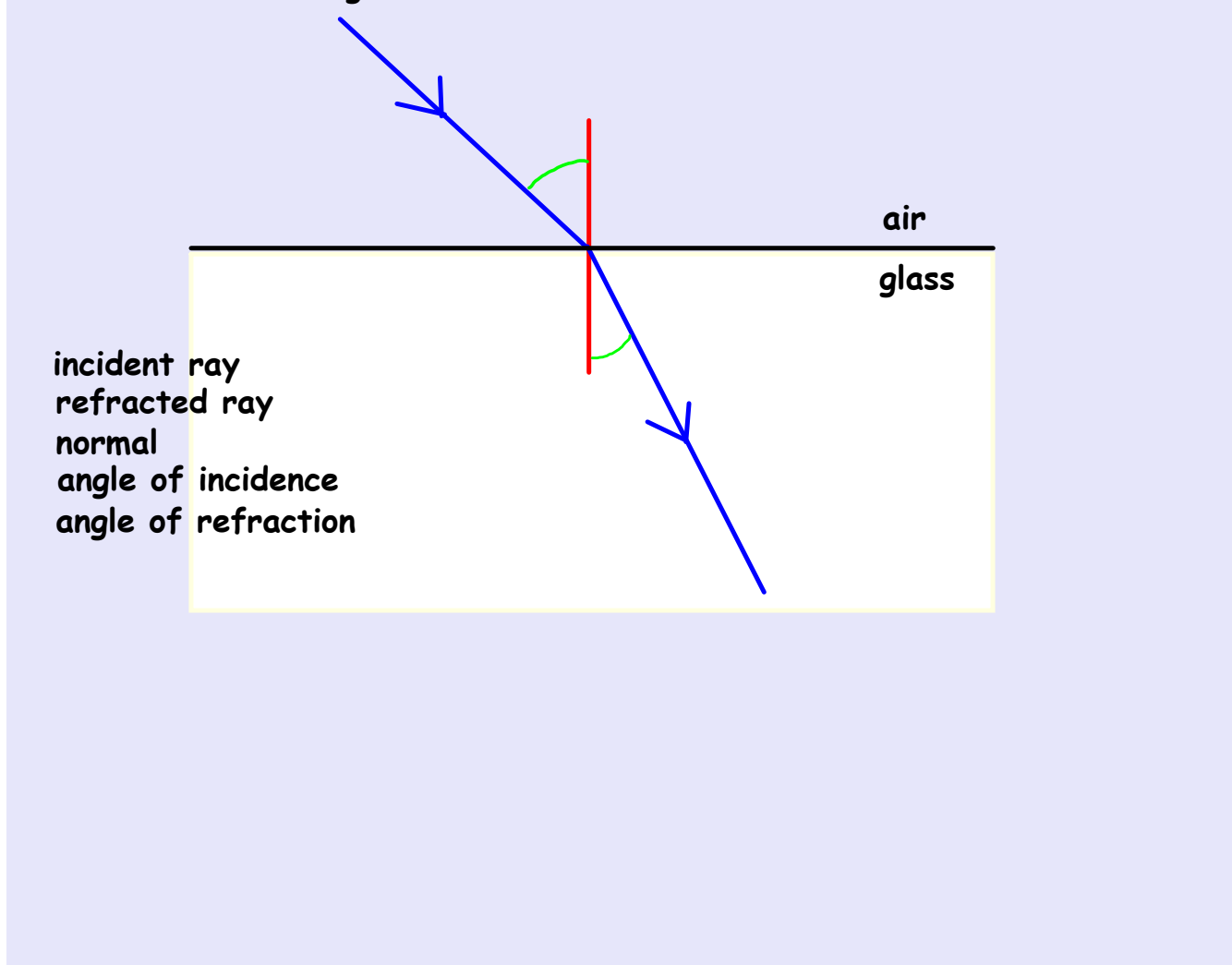


Add labels to the diagram



incident ray
refracted ray
normal
angle of incidence
angle of refraction

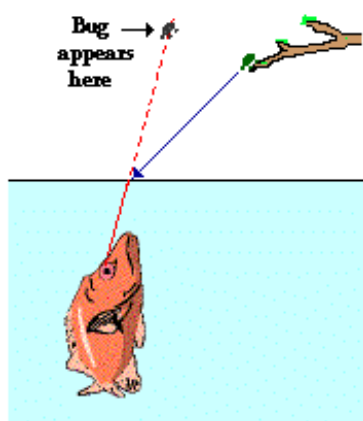
Rays of light travelling from air into glass are bent or refracted **towards** the normal.

Rays of light travelling from glass into air are refracted **away from** the normal.

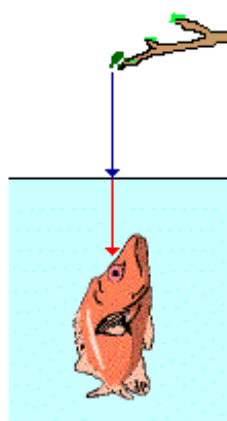
away from

towards

Applications of Refraction



Refraction occurs when sighting at an angle to the normal; the bug appears to be located where it isn't.

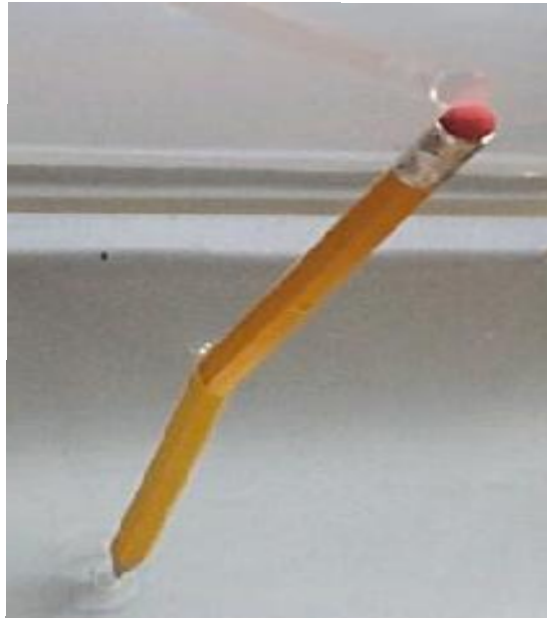


Refraction does not occur when sighting along the normal to the surface.

Aiming at an Underwater Target








Bent Pencil Effect





Attachments

-  [Ray Optics Animations](#)
-  [Investigating a curved mirror](#)
-  [BBC Bitesize: Waves](#)
-  [Crocodile Physics](#)
-  [Skool: Waves](#)

[glassblock.jpg](#)

[glassblockrays.jpg](#)

[mirrorblank.jpg](#)

[mirrorrays.jpg](#)