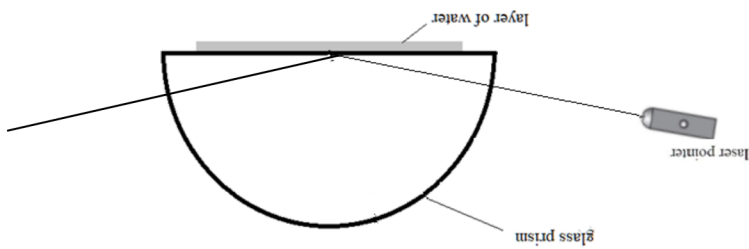


Question Number	Answer	Mark
18(a)	<p><b>MAX 4</b></p> <p>A wavefront is a line on which all points are in phase (1)</p> <p>The wavefronts are parallel to the boundary (between air and glass)  <b>Or</b> The wavefronts are perpendicular to the normal  <b>Or</b> Light is (travelling) along the normal  <b>Or</b> Light is (travelling) perpendicular to the (surface of the) glass block (1)</p> <p>So all of the (points on the) wavefront enter the glass at the same time (1)</p> <p>The wave slows down (as it enters the glass block) (1)</p> <p>But the whole wavefront travels the same distance in the same time (so the ray does not change direction) (1)</p>	4
18(b)	<p>Use of <math>n_1 \sin \theta_1 = n_2 \sin \theta_2</math> (1)</p> <p>Substitution of <math>\theta_2 = 90^\circ</math> (1)</p> <p><math>c = 62^\circ</math> (1)</p> <p><u>Example of calculation</u>  <math>1.51 \times \sin c = 1.33 \times \sin 90^\circ</math>  <math>c = 61.7^\circ</math></p>	3
18(c)	<p>Ray reflects off glass / water interface with no refracted ray (1)</p> <p>Angle of reflection = Angle of incidence (by eye) (1)</p> <p>Ray is undeviated at glass / air interface (1)</p> <p><u>Example</u></p> 	3

<b>18(d)</b>	(Some of) the light (travelling from the glass) is refracted/transmitted into the fingers/ridges/skin	(1)	<b>4</b>
	Dark areas where fingers/ridges/skin is in contact with glass	(1)	
	(Some of) the light (travelling from the glass) is reflected from the air/valley	(1)	
	Light areas where air is in contact with glass.	(1)	
<b>Total for question 18</b>			<b>14</b>