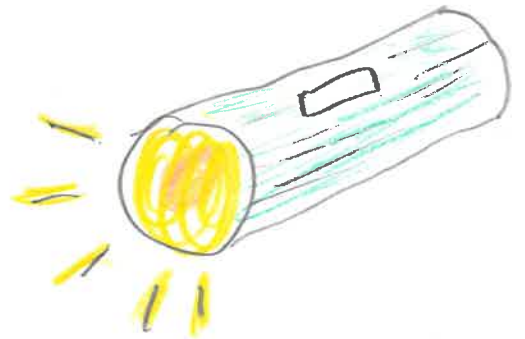


Name _____

Light



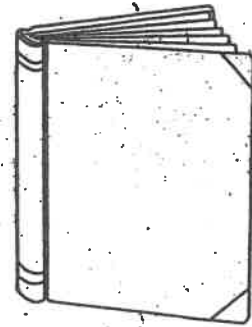
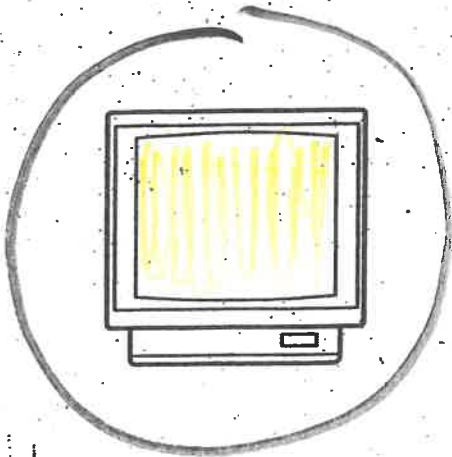
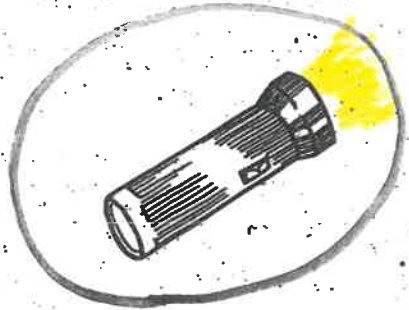
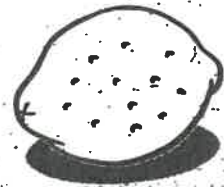
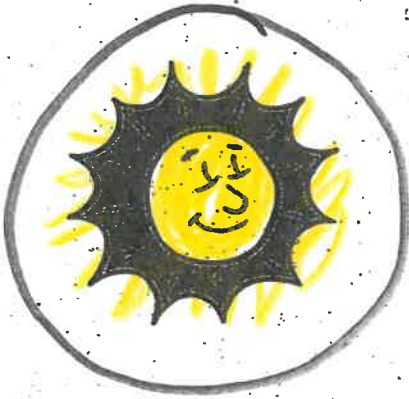


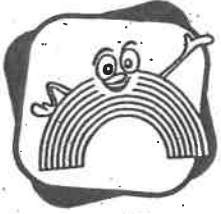
Name: _____

The Source of Light

All light has a source. The sun is a source of light. A light bulb is a source of light.

Look at the pictures below and circle the things that can be sources of light.

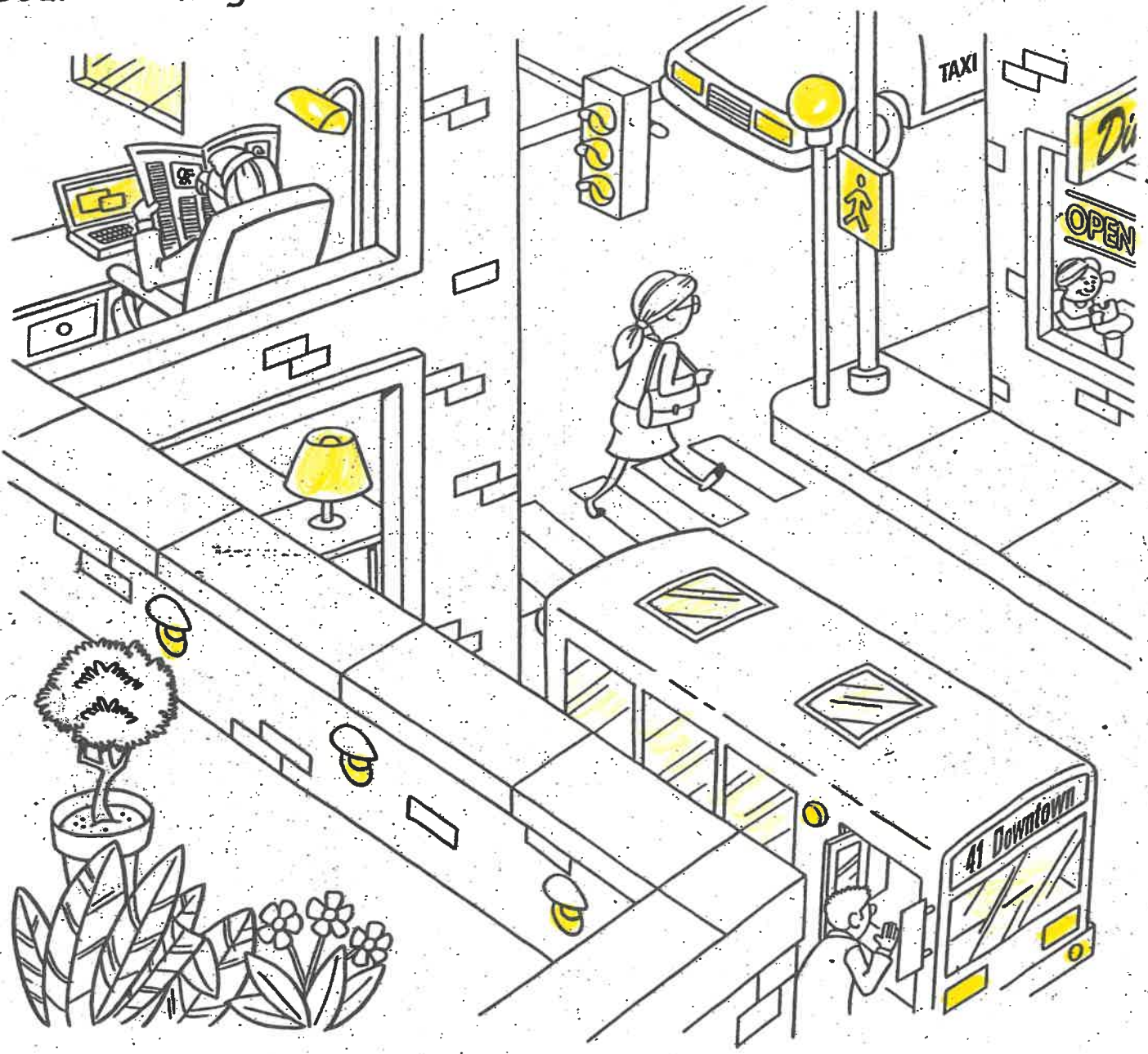




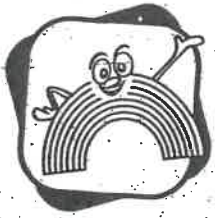
Name: _____

How We Use Light

Humans make and use a lot of light. In this drawing identify sources of light and color them.



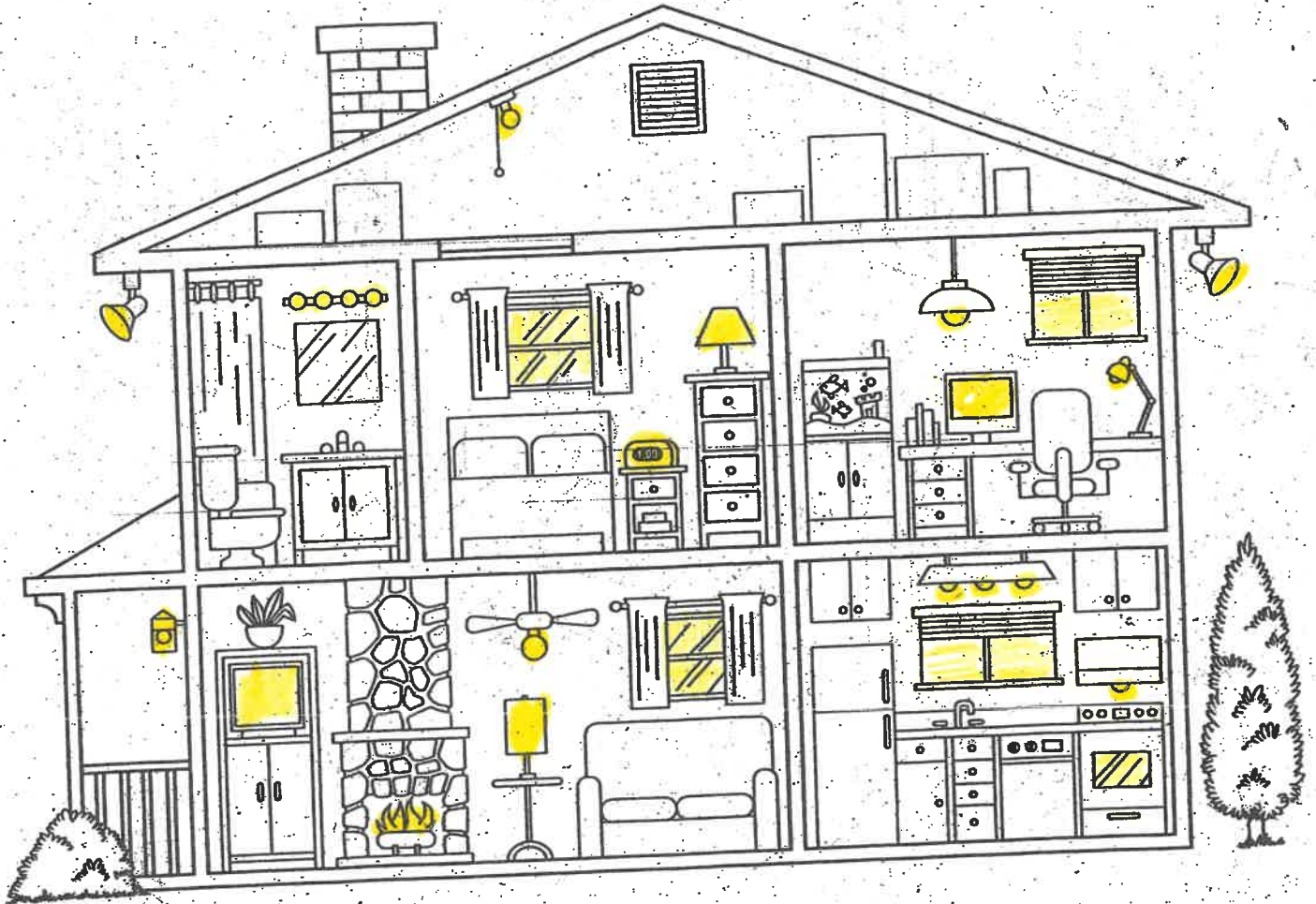
We produce so much light that big cities like New York, London, and Tokyo can be seen from outer space!



Name: _____

How We Use Light

Color the sources of light in this picture:



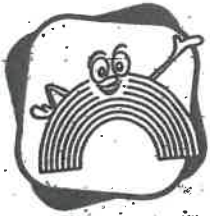
Give three different uses for lights in the house (i.e., to read in the dark) light to watch TV

light to see the computer screen

light to cook, light for security



One thousand years ago, everyone went to bed when the sun went down. Now we just turn on a light!



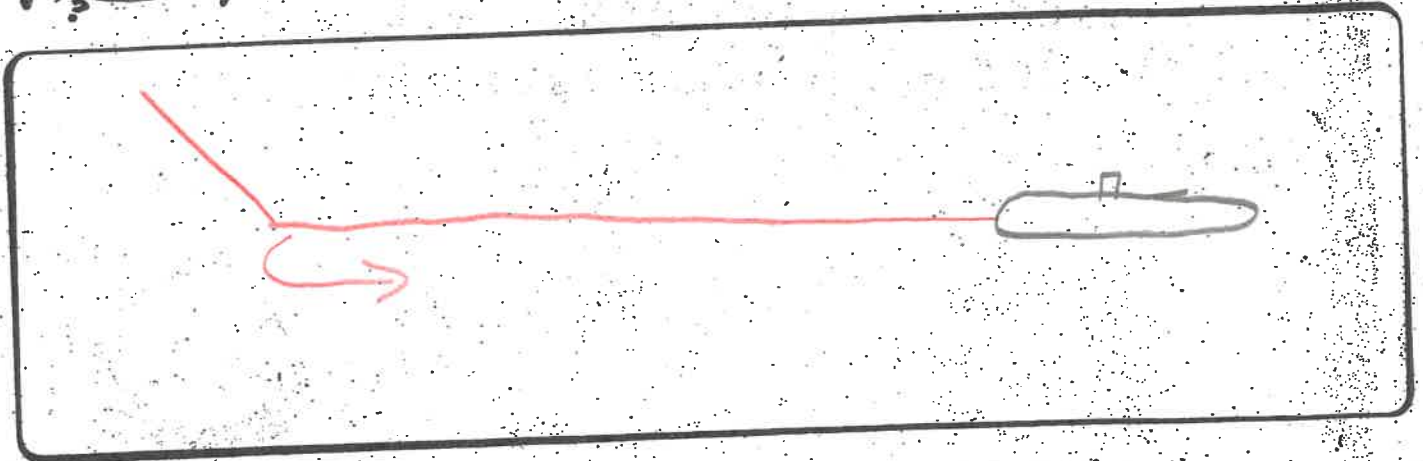
Name: _____

Light Travels Straight

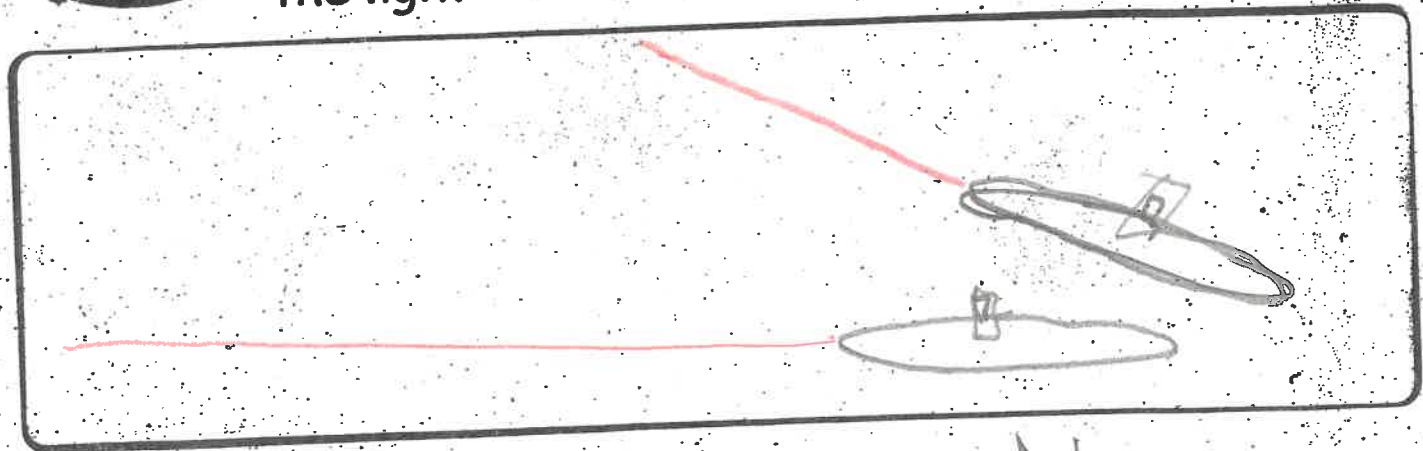
Worksheet



Draw what you think will happen to a beam of light from a laser pointer when you try to make it move:



Draw what happened when you tried to move the light:



Can you make the light move? No

What direction does light travel? Straight



Unless light hits a solid object it will travel straight across the entire universe!



Does Light Spread Out? Part 2

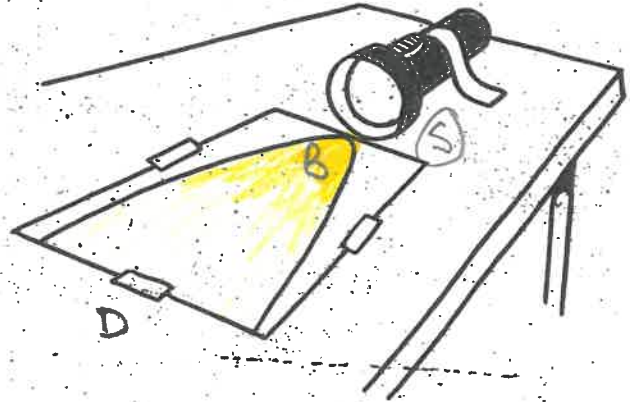
Name: _____

you'll need:

- a pencil
- a flashlight
- masking tape
- a large piece of white paper

what to do:

1. Tape the paper to your desk.
2. Lay the flashlight on the desk at one end of the paper and tape it in position.
3. Turn on the light.
4. Trace the outline of the beam of light with your pencil on the paper.
5. Circle what you think is the brightest area and the dimmest area.
6. Put an S next to the source and switch off the light.



conclude

Was the S closest to the brightest area or the dimmest area? brightest

What happens to light as it travels away from its source? dimmer