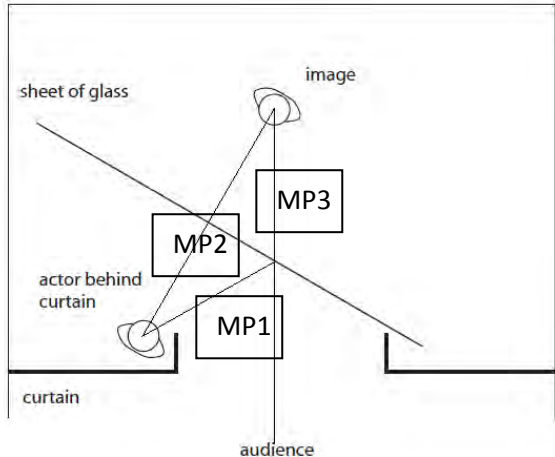


Question number	Answer	Notes	Marks
2 (a)	<p>MP1. Ray <u>reflects</u> correctly (by eye, any ray straight down the page (allow $\pm 10^\circ$), ignore horizontal displacement);</p> <p>MP2. Normal shown / construction line between actor and image;</p> <p>MP3. Reflected ray projecting back to image;</p>	 <p>not spread out from 1 point for MP1</p>	3
2 (b)	<p>any one from:</p> <p>cannot be formed on a screen/eq ;</p> <p>rays do not actually come from there ;</p> <p>rays {diverge/don't actually cross} after reflection;</p> <p>image formed by extension (backwards) of light rays</p>	<p>ignore</p> <p>what is seen in a mirror</p> <p>not real</p> <p>properties of image in mirror, e.g. inverted, same distance</p>	1