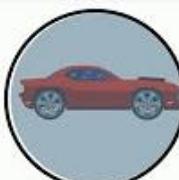


Year 3 Science - Light and Shadows - Spring 2

What am I going to learn in this unit?	Vocabulary I need to know	
Sticky Knowledge: <ul style="list-style-type: none"> Recall examples of light sources, objects that do not give out light and that darkness is the absence of light. Describe ways to protect eyes from harm. Describe what happens when light reflects, give examples of reflective surfaces or materials and describe factors that may affect the quality of a reflected image. Describe how shadows form and identify patterns between groups of materials and the shadows produced. Recall factors that affect the way a shadow appears, including what causes shadows to change throughout the day and factors that change the size of a shadow Describe the pattern of changing shadows throughout the day. Describe how the light source's distance affects the shadow's size. Explain why a particular material is appropriate to make a shadow puppet and use knowledge of shadows to animate it. 	<p><u>Light Source</u></p> 	An object that makes its own light.
	<p><u>Reflection</u></p> 	The process where light hits the surface of an object and bounces back into our eyes.
	<p><u>Ray</u></p> 	Waves of light are called light rays. They can also be called beams.
Working Scientifically Skills: <ul style="list-style-type: none"> Recall what information needs recording to decide the number of columns in a results table and suggest suitable headings for the results table. Record information in the correct columns. Identify if a question is testable, explain why and plan ways to answer a testable question. Identify and explain why something is an advantage or disadvantage of a method and suggest an improvement to the experiment. I can describe patterns in data and quote values as evidence of patterns in data. I can identify odd results that do not fit the pattern. I can use patterns to make predictions for missing data. 	<p><u>Shadow</u></p> 	An area of darkness where light has been blocked
	<p><u>Translucent</u></p> 	Describes objects that let some light through, but scatter the light so we can't see through them properly
	<p><u>Opaque</u></p> 	Describes objects that do not let any light pass through them