ALP Trust Science 2020

Year 3 - Light

Language for Learning

Through the activities in this topic pupils should **understand and precisely use key scientific words - spelling these words correctly**. This includes - words with **different meanings** in scientific and everyday contexts (e.g. drag), words with **precise** scientific meanings (e.g. weight and mass) and words relating to **scientific enquiry** (e.g. variable).

Key Scientific Words	
Key Word	Definition (Meaning)
Source	An object that creates something
Light Source	An object that creates and gives out light
Dark/Darkness	An area where there is no light
Sun	The main light source on Earth
Dangerous	An action that could cause you harm
Protect	An action that prevents harm
Opaque	A substance that does not allow light to pass through
Shadow	An area of darkness that light cannot reach – because an opaque object is blocking the light
Reflect	When light bounces off a material

Key Concepts

We need light so that we can see things. We cannot see without light.

An object that gives out light is called a **light source**.



In the picture - the children (and cat!) can see things because of the light given out by the - Bulb, TV and Fire. These are light sources.

Looking at the **Sun** or bright light is **dangerous** and can cause **permanent damage to your eyes**. Looking at the Sun or bright lights is dangerous even when wearing dark glasses or 'sun glasses.'

There are ways to protect your eyes from the Sun - your teacher will discuss these with you.

Where there is no light - there is dark. Darkness is the absence of light.

An **opaque** object is an object that **does not** let light pass through.

Shadows are formed when light is blocked by an opaque object.



We can find **patterns** in the way that the size of shadows change. **For example,** moving a light source closer to an opaque object will cause a shadow to be larger.

When light reaches a surface – some of the light **bounces off**. When light bounces off a surface - we say that it has been **reflected**.