

# Light

## Knowledge

### Living Things and their Habitats

I can recognise that they need light in order to see things and that dark is the absence of light

I can notice that light is reflected from surfaces

I can recognise that light from the sun can be dangerous and that there are ways to protect their eyes

I can recognise that shadows are formed when the light from a light source is blocked by a solid object

I can find patterns in the way that the size of shadows change.

## Working Scientifically

Looking for patterns in what happens to shadows when the light source moves

The distance between the light source and the object changes.

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> .
<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.

## Hook into a Book



## Activate Prior Knowledge

### EY

- Children will explore how things work.
- Explore the natural world around them including light and dark.

### KS1

- I can identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- I can find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
- Find out about properties such as dull, shiny, reflective, opaque, transparent.

### KS2

- I can recognise that light appears to travel in straight lines
- I can use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye
- I can explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- I can use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.

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.



Investing in

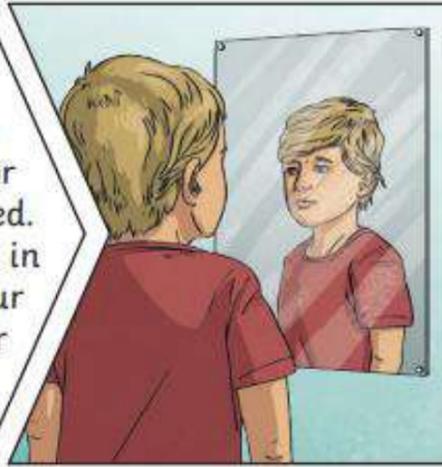
the UNIQUENESS

of each individual

"I Am Fearfully And Wonderfully Made"  
- Psalms 139 v14

## Reflecting Light

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.



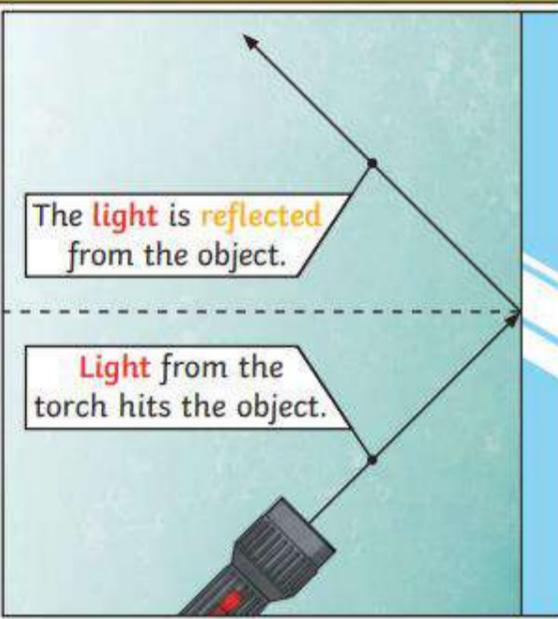
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected light** hits our eyes, we can see the object. Some surfaces and materials **reflect light** well. Other materials do not **reflect light**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



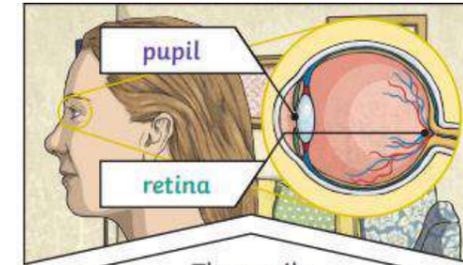
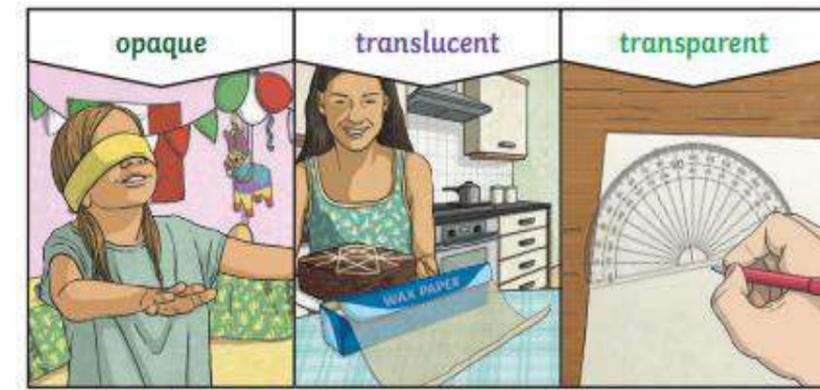
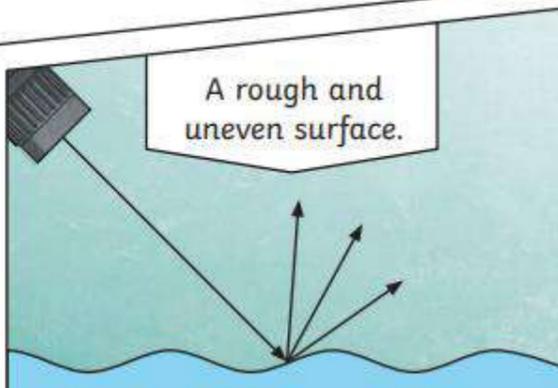
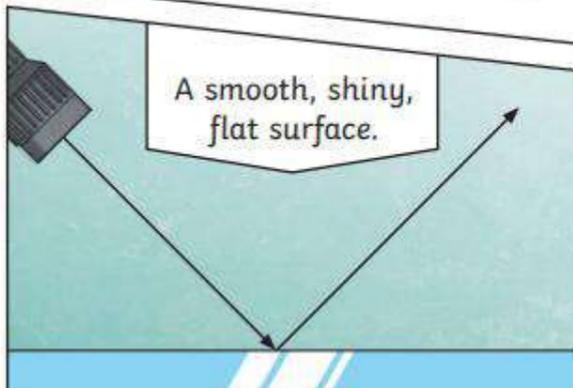
hi-vis jacket



cat's eyes



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

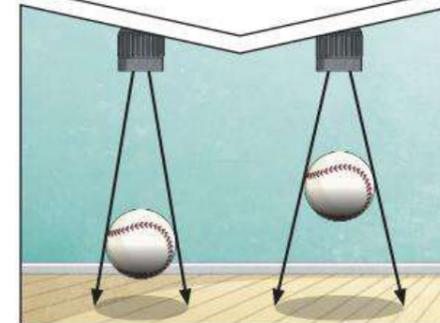


The **pupils**

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.

## Shadows

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.



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.

