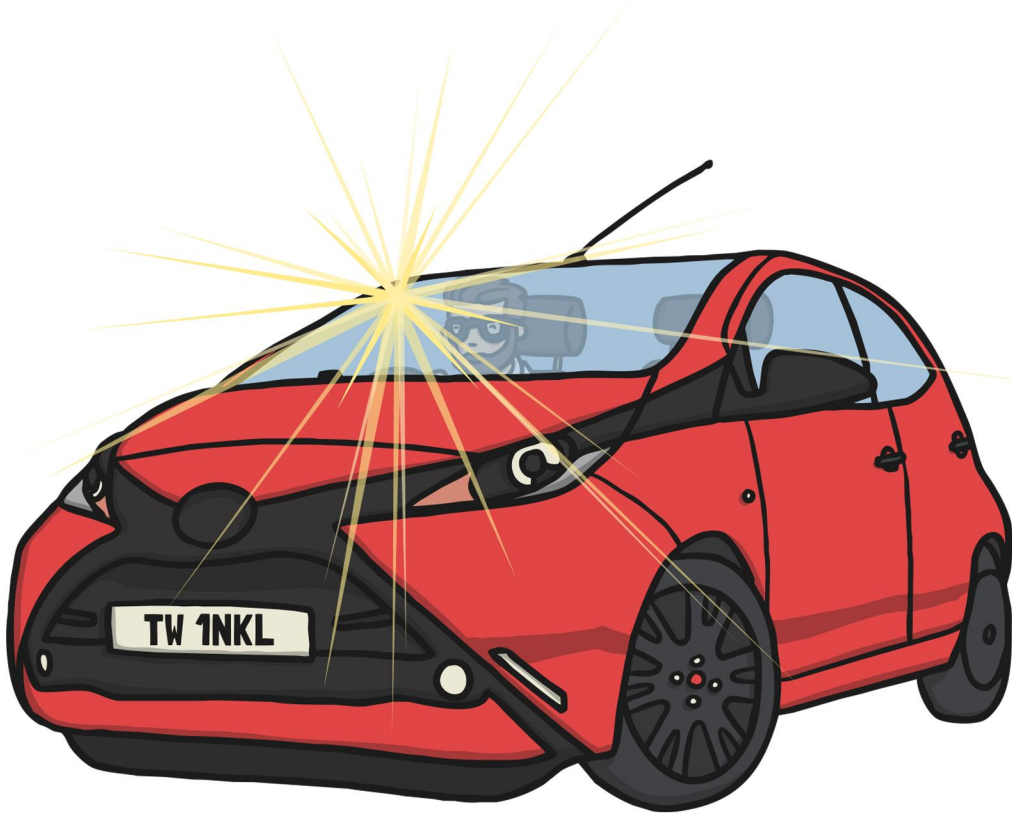




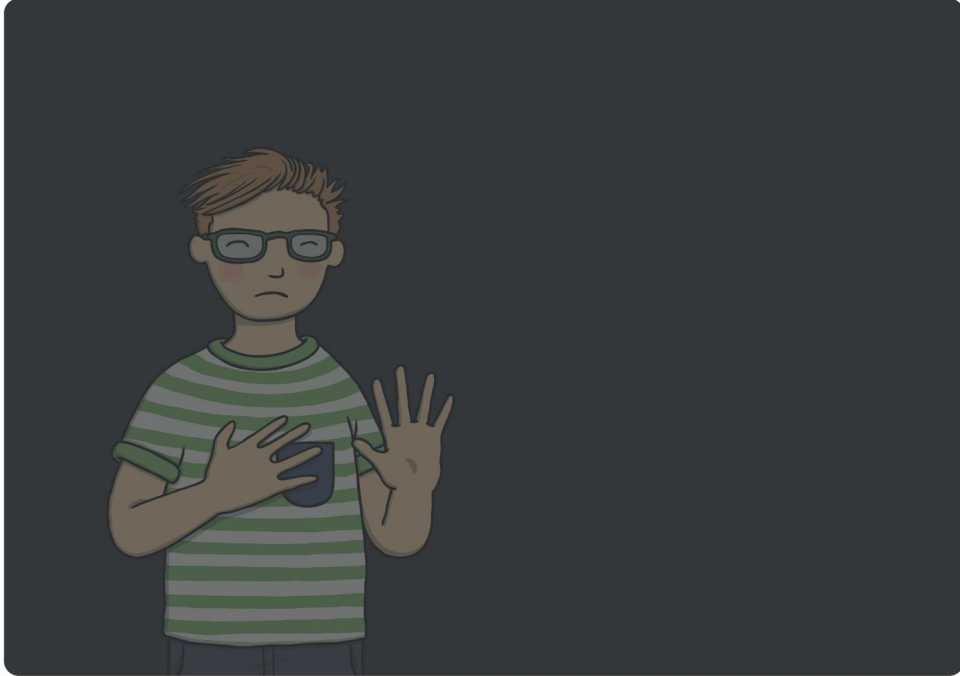


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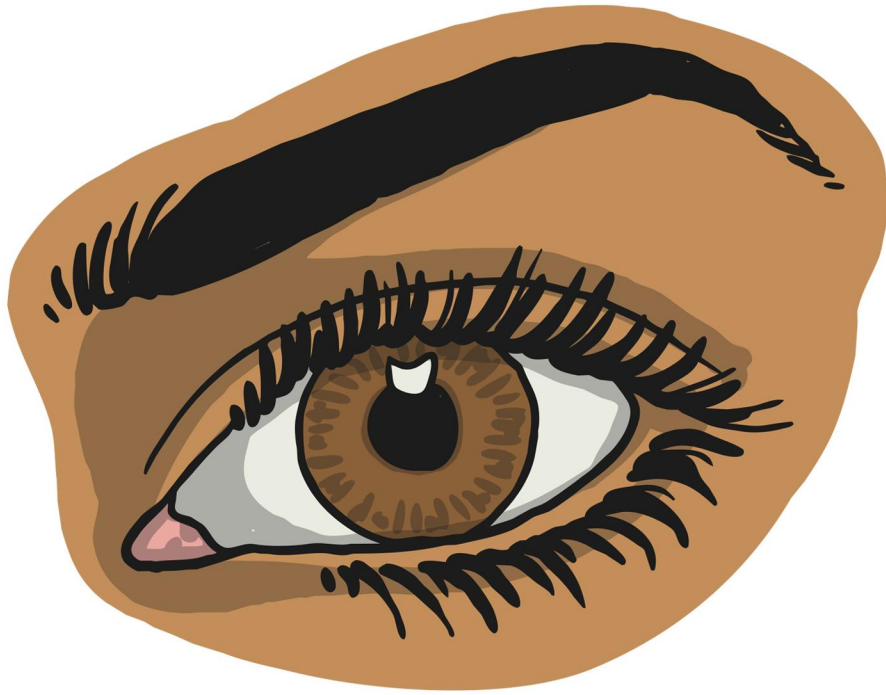








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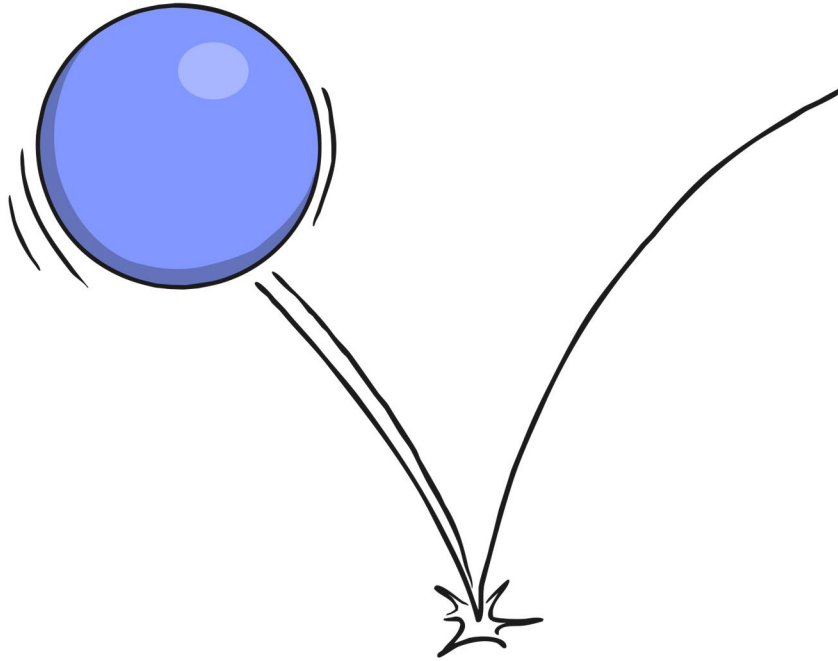








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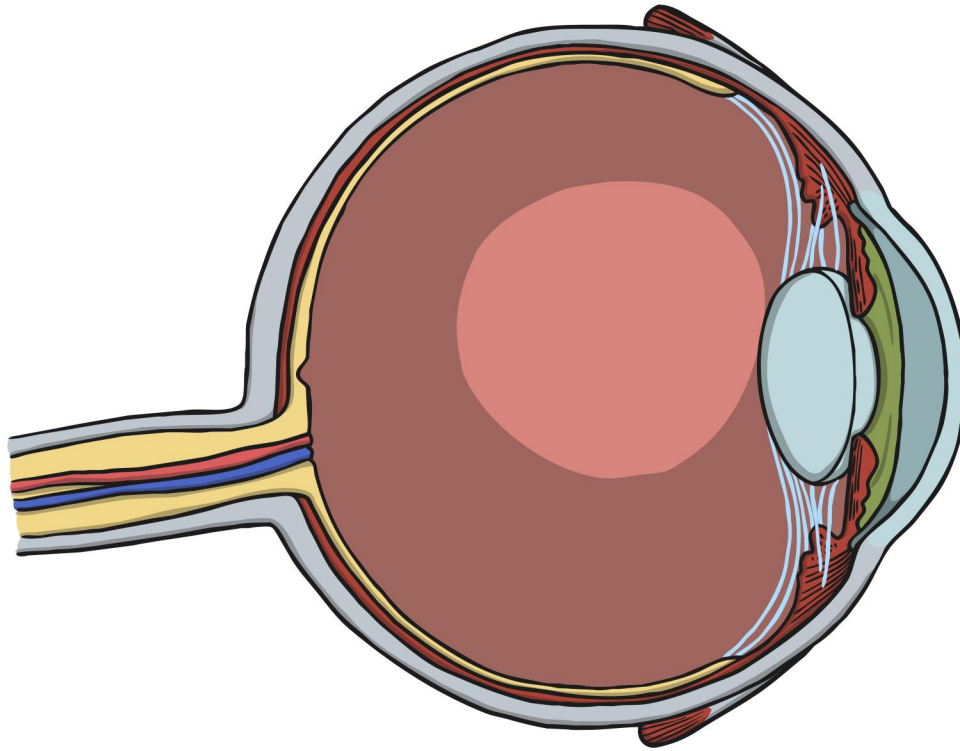
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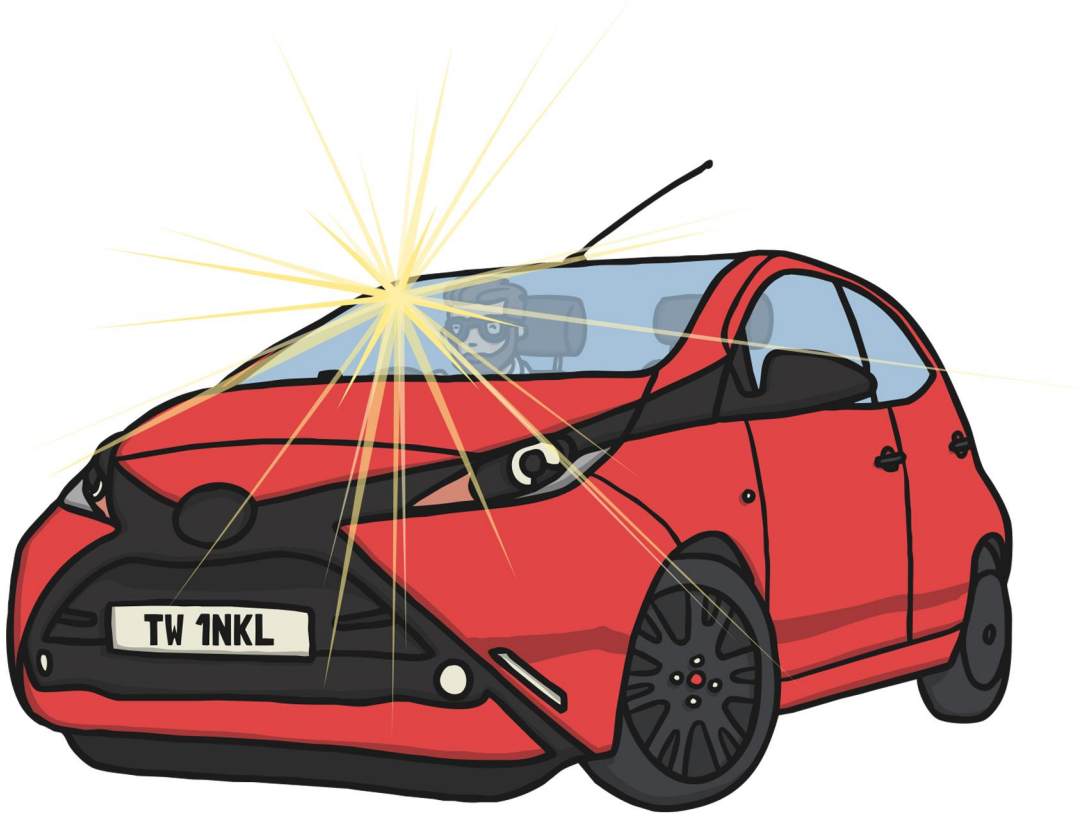
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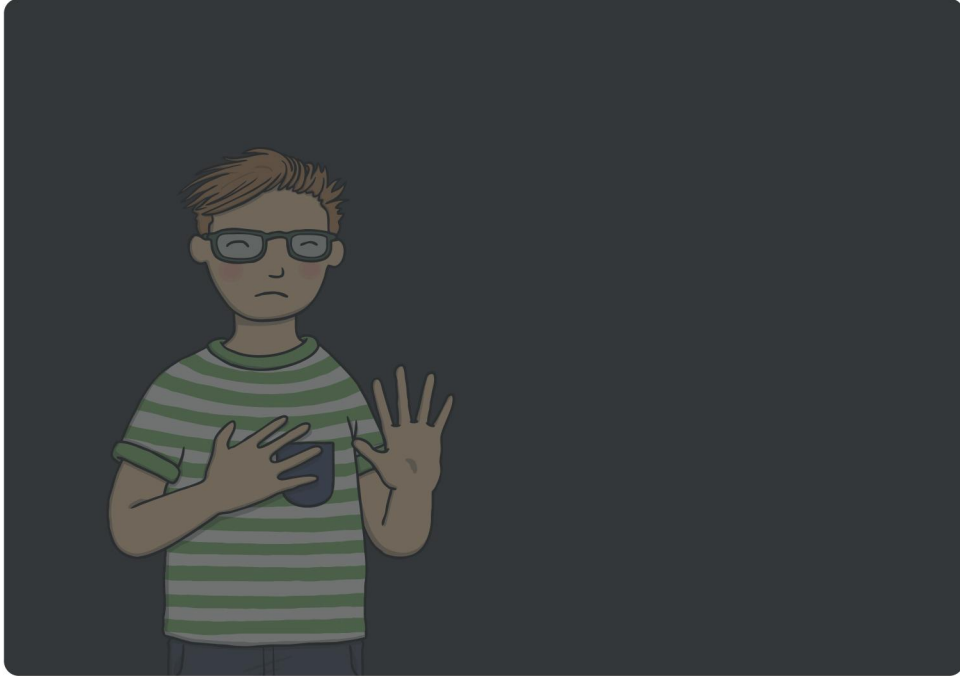
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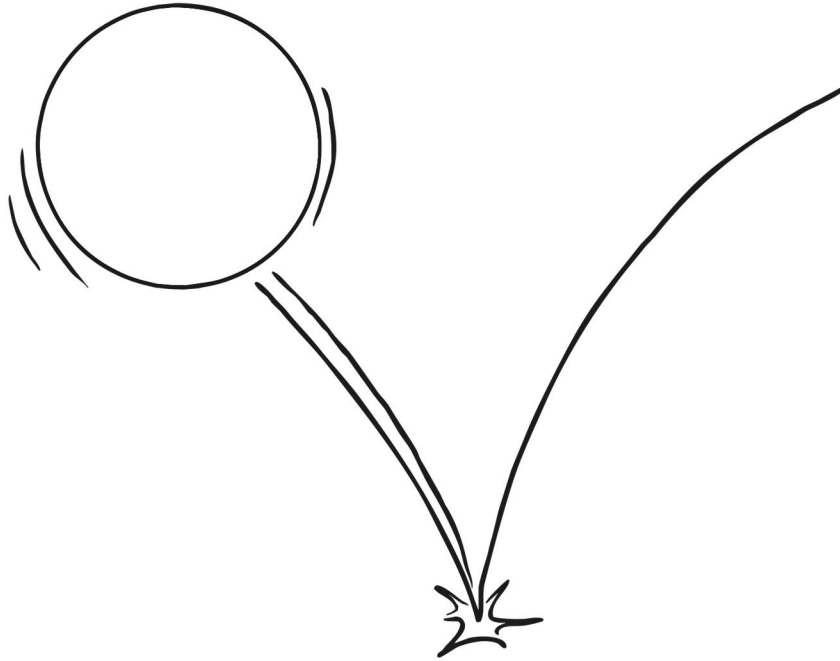








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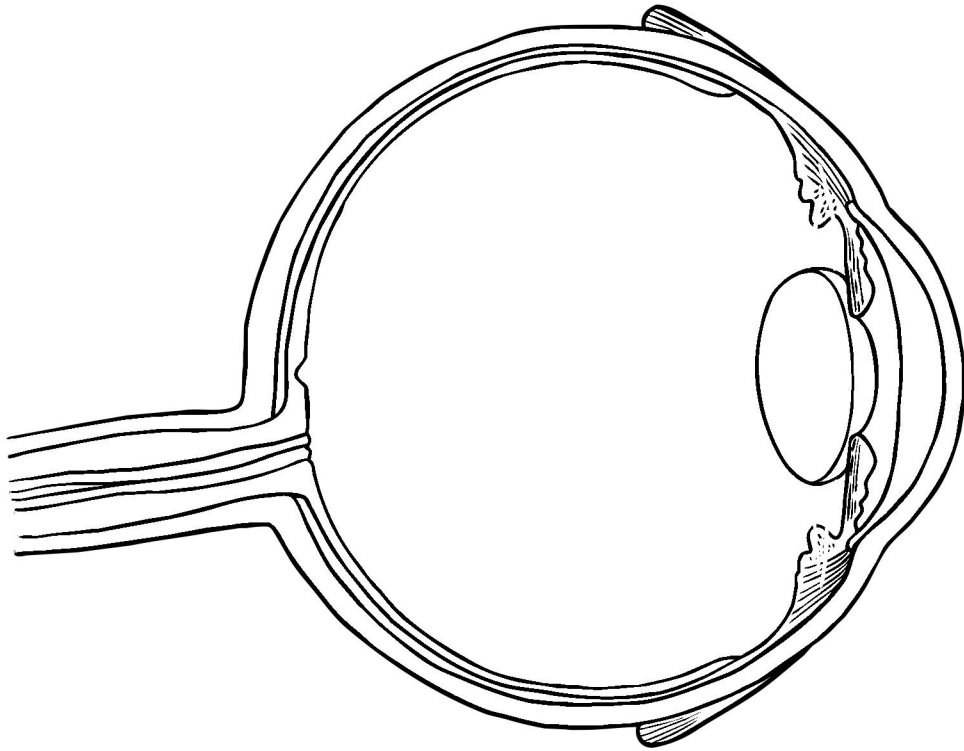
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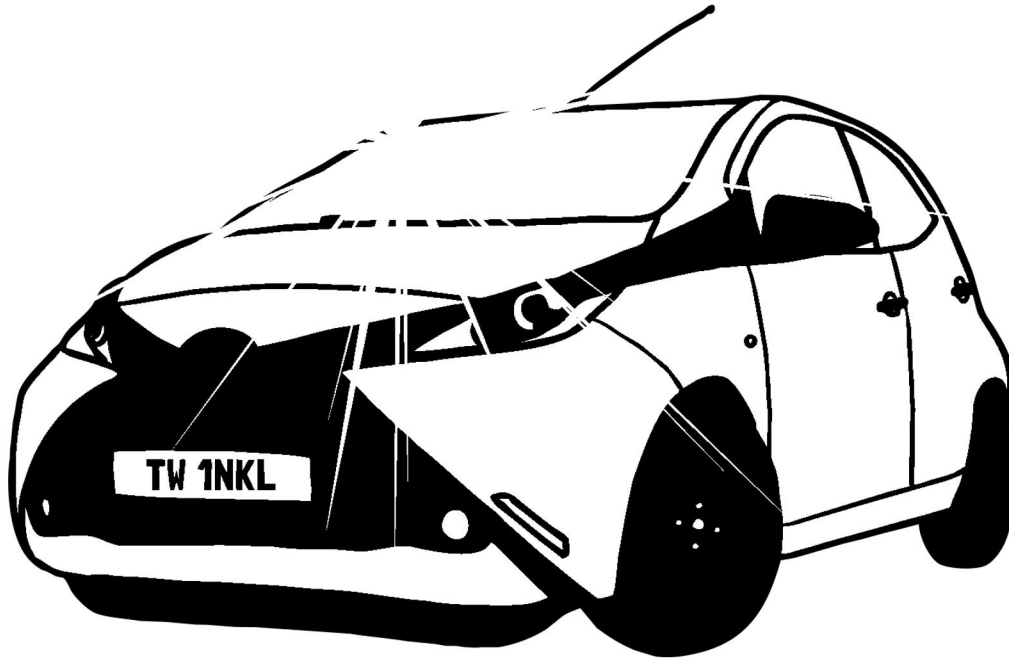
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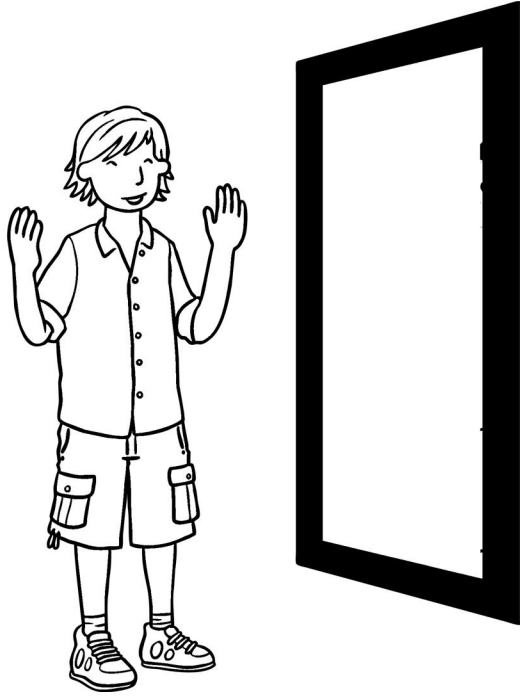
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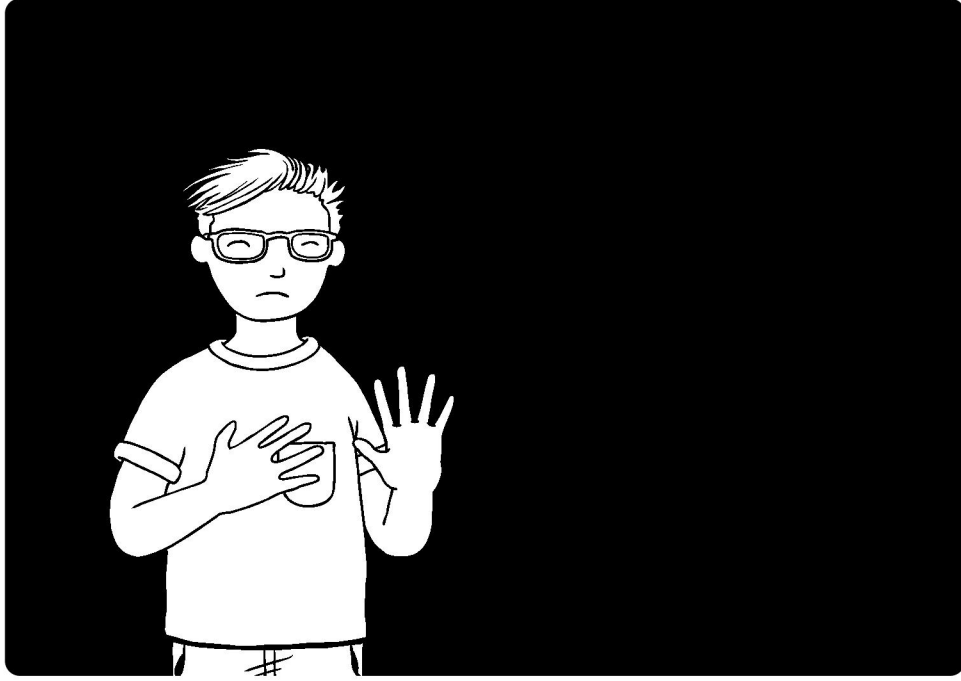
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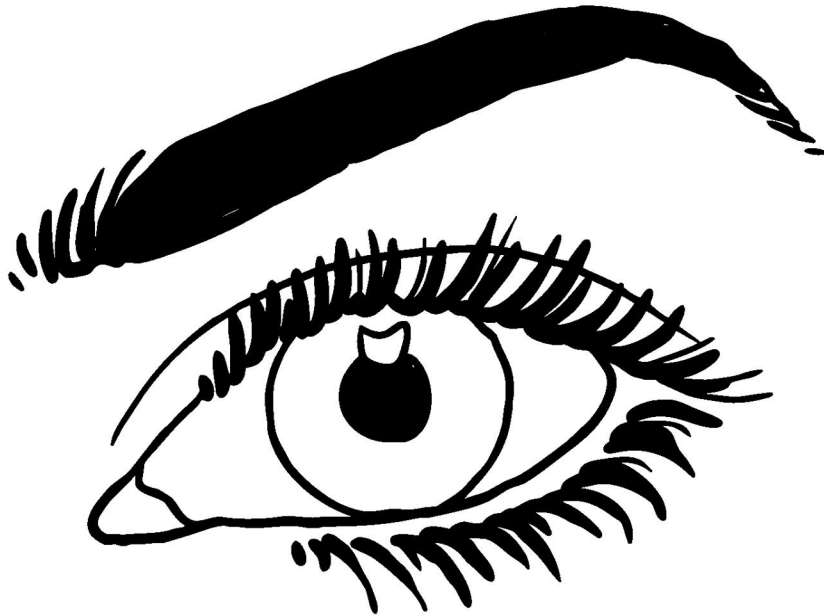
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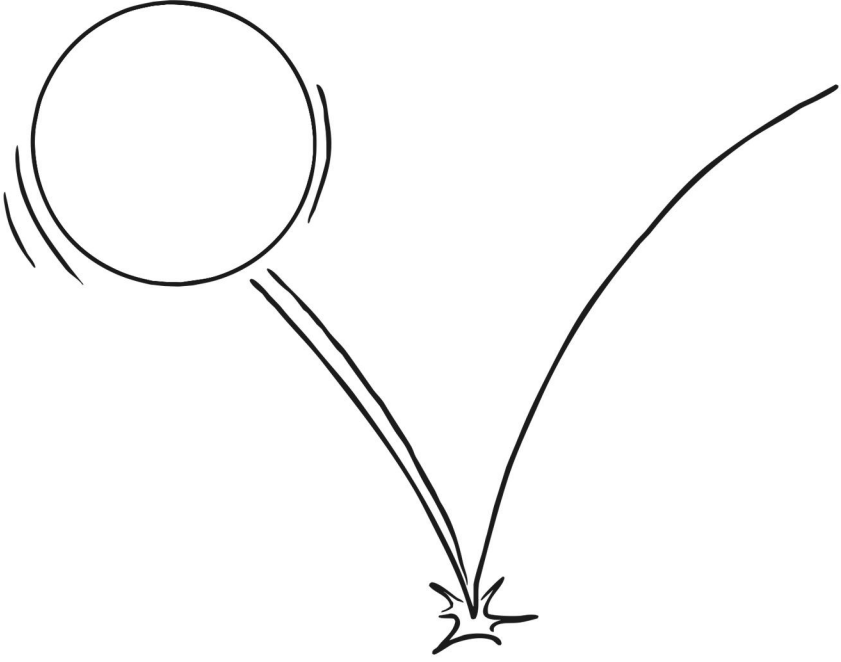
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Handwriting practice lines consisting of ten horizontal lines.















