

What should I already know?

- Certain things produce **light**, usually by burning (e.g. the Sun) or **electricity** (e.g. street lights)
- Shiny materials do not make **light** but do reflect it.
- **Shadows** are caused when certain materials block **light**.
- **Light** travels in straight lines. When **light** is blocked by an **opaque** object, a **dark shadow** is formed.
- The further away the **light source** is, the smaller the **shadow** is. The closer the **source** of the light, the bigger the shadow.

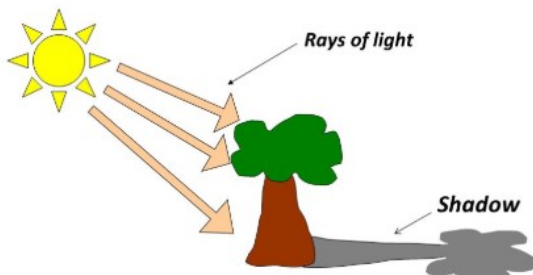
What will I know by the end of the unit?

How does **light** travel?

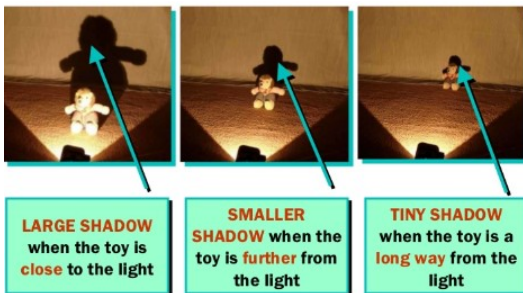
- **Light** travels in a straight line.
- When you place a torch on a table in a **dark** room, the beam travels in a straight line.
- **Reflection** is when **light** bounces off a surface - this changes the direction in which the **light** travels.

What is the relationship between **light sources** and **shadows**?

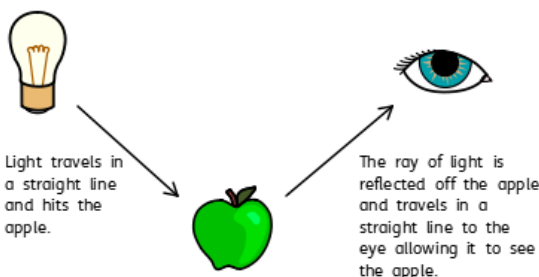
- Because **light** travels in straight lines, when there is an **opaque** object blocking the **light**, a **shadow** is formed.
- These **shadows** have the same shape as the objects that cast them.



- The size of a **shadow** changes as the **light source** moves.



How do we see?



Investigate!

- What happens when light is **reflected** from different **surfaces**? What happens when light is **reflected** from a **mirror**? What happens when the **angle** of the **mirror** (or **light source** changes?)
- Draw diagrams to show how **light** travels and what happens when **light** is **reflected** from a **mirror**.
- Draw diagrams to show how we see.
- Design an experiment to measure **shadow** length by changing a variable. Show your results in a line graph to show the relationship between distance of **light source** and **shadow** length. Explain your findings using scientific vocabulary.
- Create **shadow** puppets to show how **light** travels and to demonstrate that a **shadow** has the same shape as the object that casts them.
- Make a periscope and explain how it works using diagrams and scientific vocabulary. Use the idea that **light** appears to travel in straight lines to explain how it works.
- Research how **mirrors** are used in different contexts (e.g. rear view mirrors, on a dangerous bend) and explain why and how they work.
- Explain why objects look bent in water.
- Explore different contexts in which **light** travels including rainbows, colours on soap bubbles and coloured filters.

Vocabulary

angle	the direction from which you look at something
dark	the absence of light
dim	light that is not bright
electricity	a form of energy that can be carried by wires and is used for heating and lighting, and to provide power for machines
emits	to emit a sound or light means to produce it
light	a brightness that lets you see things.
mirror	a flat piece of glass which reflects light , so that when you look at it you can see yourself reflected in it
opaque	if an object or substance is opaque , you cannot see through it
reflects	sent back from the surface and not pass through it
shadows	a dark shape on a surface that is made when something stands between a light and the surface
source	where something comes from
surface	the flat top part of something or the outside of it
torches	a small electric light which is powered by batteries and which you can carry
translucent	if a material is translucent , some light can pass through it
transparent	If an object or substance is transparent , you can see through it