BENDING LIGHT SIMULATION eLab

Name _____ **grade** _____/10 points

1. Click on the BENDING LIGHT
2. Select INTRO tab
3. Push the bottom right click on RESET ALL
4. At the top select laser view – RAY
5. Push the button on the laser pointer to get a beam of light

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

6. Draw what happens to the light ray when it travels through **AIR** then into **WATER.**

Air
Water

7. Draw what happens to the light ray when above and below the line are both **WATER.**

Water
Water

8. Draw what happens to the light ray when above and below the line are both **AIR.**

Air
Air

9. Change the top material to **Air** and the bottom material to **Mystery A**. Draw what happens to the light ray. Do you think **Mystery A** could be AIR? Why or Why not?

_____
_____
_____
_____
_____

Air
Mystery A

10. Draw what happens when the light travels from **Mystery A** into **Mystery B**.   Use the Protractor in the toolbox to measure the angle of reflection . _____^{0}

Mystery A
Mystery B

Today I learned:

_____
_____
_____
_____
_____
_____
_____

~~~When you finish EXPLORE the other tabs to see what happens when a beam of light enters a Prism ~~~