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|---|---|--|
| <input type="checkbox"/> absorb | <input type="checkbox"/> incident ray | <input type="checkbox"/> real image |
| <input type="checkbox"/> angle | <input type="checkbox"/> insulating | <input type="checkbox"/> reflect |
| <input type="checkbox"/> angle of incidence | <input type="checkbox"/> inverted | <input type="checkbox"/> reflected ray |
| <input type="checkbox"/> angle of reflection | <input type="checkbox"/> iris | <input type="checkbox"/> refract |
| <input type="checkbox"/> aqueous humor | <input type="checkbox"/> kaleidoscope | <input type="checkbox"/> refraction |
| <input type="checkbox"/> blind spot | <input type="checkbox"/> laser | <input type="checkbox"/> retina |
| <input type="checkbox"/> camera | <input type="checkbox"/> lens | <input type="checkbox"/> secondary (light)
colour |
| <input type="checkbox"/> cochlea | <input type="checkbox"/> light source | <input type="checkbox"/> shadow |
| <input type="checkbox"/> concave | <input type="checkbox"/> long sighted | <input type="checkbox"/> short sighted |
| <input type="checkbox"/> conjunctiva | <input type="checkbox"/> longitudinal wave | <input type="checkbox"/> sound wave |
| <input type="checkbox"/> converge | <input type="checkbox"/> luminous | <input type="checkbox"/> spectrum |
| <input type="checkbox"/> convex | <input type="checkbox"/> magenta | <input type="checkbox"/> telescope (optical) |
| <input type="checkbox"/> cornea | <input type="checkbox"/> magnify | <input type="checkbox"/> total internal reflection |
| <input type="checkbox"/> critical angle | <input type="checkbox"/> medium | <input type="checkbox"/> translucent |
| <input type="checkbox"/> cyan | <input type="checkbox"/> microscope | <input type="checkbox"/> transmission |
| <input type="checkbox"/> decibel | <input type="checkbox"/> mirror | <input type="checkbox"/> transparent |
| <input type="checkbox"/> dispersion | <input type="checkbox"/> myopia | <input type="checkbox"/> transverse wave |
| <input type="checkbox"/> diverge | <input type="checkbox"/> normal | <input type="checkbox"/> upright |
| <input type="checkbox"/> echo | <input type="checkbox"/> opaque | <input type="checkbox"/> vibration |
| <input type="checkbox"/> electromagnetic wave | <input type="checkbox"/> periscope | <input type="checkbox"/> virtual image |
| <input type="checkbox"/> fibre optic | <input type="checkbox"/> pinhole camera | <input type="checkbox"/> vitreous humor |
| <input type="checkbox"/> filter | <input type="checkbox"/> plane | <input type="checkbox"/> white light |
| <input type="checkbox"/> focal point | <input type="checkbox"/> primary (light) colour | |
| <input type="checkbox"/> focus | <input type="checkbox"/> prism | |
| <input type="checkbox"/> fovea | <input type="checkbox"/> pupil | |
| <input type="checkbox"/> hypermetropia | <input type="checkbox"/> ray diagram | |

Additional words:

GLOSSARY

- absorb** - light waves are captured by an object, not reflected
- angle** - number of degrees
- angle of incidence** - angle between the incident ray and the normal
- angle of reflection** - angle between the reflected ray and the normal
- aqueous humour** - watery substance that is between the lens and the cornea
- blind spot** - point of the retina where the optic nerve leads into the brain that has no light-sensitive cells
- camera** - a device that takes photos of images
- cochlea** - coiled tube in the inner ear that converts sound energy into electrical impulses
- concave** - curved inwards
- conjunctiva** - clear membrane that covers the sclera (white part of the eye) and lines the inside of the eyelids
- converge** - come together
- convex** - curving out or bulging outward
- cornea** - outer transparent surface of the eye
- critical angle** - angle of incidence that gives an angle of refraction of 90°
- cyan** - Light blue/turquoise colour
- decibel** - the unit used to measure the intensity of a sound
- dispersion** - splitting up of white light into the colours of the spectrum
- diverge** – spread out
- echo** - a reflection of sound, arriving at the listener some time after the direct sound
- electromagnetic wave** – a wave that is both electric and magnetic in nature and that can travel through a vacuum, e.g., light waves, radio waves, microwaves
- fibre optic** - a glass or plastic “optical” fibre that carries light along its length
- filter** - an object that blocks some colours and lets others through
- focal point** - the point on the centreline of a lens or mirror at which reflected or refracted rays converge
- focus** - bringing together light to make a clear image; the region that can be seen clearly and where all objects appear to have sharp outlines
- fovea** - area of retina responsible for our central, sharpest vision
- hypermetropia** – far-sightedness or long-sightedness
- incident ray** - light ray that hits a surface
- insulation** – (sound) Materials used in buildings etc. To reduce the amount of sound transfer to and from the building
- inverted** – upside down

- iris** - coloured muscular ring that controls the size of the pupil in a human eye
- kaleidoscope** - the name given to a toy that uses several mirrors all facing inwards. The kaleidoscope produces many images of any object placed inside and this may give many new patterns
- laser** - concentrated beam of mono-coloured light
- lens** – (of eye) part of the eye that focuses light onto the retina; transparent glass or plastic that refracts light
- light source** - object able to generate its own light (luminous)
- long sighted** - a disorder of the eye which means that the muscles cannot pull the lens far enough for a person to be able to see short distances clearly.
- longitudinal wave** - waves that have vibrations along or parallel to their direction of travel eg sound waves
- luminous** - object that gives off light
- magenta** - pinky purple colour formed by mixing red and blue light; a secondary colour
- magnify**- cause objects to appear larger than they are
- medium** - substance through which waves can travel
- microscope** - optical instrument for viewing small objects
- mirror** - polished or smooth surface that forms images by reflection
- myopia** - near sighted
- normal** - imaginary line at right angles to where a light ray strikes a surface
- opaque** - a material that does not allow visible light to pass through it
- periscope** - an instrument for observation using mirrors (or prisms) that's lets you see over walls or around corners
- pinhole camera** - very simple camera with no lens and a single very small hole
- plane** - mirror with a flat surface
- primary (light) colour** – one of three colours (red, blue and green) that combine to give all the other colours seen by the human eye
- prism** - triangular block of glass
- pupil** - the hole in the iris that allows light to enter the eyeball
- ray diagram** - diagram that shows which way light rays travel
- real image** - occurs when light rays actually pass through the point where the image is
- reflect** – bounce off a surface
- reflected ray** - light ray that bounces off the surface of a mirror or off water
- refract** - bend light as it passes through a transparent substance
- refraction** - change in the direction of a light ray as it enters a new medium
- retina** - light sensitive surface at the back of the eye that converts light energy into electrical impulses

- secondary (light) colour** - light colours that can be made by mixing together primary colours; yellow, cyan and magenta
- shadow** - area of darkness where light is blocked by an object
- short sighted** - defect of eye where person sees nearby objects clearly but distant objects appear blurred; images focus in front of the retina
- sound wave** - compressions and expansions of air created by a vibrating object
- spectrum** - all the colours of the rainbow that make up sunlight
- telescope (optical)** - instrument designed for the observation of remote objects; uses mirrors and lenses
- total internal reflection** - occurs when light is completely trapped within a medium such as glass
- translucent** - a material that scatters visible light as it passes through it
- transmission** - passing through. Heat, sound and light can be transmitted through some objects.
- transparent** - a material that allows visible light to pass through it without scattering
- transverse wave** - disturbance caused by the wave is perpendicular to the wave's direction e.g. up and down as wave travels from left to right
- upright** – right way up (opposite of inverted)
- vibration** – movement of particles back and forth across a central position
- virtual image** - occurs when light rays don't pass through the point where the image is located
- vitreous humour** - the clear gel that fills the space between the lens and the retina of the eyeball
- white light** - formed from a mixture of different-coloured lights