

# Year 3: Science Light Knowledge Mat

## Subject Specific Vocabulary

## Reflection of Light

## Important knowledge

**light source** A light source is something that gives off light. For example a candle, the sun or a light bulb.

**darkness** Darkness is the absence of light.

**reflection** The return of light from a surface.

**lux** The unit used to measure light or luminosity.

**transparent** An object or material that is clear enough or thin enough to be seen through is said to be transparent.

**translucent** Something that is translucent lets some light pass through so that you cannot see through it clearly.

**opaque** Something that is opaque cannot be seen through and does not allow light to pass through it.

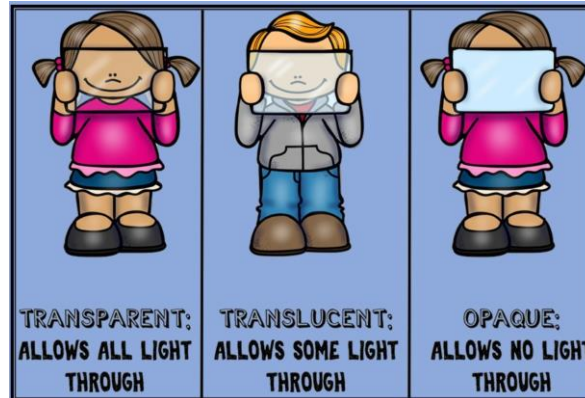
**reflect** The return of light from a surface.

**cast** A shadow is cast because light has been blocked by an object.

**angle** An angle is formed when two lines meet at a shared point.



## Transparent, Translucent, Opaque



- I know that you need to light to be able to see things.
- I know that darkness is the absence of light.

- I know that light is reflected from objects and that the light travels to my eyes so that I can see them.
- I know that light is reflected better from shiny surfaces than dull surfaces.

- I know that when light is blocked by an object then a shadow is formed.
- I know that the size of shadows made by the sun change as the position of the sun changes.

- I can record my observations using simple scientific vocabulary in labelled drawings.
- I can write an explanation to show what I have found out from examining my test results.
- I can show how light travels by drawing a diagram and annotating the direction which light travels; where it travels from and where it travels to.
- I can think of different ideas and suggest ideas about how to investigate which materials block most light.
- I can make a prediction about which objects I think will cast a shadow.
- I can use simple scientific words and language to describe and compare how shadows change as the position of the light source changes.