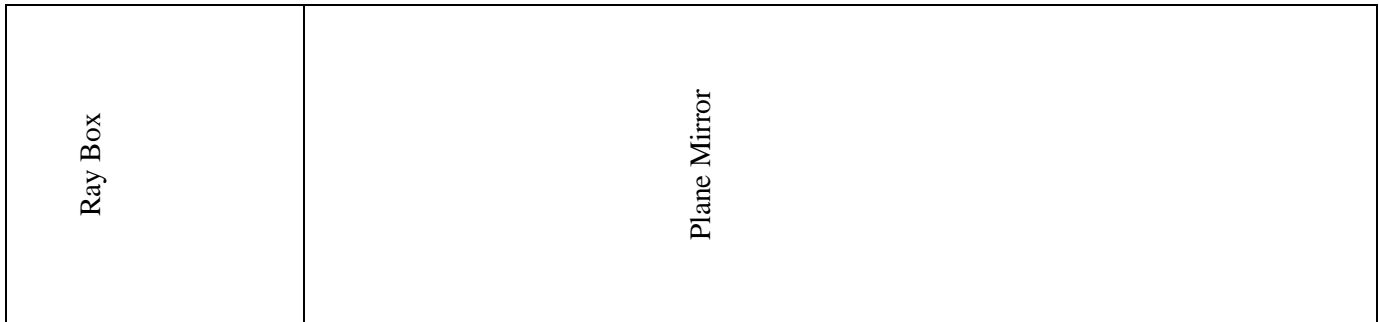


1. Plane Mirrors
2. Concave & Convex Mirrors

**Lab Activity**

For the following, draw the rays that emerge from the ray box as they hit a plane, convex and concave mirror. Make sure to use a ruler for all straight lines.

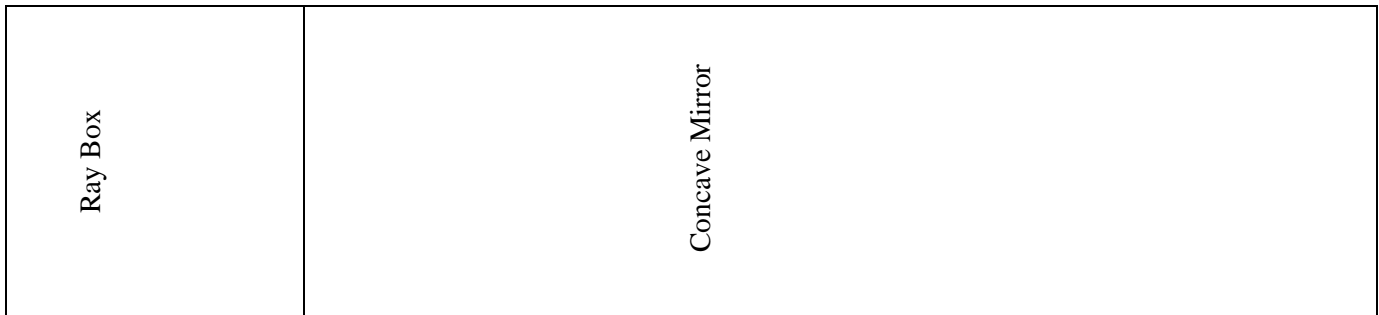
### Plane Mirror



Are the rays converging (coming together) or diverging (going apart)? \_\_\_\_\_

Where is the focal point? \_\_\_\_\_

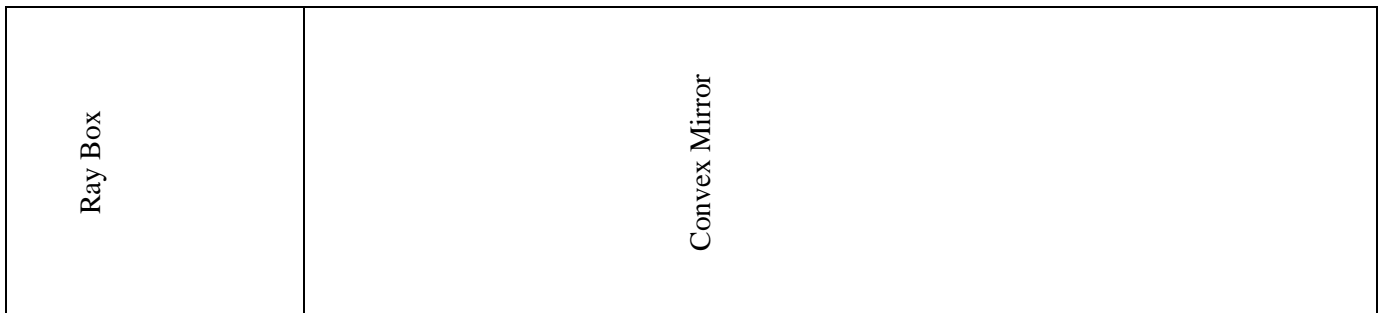
### Concave Mirror



Are the rays converging (coming together) or diverging (going apart)? \_\_\_\_\_

Where is the focal point? \_\_\_\_\_

### Convex Mirror

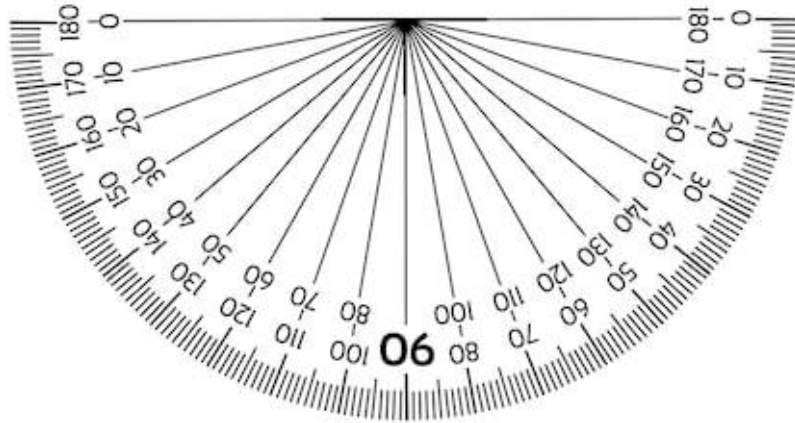
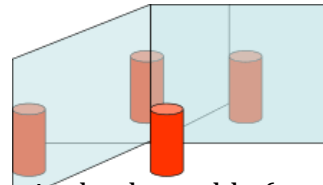


Are the rays converging (coming together) or diverging (going apart)? \_\_\_\_\_

Where is the focal point? \_\_\_\_\_

**Activity:**

1. Take two plane (flat) mirrors and a given object.
2. Line up the two mirrors so they make the angle measurements in the data table (on the next page).

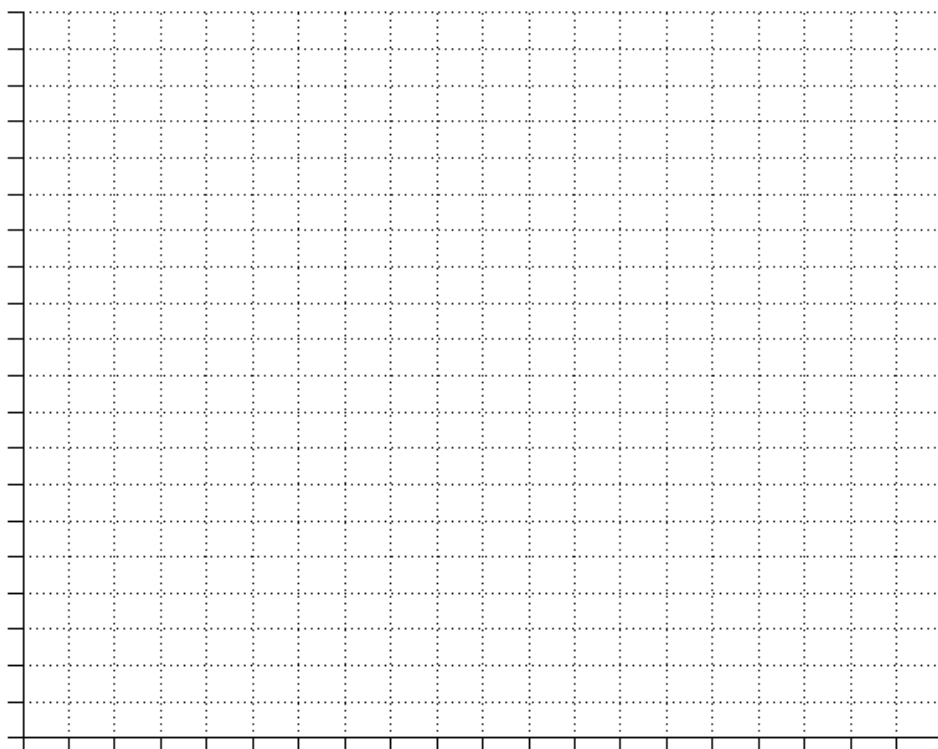


3. Ensure that the object is in the middle of the two mirrors!
4. Fill out the data table below:

**Data Table:**

Angle Measurement	Number of Images (not including object)
180°	
120°	
90°	
72°	
60°	
45°	
30°	

## Graph:



## Questions:

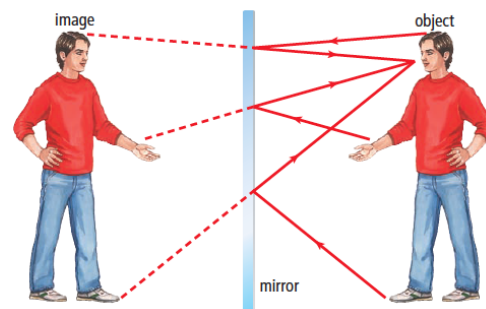
1. How could you place the two mirrors to create an infinite (endless) number of images?
2. Predict the angle between the mirrors if six images were visible.
3. Predict the number of images you would see if the angle between the mirrors was  $20^\circ$ .

## Plane Mirrors

A plane mirror is a \_\_\_\_\_ mirror.

The distance from object to mirror \_\_\_\_\_ the distance from image to mirror.

Left and right appear to be \_\_\_\_\_.

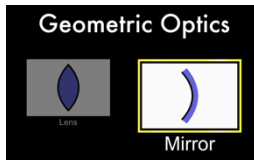


## Concave & Convex Mirrors

Go to: <https://phet.colorado.edu/en/simulations/geometric-optics>

1. Hit the arrow to launch the simulation.

2. Select "Mirror"

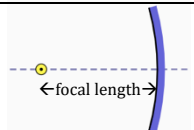


3. A curved-in mirror should appear. This is called a **concave** mirror.



4. Move the object left and right and observe how the faded virtual image changes.

When the object moves...	Orientation (circle one)	Size (circle one)
Further away from the mirror	upright // inverted	smaller // larger // same
Closer to the mirror but still at least one focal length away	upright // inverted	smaller // larger // same
Closer to the mirror and within one focal length (really close to the mirror)	upright // inverted	smaller // larger // same



5. Select the curved-out mirror. This is called a **convex** mirror.



6. Move the object left and right and observe how the faded virtual image changes.

When the object moves...	Orientation (circle one)	Size (circle one)
Further away from the mirror	upright // inverted	smaller // larger // same
Closer to the mirror	upright // inverted	smaller // larger // same

7. Select the flat mirror. This is called a **plane** mirror.



8. Move the object left and right and observe how the faded virtual image changes.

When the object moves...	Orientation (circle one)	Size (circle one)
Further away from the mirror	upright // inverted	smaller // larger // same
Closer to the mirror	upright // inverted	smaller // larger // same

9. Determine whether the following is a characteristic of a concave, convex and/or plane mirror:

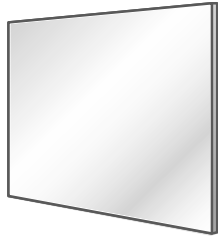
- a) \_\_\_\_\_ Rays converge (come together)
- b) \_\_\_\_\_ Rays diverge (go in different directions)
- c) \_\_\_\_\_ Image is larger when object is closer to mirror
- d) \_\_\_\_\_ Image is inverted when object is further from mirror
- e) \_\_\_\_\_ Image size changes depending on distance from mirror
- f) \_\_\_\_\_ Image size does not change depending on distance from mirror
- g) \_\_\_\_\_ Image is always smaller than object
- h) \_\_\_\_\_ Image is always upright

**Summary:**

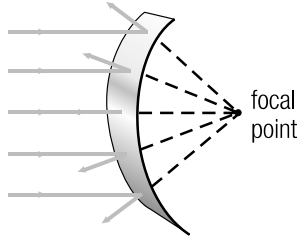
<b>Concave Mirrors</b>	<b>Convex Mirrors</b>
<ul style="list-style-type: none"> <li>• Light rays _____</li> </ul>	<ul style="list-style-type: none"> <li>• Light rays _____</li> </ul>
Ray diagram: <div style="text-align: center; margin-top: 10px;">  </div>	Ray diagram: <div style="text-align: center; margin-top: 10px;">  </div>
When object is close, the image is:	When object is close, the image is:
When object is far, the image is:	When object is far, the image is:

# Mirrors

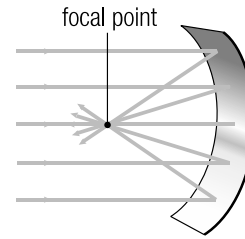
Examine these diagrams. Then fill in the chart.



plane mirror





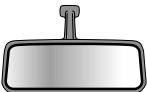


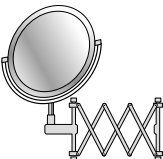

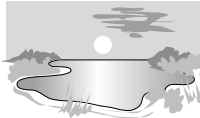


convex mirror



concave mirror

**On the first line, identify whether the mirror is plane, convex, or concave.  
On the second and third lines, briefly explain how the mirror is used to see images.**

<p><b>1. full-length bedroom mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>	<p><b>6. jeweller's mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>
<p><b>2. make-up mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>	<p><b>7. car side-view mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>
<p><b>3. car rear-view mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>	<p><b>8. mirror in flashlight</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>
<p><b>4. dental mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>	<p><b>9. shaving mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>
<p><b>5. store security mirror</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>	<p><b>10. surface of a lake</b></p>  <p>_____</p> <p>_____</p> <p>_____</p>