Vocabulary

Section 5.1

Use with textbook pages 168-175.

Light can reflect and refract

,	
incidence	refracted ray
material	refraction
normal	sheet of paper
plane mirror	transparent
ray model of light	translucent
reflected ray	opaque
reflection	P 1
Use the terms in the vocabular use all the terms.	ry box above to fill in the blanks. You will not need to
1. In the	, light is described
as a ray that travels in a stra	ight path.
2. When light strikes	materials, it passes through them.
3. When light strikes	materials, it passes through them,
but it is scattered from its stra	aight path.
4.	motoriole de met elle elle elle
	materials do not allow light to pass through them.
5. The angle of reflection is equa	al to the angle of
6. Light rays bounce off a pattern.	with a regular reflecting
7. The angle of	is the angle
of a light ray that comes out o	of the boundary between two materials.
3. The angle of refraction is meas and the normal.	sured between the
and the normal.	

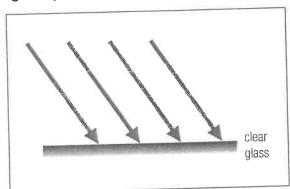
Section 5.1

Use with textbook pages 172-175.

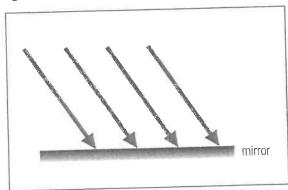
Predictable behaviour of light

Complete the diagrams below.

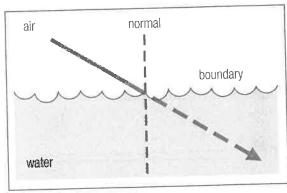
 Draw the light rays that result when light rays strike a transparent surface.



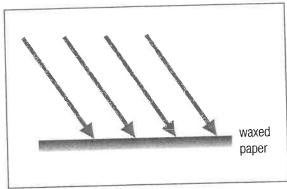
3. Draw the light rays that result when light rays strike an opaque surface.



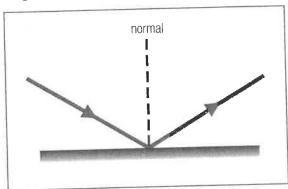
5. Draw the refracted ray that results when light passes from air to water. (Light travels more slowly in water than in air.)



Draw the light rays that result when light rays strike a translucent surface.



4. Label the angle of incidence and the angle of reflection.



Draw the refracted ray that results when light passes from water to air. (Light travels more slowly in water than in air.)

