

Name: \_\_\_\_\_  
Date: \_\_\_\_\_  
Block: \_\_\_\_\_

When we see things, we are actually seeing light \_\_\_\_\_  
things. Light \_\_\_\_\_ direction. Light can \_\_\_\_\_


off things like a mirror or light can be \_\_\_\_\_ like through a lens or light  
can be \_\_\_\_\_ like when it hits something dark.

\_\_\_\_\_ is when light bounces off things  
\_\_\_\_\_ is when light is curved/bent through a glass lens. When

either of these things happen, light \_\_\_\_\_ direction. Light travels  
in a \_\_\_\_\_ line unless it hits something or it is pulled by gravity.

When light hits something, it can be \_\_\_\_\_ or  
\_\_\_\_\_ Light travels in \_\_\_\_\_ when  
\_\_\_\_\_ slow down, they \_\_\_\_\_ direction

When light travels, it slows down and \_\_\_\_\_  
When light comes together to a single point, that point is call a \_\_\_\_\_

point. The way a lens is \_\_\_\_\_ affects how it \_\_\_\_\_  
light.  Concave lenses make things look \_\_\_\_\_ and

\_\_\_\_\_ Convex lenses make things look \_\_\_\_\_

When light hits off a flat mirror, it bounces off at the same \_\_\_\_\_ if hits,  
but if the \_\_\_\_\_ is curved, the light hits it at different angles at different

places. Internal Reflection is when light bounces off the surface of water or a fiber optic  
cable internally. Albert Einstein discovered a famous equation, \_\_\_\_\_

which shows that \_\_\_\_\_ could make light  
\_\_\_\_\_