

Name \_\_\_\_\_

Date \_\_\_\_\_

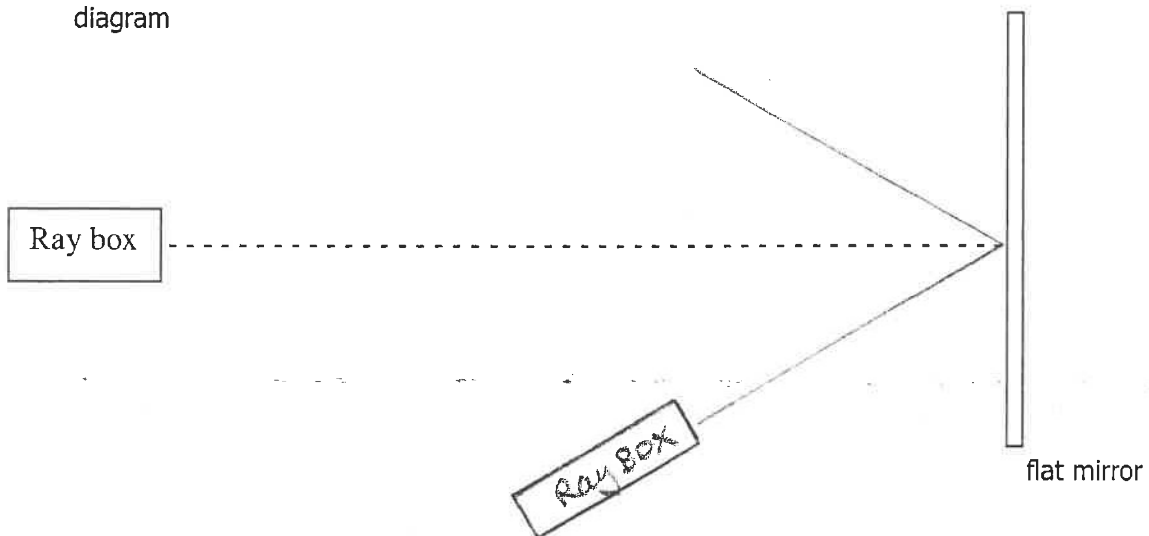
# Types of Mirrors

Mirrors are \_\_\_\_\_  
\_\_\_\_\_

## 1. Flat mirrors (aka \_\_\_\_\_ mirrors)

\_\_\_\_\_  
\_\_\_\_\_

diagram



- The ray that leaves the ray box is called the \_\_\_\_\_.
- The ray that bounces off the mirror is called the \_\_\_\_\_.
- The light ray that makes a  $90^\circ$  angle with the mirror is called the \_\_\_\_\_.

- If the incident ray hits the mirror **along the normal** ( $90^\circ$ ),

\_\_\_\_\_

- The angle that the light makes from the incident ray to the normal is called the

\_\_\_\_\_

- The angle that the light makes from the reflected ray to the normal is called the

\_\_\_\_\_

- If the incident ray hits the mirror **at an angle**,

\_\_\_\_\_

This is called the \_\_\_\_\_.