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| **Key word** | **Definition** |
| angle of incidence | The angle between the incident ray and the normal line. |
| angle of reflection | The angle between the reflected ray and the normal line. |
| brain | The organ in the human body that processes signals from receptors. |
| continuous | A variable that has values that can be any number. |
| converging | Bringing rays of light together. |
| convex | A lens that produces converging rays of light. |
| cornea | The transparent layer at the front of the eye. |
| diffuse reflection | Reflection from a rough surface. |
| dispersion | The splitting up of a ray of light of mixed wavelengths by refraction into its components. |
| emit | To give out. |
| endoscope | A medical instrument for seeing inside the human body. |
| filter | A piece of material that allows some radiation (colours) through but absorbs the rest. |
| focal point / focus | The point at which the rays refracted by a convex lens cross over. |
| frequency | The number of complete waves or vibrations produced in one second (measured in hertz). |
| image | The point from which rays of light entering the eye appear to have originated. |
| incident ray | The ray coming from a source of light. |
| inverted | Upside down. |
| iris | The coloured part of your eye. |
| law of reflection | The angle of incidence is equal to the angle of reflection. |
| lens | A device made of shaped glass that focuses light rays from objects to form an image. |
| light-time | Distance measured in terms of how far light travels in a given time. |
| medium | The material that affects light or sound by slowing it down or transferring the wave. |
| normal | An imaginary line at right angles to a surface where a light ray strikes it. |
| opaque | Objects that absorb, scatter, or reflect light and do not allow any light to pass through. |
| optic nerve | A paired sensory nerve that runs from each eye to the brain. |
| photoreceptors | Specialised cells that are sensitive to light. |
| pinhole camera | A simple camera made of a box with a small hole at the front and a screen at the back. |
| pixel | A picture element found at the back of a digital camera. |
| primary colour | The colours red, blue, and green.  |
| prism | A triangular-shaped piece of glass used to produce a spectrum of light. |
| pupil | The hole in the front of your eye where light goes in. |
| real (image) | An image that you can put on a screen; the image formed in your eyes. |
| reflected ray | The ray that is reflected from a surface. |
| refraction | The change in direction of a ray or wave as a result of its change in speed. |
| retina | The layer of light sensitive cells at the back of the eye. |
| secondary colour | Colours that can be obtained by mixing two primary colours. |
| source | Things that emit (give out) light or sound. |
| spectrum | A band of colours produced when light is spread out by a prism. |
| specular reflection | Reflection from a smooth surface. |
| translucent | Objects that transmit light but diffusing (scattering) the light as it passes through. |
| transmit | When light or other radiation passes through an object. |
| vacuum | A space in which there is no matter. |
| virtual | An image that cannot be focused onto a screen. |
| wave | A vibration that transfers energy. |