

Ray Model of Light - Animated Thinking

Activity

Students use animation to demonstrate their understanding of the topic of “Ray Model of Light” where the incident ray, reflected ray and the normal at the point of incidence all lie on the same plane. Students demonstrate understanding that “reflection is the bouncing of light off a surface while irregular reflection occurs on a rough surface”

Objectives


- Students can show understanding that the ray model represents the path taken by light.
- Students can explain how reflection is affected by a smooth and rough surface using the ray model of light.
- Students can describe the effects and uses of reflecting surfaces.
- Students can exercise sound reasoning and decision making (CIT2).



Extensions



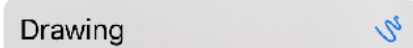
- Teachers can design differentiated learning activities by providing templates to support creation of the digital artefact.
- Instead of creating a GIF, students can add voice explanation and export it as a movie file.



Have a go







1 Tap , create a new Keynote presentation. Choose the white theme, add a blank slide to your keynote presentation.

2 Use Apple Pencil to tap on the screen to activate the Drawing mode. 
 Press and hold on the pen to adjust the width of strokes. After markup, tap Done twice

3 If you don't have access to an Apple Pencil. Tap on  on top right hand corner. Choose media tab on the right  tap  .

4 Tap to select your sketch, **Animate** it using the  and then choose  .
Adjust duration and order accordingly.

5 Tap  on the top right hand corner, and under  Record Audio to verbalise and record explanation. Tap  export to movie. Tap  to save video.