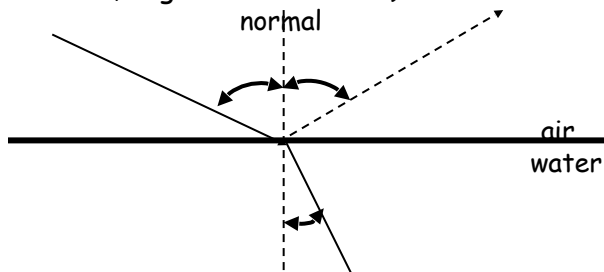


Label the drawing below. (refracted beam, reflected beam, incident beam, angle of reflection, angle of incidence, angle of refraction)



Go to: phet.colorado.edu/en/simulation/bending-light

Tap the "play" button, Tap "Intro"

1. Push the red button on the laser pointer to get a beam of light.

2. Use the protractor on the bottom left to measure the angle.

The top part of the screen and the bottom are each a different **medium** (material)

3. Draw what happens to the light ray when it travels through AIR then into WATER. Write the angle of reflection in your drawing and the angle of refraction and angle of incidence. Use a RULER.

Air

Water

4. Draw what happens to the light ray when above and below the line are both WATER. Write the angles.

Water

Water

5. Draw what happens to the light ray when above and below the line are both AIR. Write the angles.

Air

Air

6. Change the top material to Glass and the bottom material to Water. Draw what happens to the light ray. Write in the angles.

Glass

Water

7. Draw what happens when the light travels from Mystery A into Mystery B. Write in the angles

Mystery A

Mystery B

What is Mystery A _____

What is Mystery B _____

8. When light travels through the same medium, it is NOT _____.

On the bottom tap the "Prisms"

Explore the different aspects of this simulation.

9. Draw what happens with a triangle prism.

10. Draw what happens when you use two prisms.

11. Change the environment (top right): _____
Change the prism. Draw a picture:

12. On the back of this paper draw the most complicated picture you can make with the prisms.