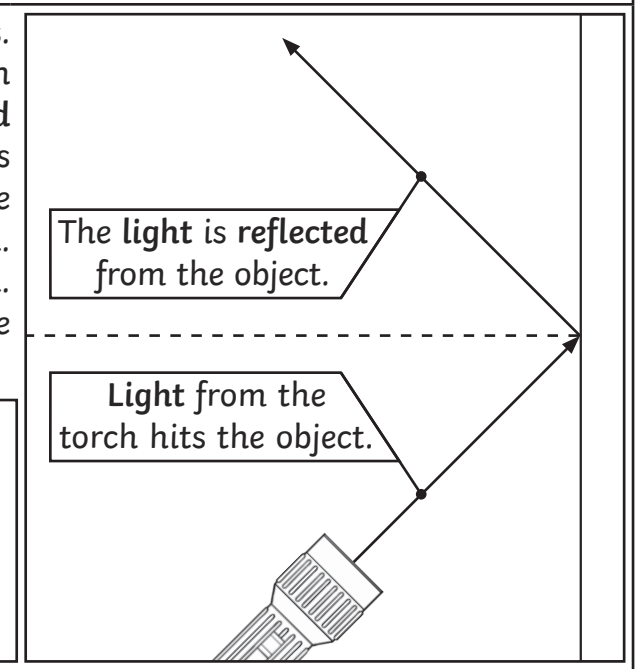
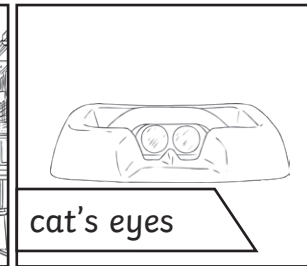
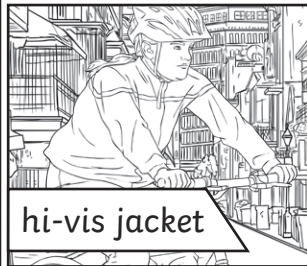


**Key Vocabulary**

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

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



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

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

A smooth, shiny, flat surface.

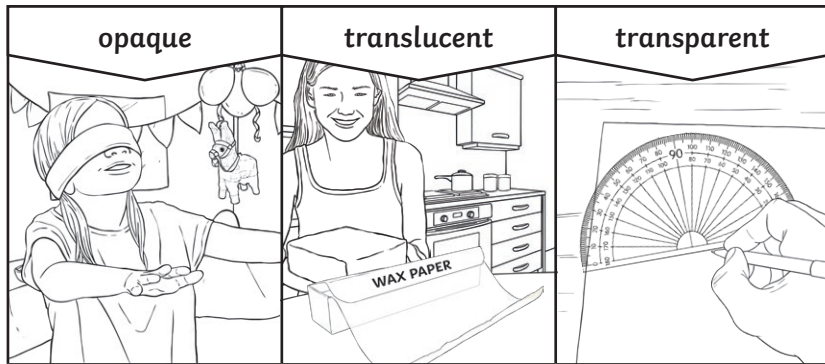
A rough and uneven surface.

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

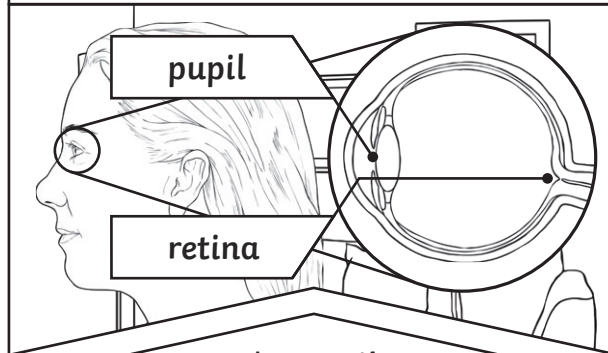


### Key Vocabulary

<b>pupil</b>	The black part of the eye which lets light in.
<b>retina</b>	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.
<b>shadow</b>	An area of darkness where light has been blocked.
<b>opaque</b>	Describes objects that do not let any light pass through them.
<b>translucent</b>	Describes objects that let some light through, but scatter the light so we can't see through them properly.
<b>transparent</b>	Describes objects that let light travel through them easily, meaning that you can see through the object.

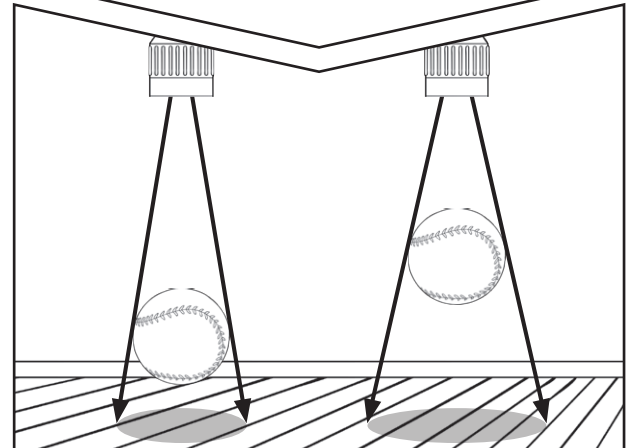


### Key Knowledge



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

A shadow is caused when light is blocked by an opaque object. A shadow is larger when an object is closer to the light source. This is because it blocks more of the light.



When the light source is directly above the object, the shadow will be directly underneath.

midday

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

sunset

**Key Vocabulary**

<b>light</b>	A form of energy that travels in a wave from a source.
<b>light source</b>	An object that makes its own <b>light</b> .
<b>dark</b>	<b>Dark</b> is the absence of <b>light</b> .
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**Key Knowledge**

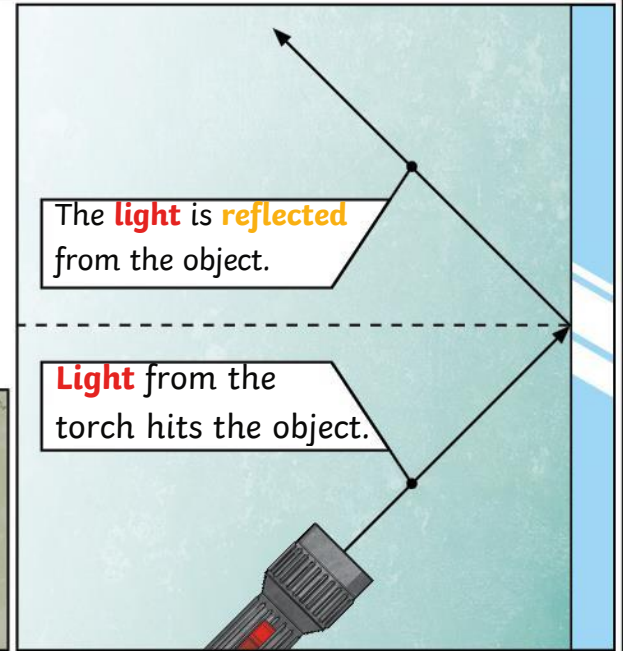
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected light** hits our eyes, we can see the object. Some surfaces and materials **reflect light** well. Other materials do not **reflect light**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



hi-vis jacket



cat's eyes

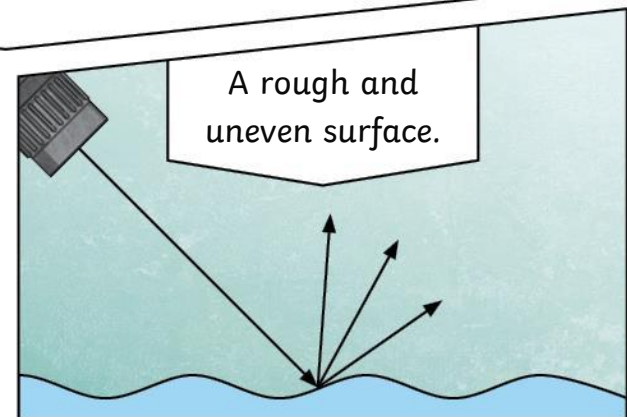
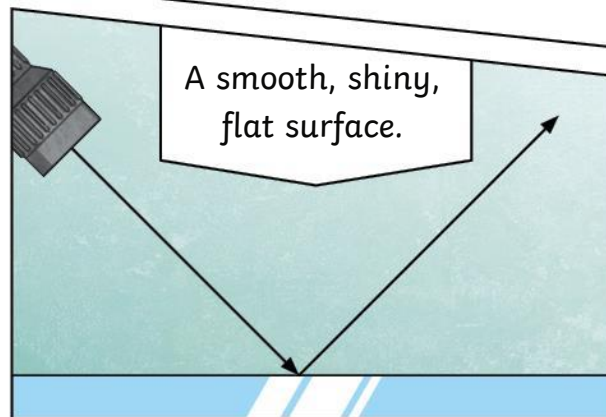


Mirrors **reflect light**

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

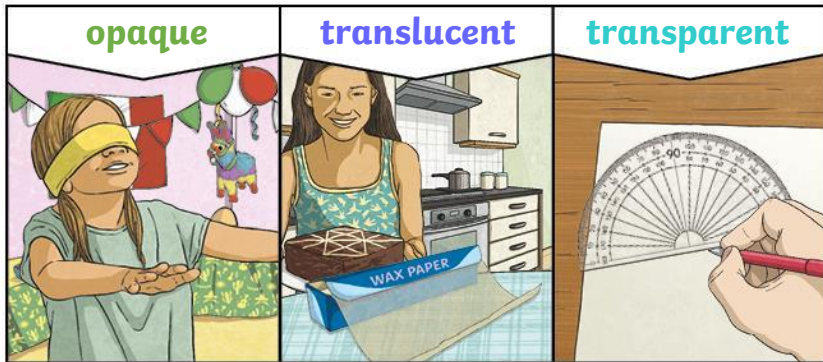


The surfaces that reflect **light** best are smooth, shiny and flat.

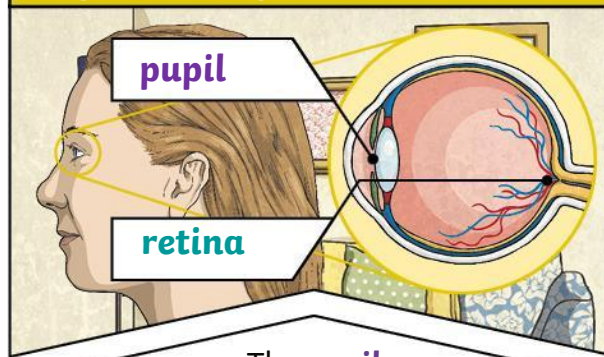


Key Vocabulary

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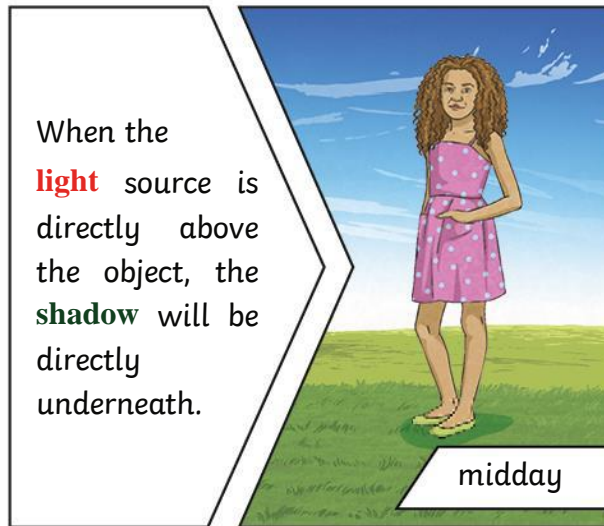
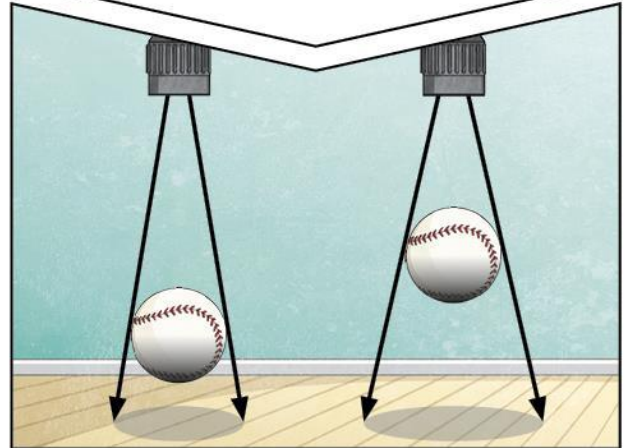


Key Knowledge

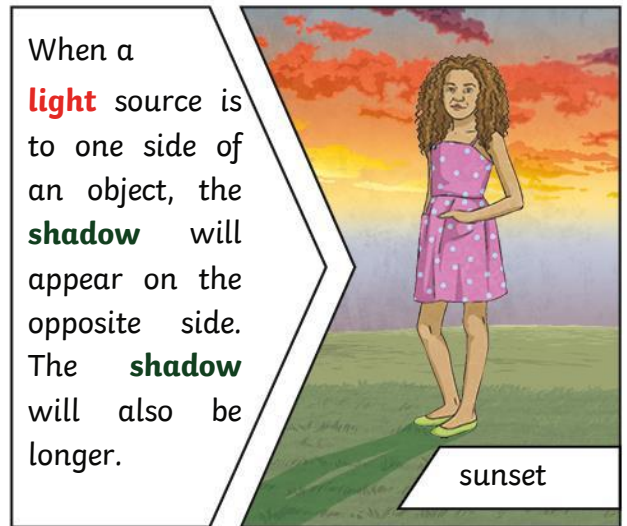


The **pupils** control the amount of **light** entering the eyes. If too much **light** enters, then it can damage the **retina**. To help protect the eyes, you can wear a hat with a wide brim and sunglasses with a UV rating.

A **shadow** is caused when **light** is blocked by an **opaque** object. A **shadow** is larger when an object is closer to the **light** source. This is because it blocks more of the **light**.



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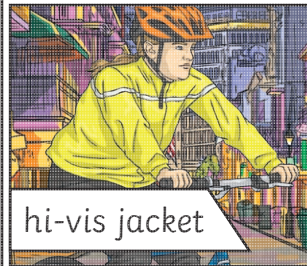
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**Key Vocabulary**

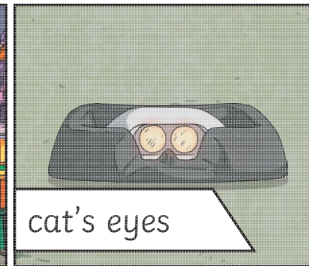
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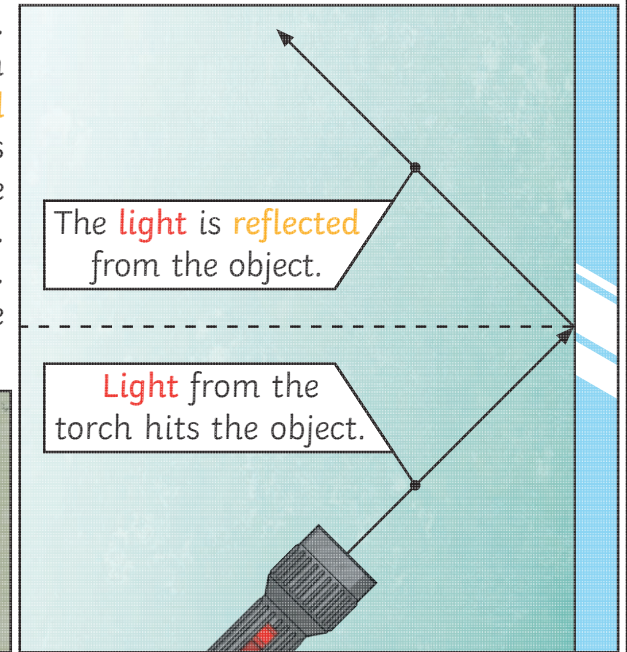
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hi-vis jacket



cat's eyes



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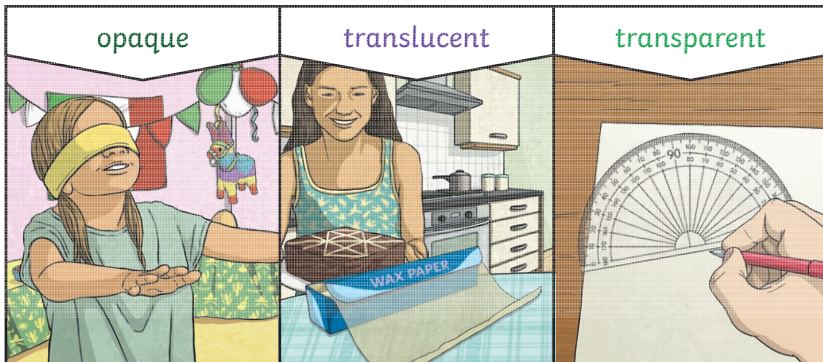
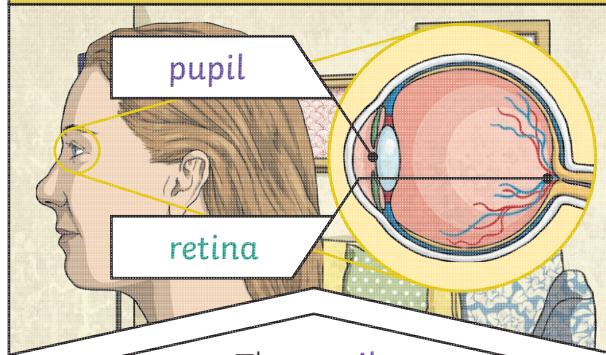
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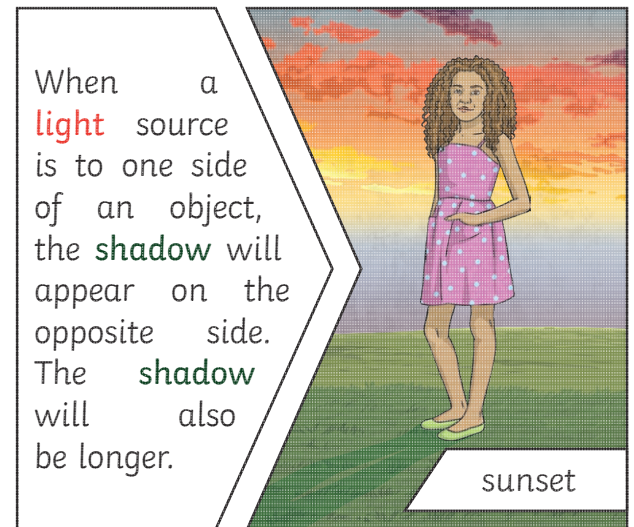
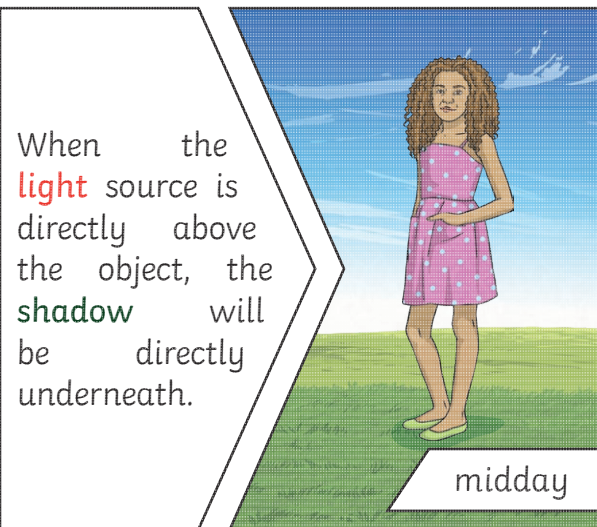
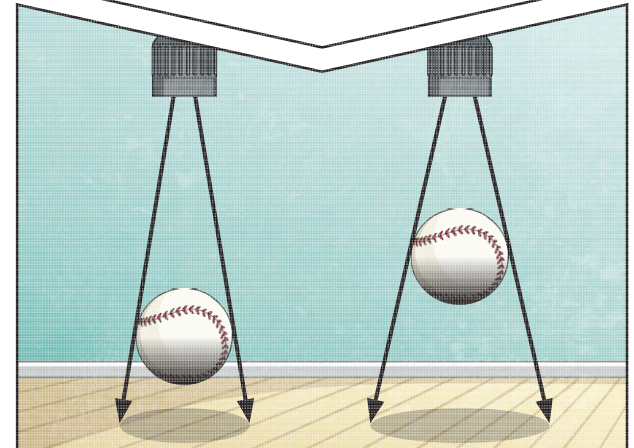
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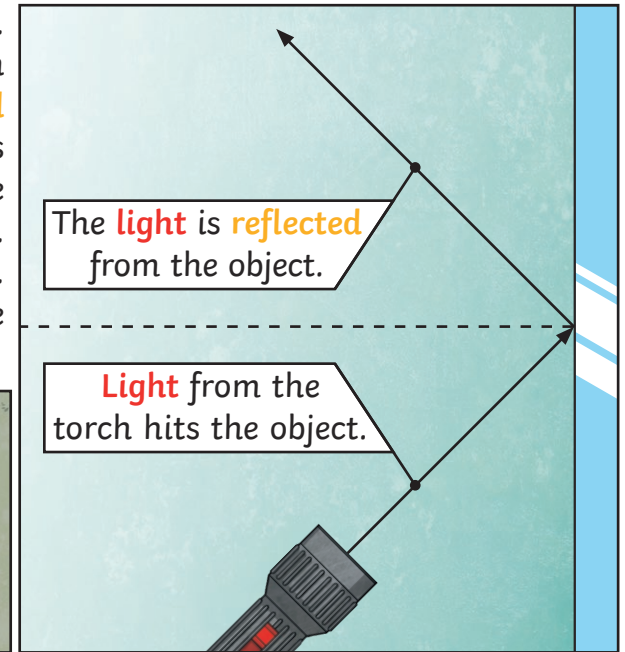


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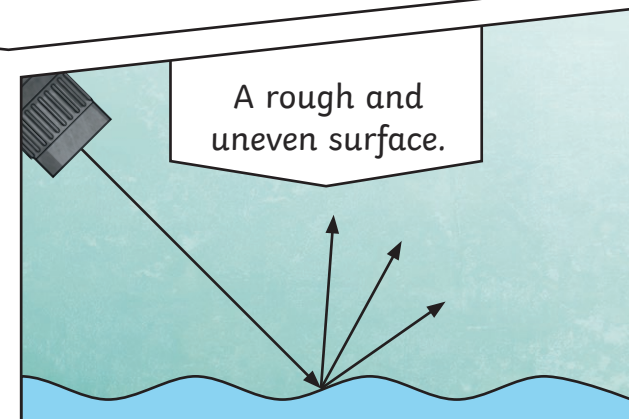
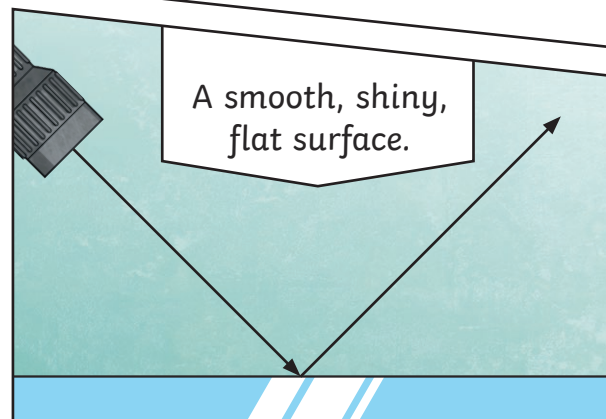
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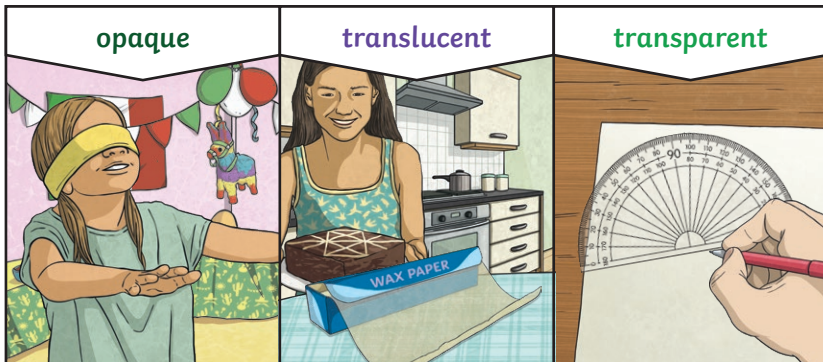
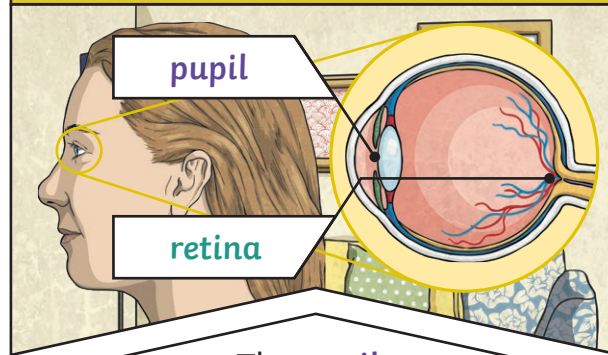


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