

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 light 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 reflects light well.
<b>ray</b>	Waves of light are called light rays. They can also be called beams.

**Key Knowledge**

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

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.

A smooth, shiny, flat surface.      A rough and uneven surface.

To look at all the planning resources linked to the Light unit, [click here](#).

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

**Key Knowledge**

pupil      retina

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**.

opaque      translucent      transparent

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

Further key ideas in our topic of light are:

Light sources	Places from which light is emitted e.g. sun, candles, torches, fire etc
The Ray model of light	Light travels in straight lines
Seeing an object	When light reaches an object, it can be absorbed, or it can pass through the object or it can be reflected. Light can be scattered in all directions. Light colours reflect more light than darker colours
Transparent, translucent, opaque	Light passes through some materials and not others. Light passes through transparent materials, the light source is not clear when light passes through translucent materials. No light passes through opaque materials
Formation of shadows	Light is reflected of an object. The area that the light is unable to reach is called a shadow
Apparent movement of the Sun	Where the Sun is seen in the sky depends upon the rotation of the Earth on its axis. How long we see the Sun each day depends on the seasons which are created by the tilt of the Earth on its axis.
Refraction	This happens when an object slows down the light beam and it deflects its path.