TRANSMIT
Material through which a glow of light can be seen.
ABSORB
A place where light cannot get to, because an opaque object is blocking the light.
LENS
You can use this to split white light.
DISPERSION
RETINA
TRANSLUCENT
The cells in the retina that detect low levels of light.
The change in direction of light when light goes from one transparent material to another.
PLANE MIRROR
An imaginary line at right angles to the surface of a mirror where a ray of light hits it.
ANGLE OF INCIDENCE
FILTER
TRANSPARENT
The colours made when two primary colours mix.
A lens that makes rays of light come together.
ANGLE OF REFRACTION

A diagram showing the passage of light rays.

SCATTER

Spread out in all directions.

A smooth, flat mirror.

PUPIL

Something that only lets certain colours pass through and absorbs the rest.

OPAQUE

The angle between the normal and a ray of light that has been refracted.

RAY

ANGLE OF REFLECTION

A narrow beam of light.

PRISM

Angle between an incoming light ray and the normal.

SHADOW

REFLECT

Objects that do not create light.

The hole in the front of the eye that light can pass through.

Material that light can travel through.

PRIMARY COLOURS

To send along or pass through.

LUMINOUS

The three main colours that can make white light.

SECONDARY COLOURS

The angle between the normal and the ray of light leaving a mirror.

NON–LUMINOUS

Objects that create light.

INCIDENT RAY

A ray of light going towards the mirror or other object.

CONVERGING LENS

A curved piece of glass/transparent material that can change the direction of rays of light.

NORMAL

To bounce off something.

REFRACTION

The separation of the colours in light.

RAY DIAGRAM

A 'colour' of light beyond red. We can feel it as heat, but not see it.

INFRARED

Material that does not let light pass through.

RODS

The part at the back of the eye that converts light into electrical signals.

To 'soak up' or 'take in'.