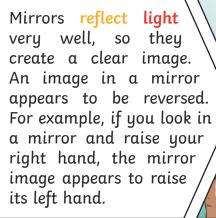
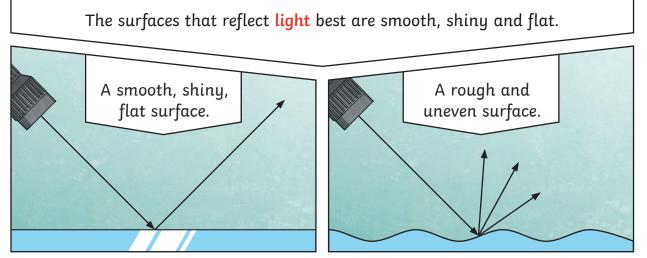


12			
	Key Vocabulary		
	light	A form of energy that travels in a wave from a source.	
	light source	An object that makes its own light.	
	dark	Dark is the absence of light.	
	reflection	The process where light hits the surface of an object and bounces back into our eyes.	
	reflect	To bounce off.	
	reflective	A word to describe something which reflects light well.	
	ray	Waves of <mark>light</mark> are called <mark>light rays</mark> . 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	The light is reflected from the object.
 very useful iteration in the second seco	Light from the torch hits the object.

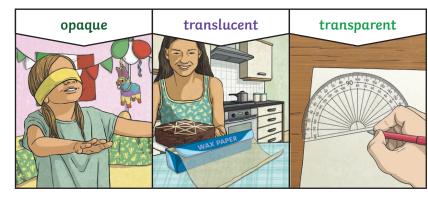


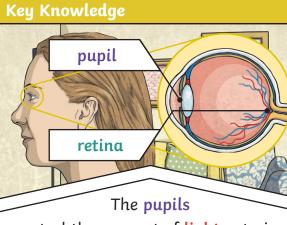




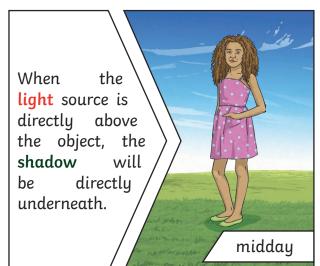


Key Vocabulary		
pupil	The black part of the eye which lets <mark>light</mark> in.	
retina	A layer at the very back of the eye. The retina takes the light the eye receives. It then changes it into nerve signals to send to the brain.	
shadow	An area of darkness where <mark>light</mark> has been blocked.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

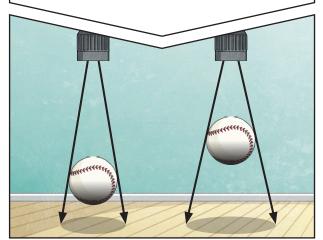




control the amount of light entering the eyes. If too much light enters, then it can damage the **retina**. To help protect the eyes, you can wear a hat with a wide brim and sunglasses with a UV rating.



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

sunset