

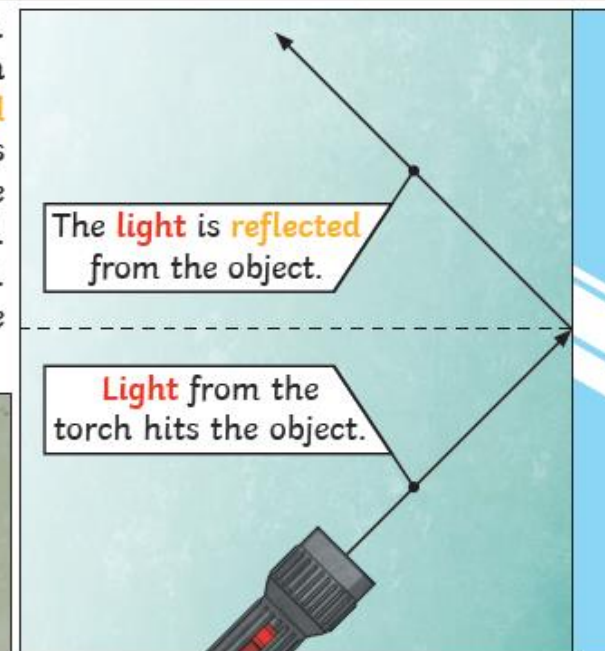
## Key Vocabulary

Light  
See  
Dark  
Reflect  
Surface

Natural  
Star  
Sun  
Moon

## Key Knowledge

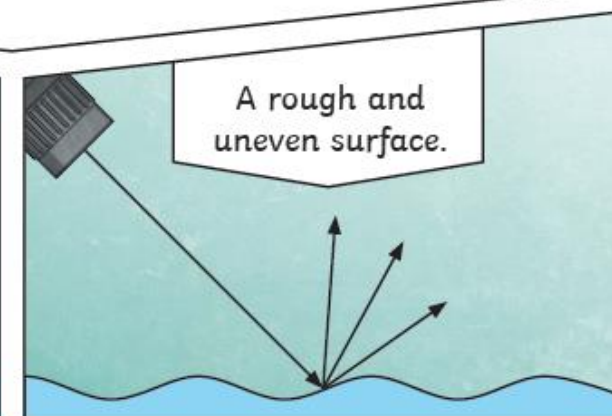
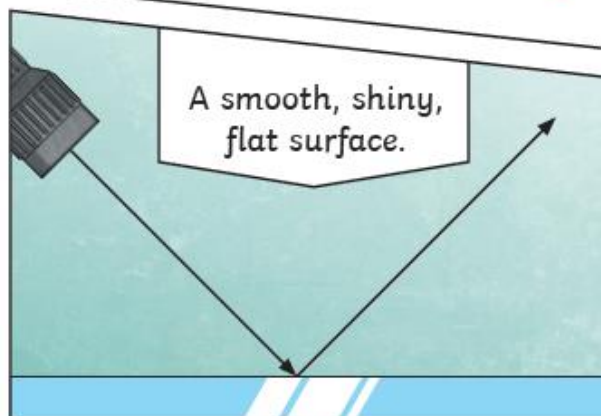
We need **light** to be able to see things. **Light** travels in a straight line. When **light** hits an object, it is **reflected** (bounces off). If the **reflected light** hits our eyes, we can see the object. Some surfaces and materials **reflect light** well. Other materials do not **reflect light**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



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.



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



To look at all the planning resources linked to the Light unit, [click here](#).

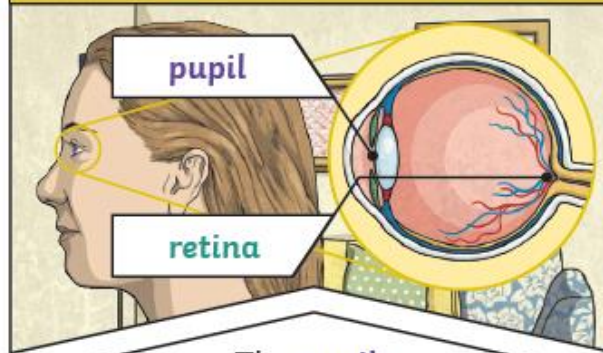
Key Vocabulary

Blocked solid  
 Shadow patterns

Artificial torch  
 Candle  
 Lamp

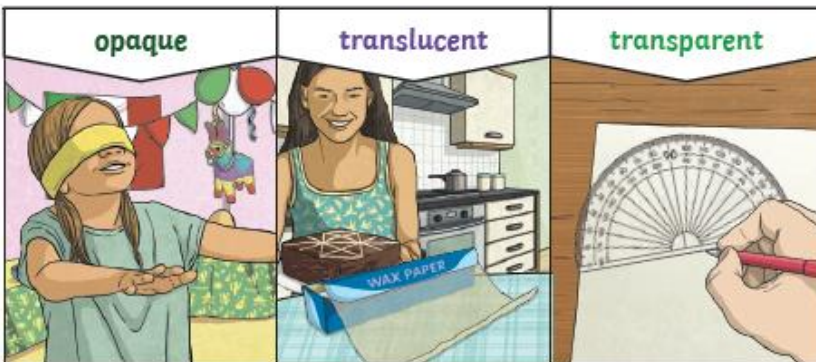
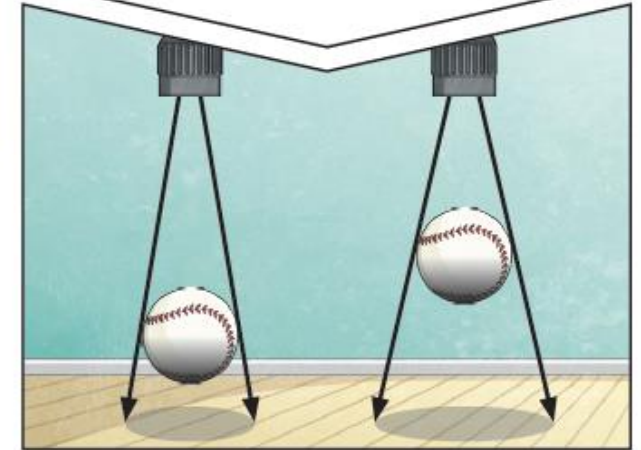
Sunlight  
 Dangerous  
 Protect eyes

Key Knowledge



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.

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.

