8J Light

1. Light on the move

Vacuum	A completely empty space, containing no particles.
Matter	All things are made of matter. There are three states of matter: solid, liquid, gas.
Longitudinal wave	A wave where the particles vibrate in the same direction as the wave is travelling. 
Transverse wave	A wave where the vibrations are at right angles to the direction the wave is travelling. 
Ray	A narrow beam of light, or an arrow on a diagram representing the path of light and the direction in which it is travelling.

Transparent	A material that light can travel through without scattering. (Note: transparent substances may be coloured or colourless.)
Transmit	To pass through a substance.
Reflect	To bounce off a surface instead of passing through it or being absorbed.
Absorb	'To soak up' or 'to take in'.
Translucent	Material that lets light through but scatters it. You cannot see things clearly through translucent materials.
Opaque	Material that does not let light through. It is not possible to see through an opaque substance.
Scattered	Scattering occurs when light or other energy waves pass through an imperfect medium (such as air filled with particles of some sort) and are deflected from a straight path.

Reflected ray	A ray of light bouncing off a mirror.
Source	Where a sound wave or other wave begins.
Pinhole camera	A piece of apparatus that forms an image of an object on a screen when light rays travel through a tiny hole in the front
Shadow	A place where light cannot get to, because an opaque object is blocking the light.

2. Reflection

Plane mirror	A smooth, flat mirror.
Ray box	A piece of equipment that produces a narrow beam of light.
Ray tracing	A method of investigating what happens to light by marking the path of a light ray.
Ray diagram	A diagram that represents the path of light using arrows.
Normal	An imaginary line at right angles to the surface of a mirror or other object where a ray of light hits it.
Incident ray	A ray of light going towards the mirror or other object.

Reflected ray	A ray of light bouncing off a mirror.

Angle of incidence	The angle between an incoming light ray and the normal.
Angle of reflection	The angle between the normal and the ray of light leaving a mirror.
Law of reflection	The angle of incidence is equal to the angle of reflection.

3. Refraction

Refraction	The change in direction when light goes from one transparent material to another.
Interface	The boundary between two materials.
Lens	A curved piece of glass or other transparent material that can change the direction of rays of light.
Converging lens	A lens that makes rays of light come together.
Angle of refraction	The angle between the normal and a ray of light that has been refracted.