

Light travels at \_\_\_\_\_ in a \_\_\_\_\_

Light traveling through air travels \_\_\_\_\_

When light enters a medium like water or glass, it \_\_\_\_\_

Light travels \_\_\_\_\_ in different materials (media).

The \_\_\_\_\_ is a number that tells how much a material slows down light.

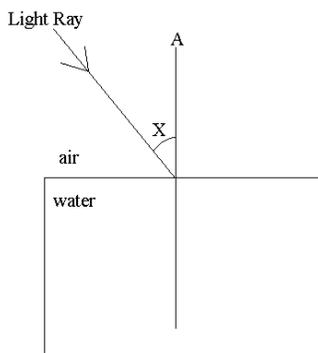
The index of refraction of water is 1.33 and light travels at  $2.25 \times 10^8$  m/s in water. The index of refraction of certain glass is 1.5 in which light travels at  $2.00 \times 10^8$  m/s.

Based on the information above, we can say that the \_\_\_\_\_ the index of refraction the \_\_\_\_\_ light will travel.

The bending of light as it travels from one medium into another is called \_\_\_\_\_

There are 2 requirements for refraction:

1. light must \_\_\_\_\_ as it enters the new medium
2. light must enter the new medium \_\_\_\_\_



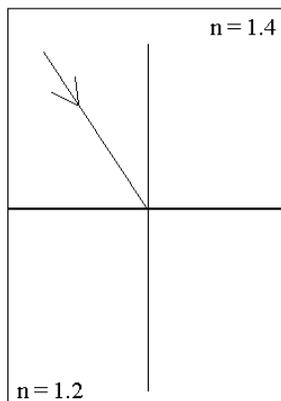
The angles are measured to line A, called the \_\_\_\_\_

Angle X is called the \_\_\_\_\_

As the light ray goes from the air into the water it will \_\_\_\_\_

The angle of the light ray to line A in the water will be \_\_\_\_\_ angle X. This angle is called the \_\_\_\_\_

Draw the refracted light ray on the diagram to the left.



In the diagram on the left, n indicates the \_\_\_\_\_

As the light ray enters the new medium it will \_\_\_\_\_

The angle of refraction will be \_\_\_\_\_ the angle of incidence.

Draw refracted light ray on the diagram to the left.

To summarize, when light enters a new medium \_\_\_\_\_  
and \_\_\_\_\_, the light changes its angle or \_\_\_\_\_

If the light slows down in the new medium, the angle of refraction is \_\_\_\_\_  
the angle of incidence.

If the light speeds up in the new medium, the angle of refraction is \_\_\_\_\_  
the angle of incidence.

### Preview Lab: Refraction in Liquids

If light travels from a higher index of refraction to a lower index of refraction, its speed \_\_\_\_\_  
and the angle of refraction \_\_\_\_\_. At a certain angle of incidence,  
the angle of refraction is  $90^\circ$ . This angle of incidence is known as the \_\_\_\_\_ angle.

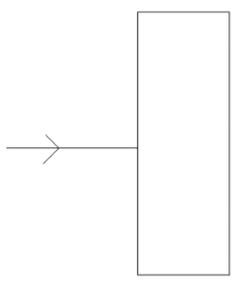
If the angle of incidence is greater than the critical angle, \_\_\_\_\_ occurs.

This phenomenon is used to transmit light through \_\_\_\_\_

Fiber optics is used in \_\_\_\_\_ to transmit signals in the form of light over long distances  
with little interference or signal loss. It may even connect your \_\_\_\_\_

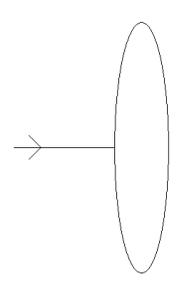
Fiber optics is also used to perform surgeries to make them \_\_\_\_\_  
and reduce \_\_\_\_\_ and \_\_\_\_\_

**Label each of the lenses based on its shape and draw path of the light ray through the lens. Give an example of where you might find each of these types of lenses.**



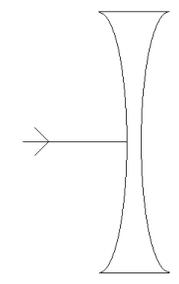
Type \_\_\_\_\_

Ex. \_\_\_\_\_



Type \_\_\_\_\_

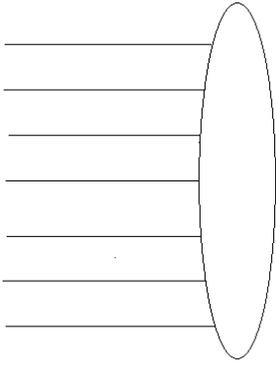
Ex. \_\_\_\_\_



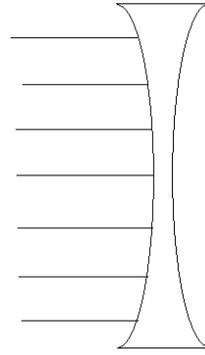
Type \_\_\_\_\_

Ex. \_\_\_\_\_

Draw the refracted rays as they pass through the lenses and tell the type of each lens based on what it does to parallel incident rays of light.



Type \_\_\_\_\_



Type \_\_\_\_\_

The point where parallel rays of light meet after passing through a convex lens is called \_\_\_\_\_

Because light can pass through the lens from either direction, lenses have \_\_\_\_\_ which are labeled \_\_\_\_\_

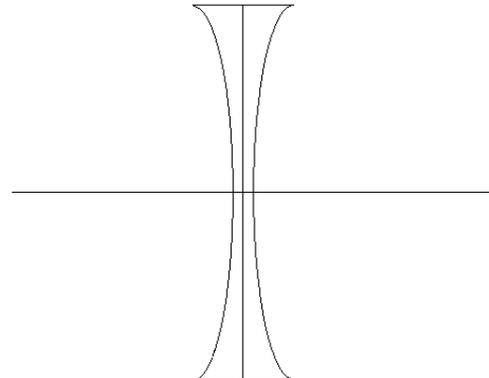
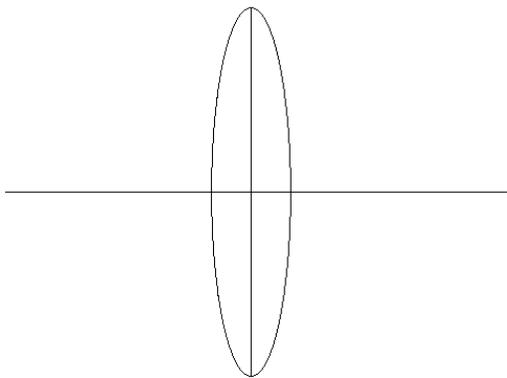
The location of the focal points of a lens are determined by 3 factors: the \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ of the lens.

To solve lens problems, we will use a \_\_\_\_\_ similar to mirror problems. The \_\_\_\_\_ is a line that runs through the center of the lens and contains the \_\_\_\_\_ of the lens.

Just like the mirror problems, lens ray diagrams will use \_\_\_\_\_ for the object and will use \_\_\_\_\_ to locate the \_\_\_\_\_

Also like mirror problems, we will be using the ray diagram to determine the \_\_\_\_\_, \_\_\_\_\_, and the \_\_\_\_\_ of the image and whether it is \_\_\_\_\_ or \_\_\_\_\_

On the following diagrams, label the principal axis, the focal points ( $F_1$  and  $F_2$ ) and draw an object.



Notice that for the concave lens, the  $F_1$  and  $F_2$  are on \_\_\_\_\_ compared to the convex lens.

Ray diagrams use three rays to locate image and determine its \_\_\_\_\_ and \_\_\_\_\_

All three rays start at or go through the \_\_\_\_\_  
and refract or bend at the \_\_\_\_\_

Ray 1: \_\_\_\_\_  
\_\_\_\_\_

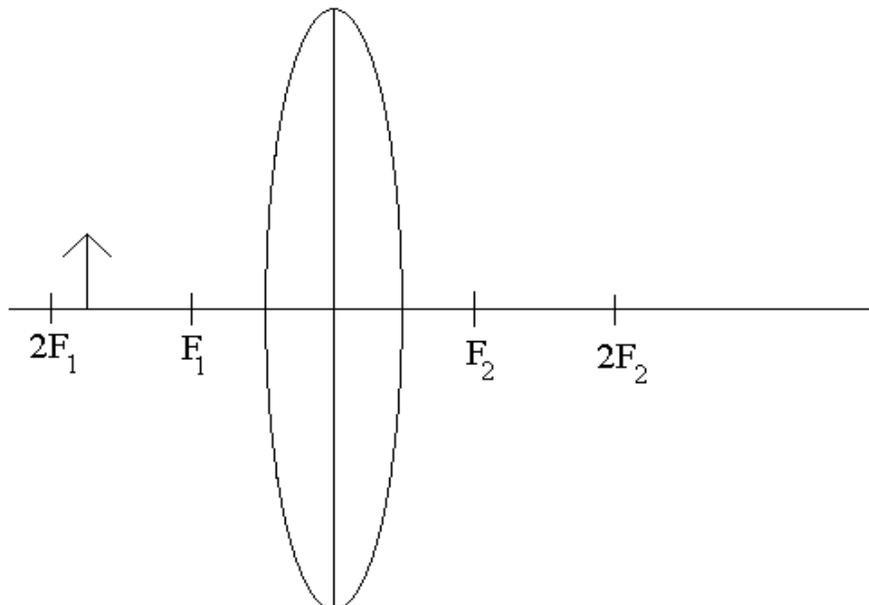
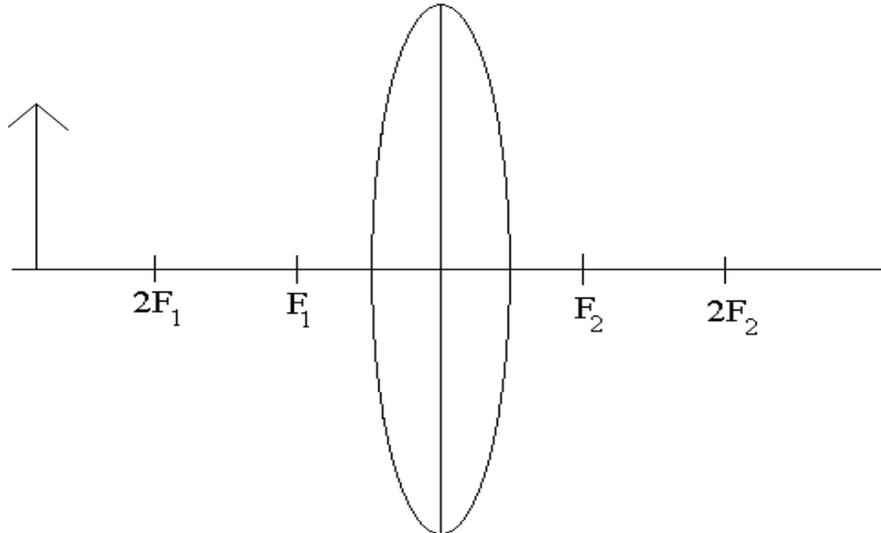
Ray 2: \_\_\_\_\_  
\_\_\_\_\_

Ray 3: \_\_\_\_\_  
\_\_\_\_\_

The top of the image is located where \_\_\_\_\_

Since the object sits on the principal axis, the image \_\_\_\_\_

Use a ruler to draw in the three rays on the practice problem below and then draw the image including the top of the arrow pointing in the correct direction. You may want to use a different colored pencil for each ray.



Real Images

Vs.

Virtual Images

-found where \_\_\_\_\_ actually meet

-found where \_\_\_\_\_ of rays meet

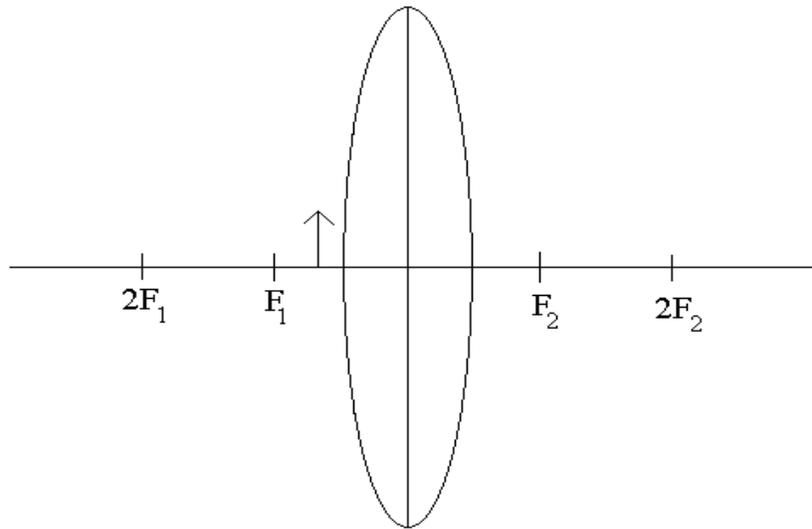
-orientation = \_\_\_\_\_

-orientation = \_\_\_\_\_

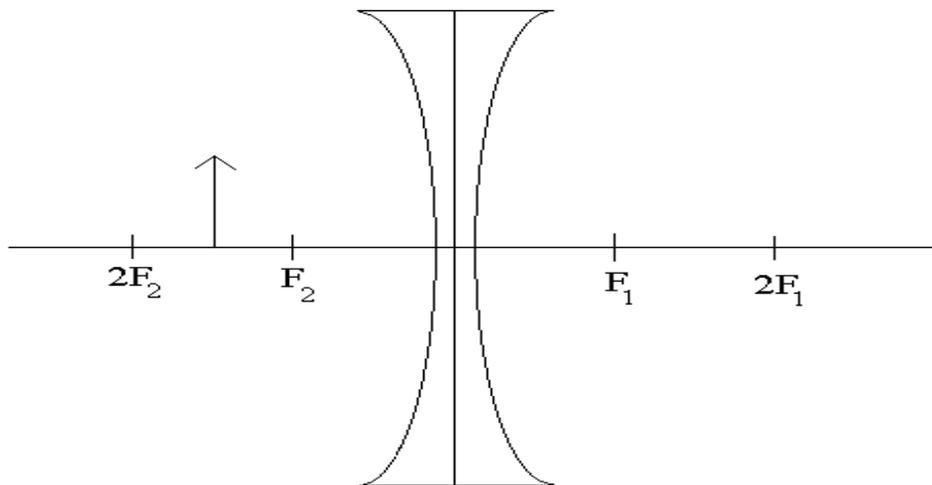
-location = \_\_\_\_\_

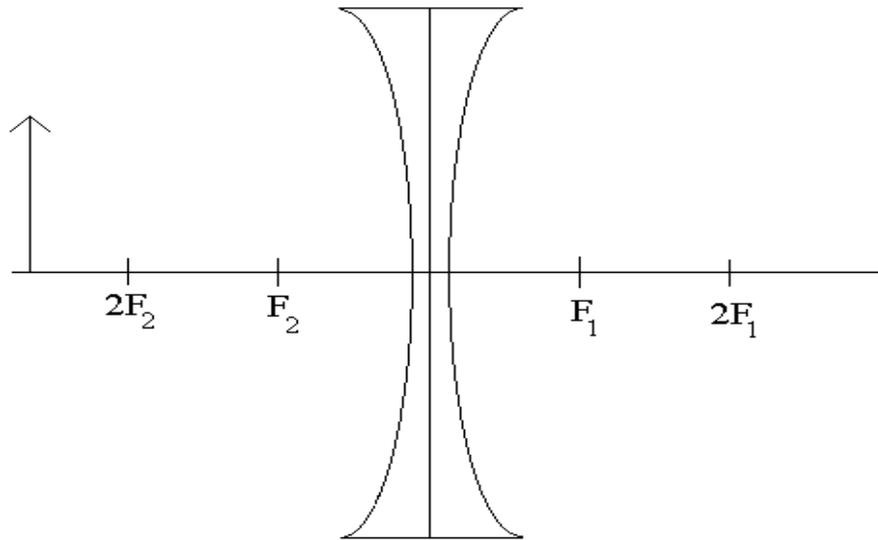
-location = \_\_\_\_\_

If the refracted rays do not meet past the lens, you must extend the \_\_\_\_\_ rays back until they meet \_\_\_\_\_



Notice that for a concave lens, the focal points  $F_1$  and  $F_2$  have \_\_\_\_\_. This allows us to use the same descriptions for Ray 1 and Ray 2 of the ray diagram





Concave lenses can produce \_\_\_\_\_ images.

Convex lenses can produce \_\_\_\_\_ images.

### Summary of the 4 different types of mirror problems

1. Convex lens, object outside of  $2F_1$  (far from lens)

Image formed is a \_\_\_\_\_ image

Image is located \_\_\_\_\_

Size of image is \_\_\_\_\_ than size of object

2. Convex lens, object between  $F_1$  and  $2F_1$

Image formed is a \_\_\_\_\_ image

Image is located \_\_\_\_\_

Size of image is \_\_\_\_\_ than size of object

3. Convex lens, object in front of  $F_1$  (close to lens)

Image formed is a \_\_\_\_\_ image

Image is located \_\_\_\_\_

Size of image is \_\_\_\_\_ than size of object

4. Concave lens, object anywhere in front of lens

Image formed is a \_\_\_\_\_ image

Image is located \_\_\_\_\_

Size of image is \_\_\_\_\_ than size of object