## Chapter no. 6: LIGHT

## **Chapter Vocabulary**

- 1-Rays: Light travels in straight lines called rays.
- 2-Ray diagram: The diagram which shows the path taken by light using straight lines.
- 3-Normal: In a ray diagram, this is a line drawn at 90° to a surface, from which the angles of light rays are measured.
- 4- Incident ray: A light ray arriving/hitting at a surface.
- 5- Reflected ray: A ray of light that bounces back from a surface after hitting it.
- 6- Reflection: A process in which light bounces back from a surface without being absorbed.
- 7- Refraction: A change in the direction of light ray caused by a change in the speed of light when passing from one medium to another.
- 8- Law: Something that always applies.
- 9- Angle of incidence: The angle between normal and incident ray. It is represented as <i.
- 10- Angle of reflection: The angle between normal and reflected ray. It is represented as
- 11- Law of reflection: Angle of incidence is always equal to angle of reflection.  $\langle i=\langle r\rangle$
- 12- Dispersion: The process of separating white light into different color components.
- 13- Spectrum: The continuous range of colors in white light.

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- 14- Primary Colors: The colors of light that can't be made by mixing other colors of light. (Red, green and blue).
- 15- Prism: A solid of triangle shape, which split white light into different colors.

16- Medium: The material or substance through which light travel.

For example: Air, water and glass