## Year 3 Light and Shadows Knowledge Organiser

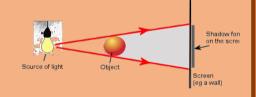


## **Star Vocabulary**

<u>Star vocabulary</u>	
Light source	A source of light makes light. The Sun and other stars, fires, torches, and lamps all make their own light and so are examples of sources of light
opaque	Not able to be seen through
transparent	You can be seen through the object.
Translucent	Allowing light, but not detailed shapes, to pass through.
Matt	Dull and flat; without a shine.
Shadow	A dark area or shape produced by a body coming between rays of light and a surface.
Reflect	When light bounces off an object.

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

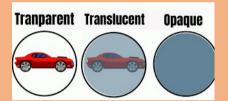
 Shadows are formed on a surface when an opaque or translucent object is between a light source and the surface and blocks some of the light. The size of the shadow depends on the position of the source, object, and surface.

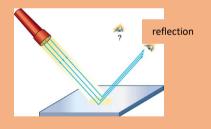


Recognise and explain why we can see things and understand how light creates shadows with its specific shape.

- We see objects because our eyes can sense light.
- Dark is the absence of light. We cannot see anything in complete darkness.
- Some surfaces reflect light. Objects are easier to see when there is less light if they are reflective.
- The light from the sun can damage our eyes and therefore we should not look directly at the sun and can protect our eyes by wearing sunglasses or sunhats in bright light.







## **Progression**

Identify which part of the body is associated with each sense.

Recognise that light appears and travels in a straight line.

Explain that light travels from a light source to our eyes or from light sources to objects and then to our eyes.

Identify, name, draw and label the basic parts of the human body. Use the idea that light travels in a straight line to explain that objects are seen because they give out or reflect light.

Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.