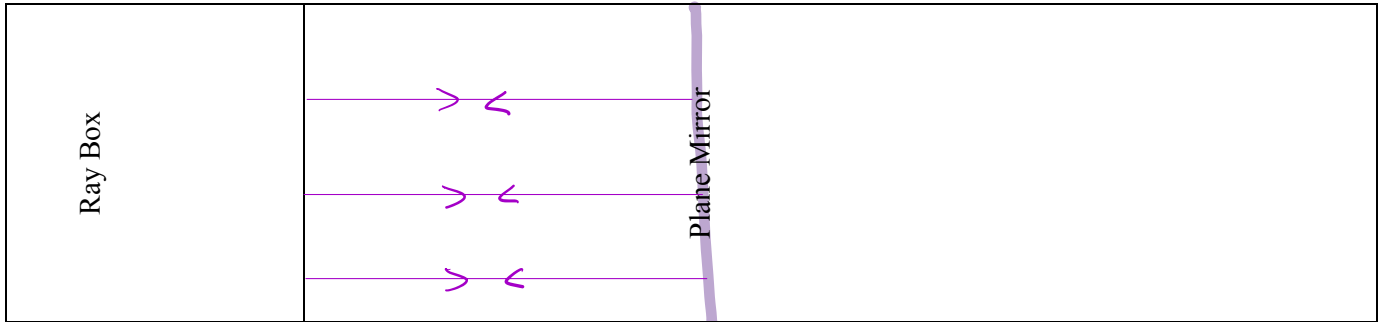


1. Plane Mirrors
2. Concave & Convex Mirrors

**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.

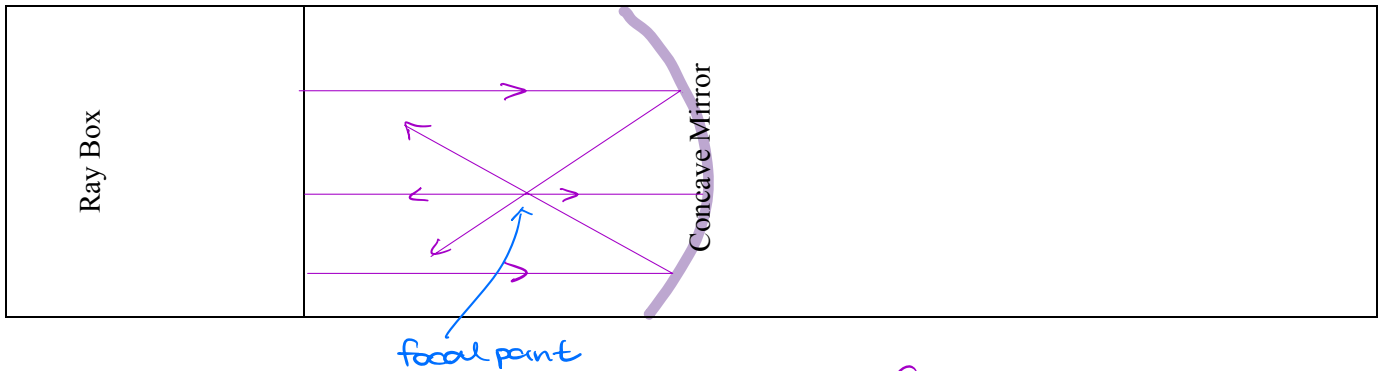
**Plane Mirror**



Are the rays converging (coming together) or diverging (going apart)? Neither (Reflect back)

Where is the focal point? None

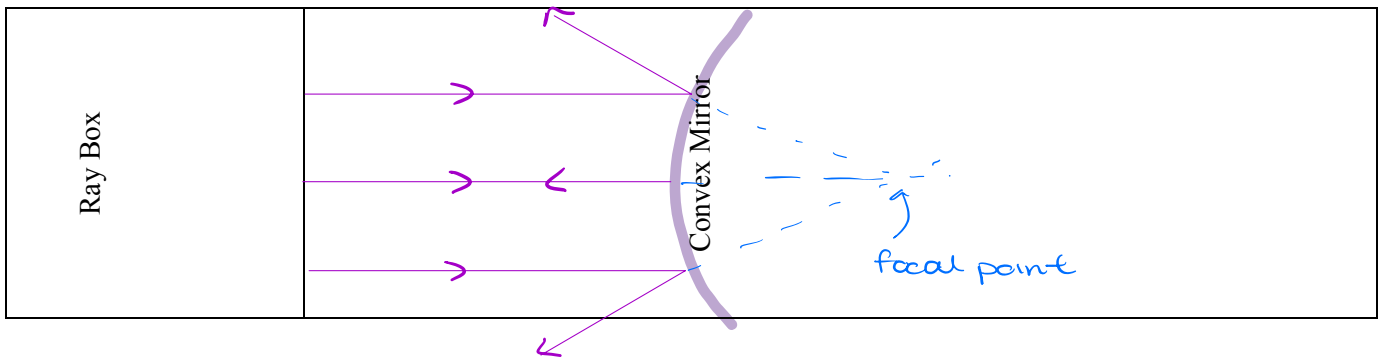
**Concave Mirror**



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

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

**Convex Mirror**

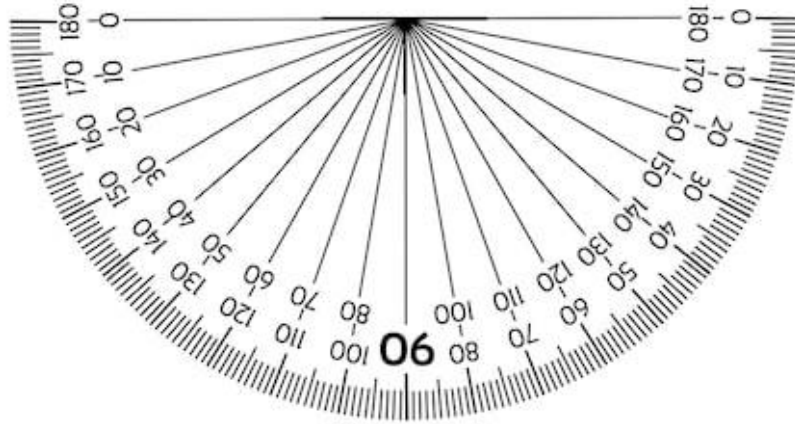
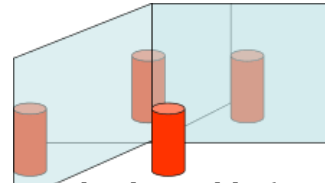


Are the rays converging (coming together) or diverging (going apart)? Diverge

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).

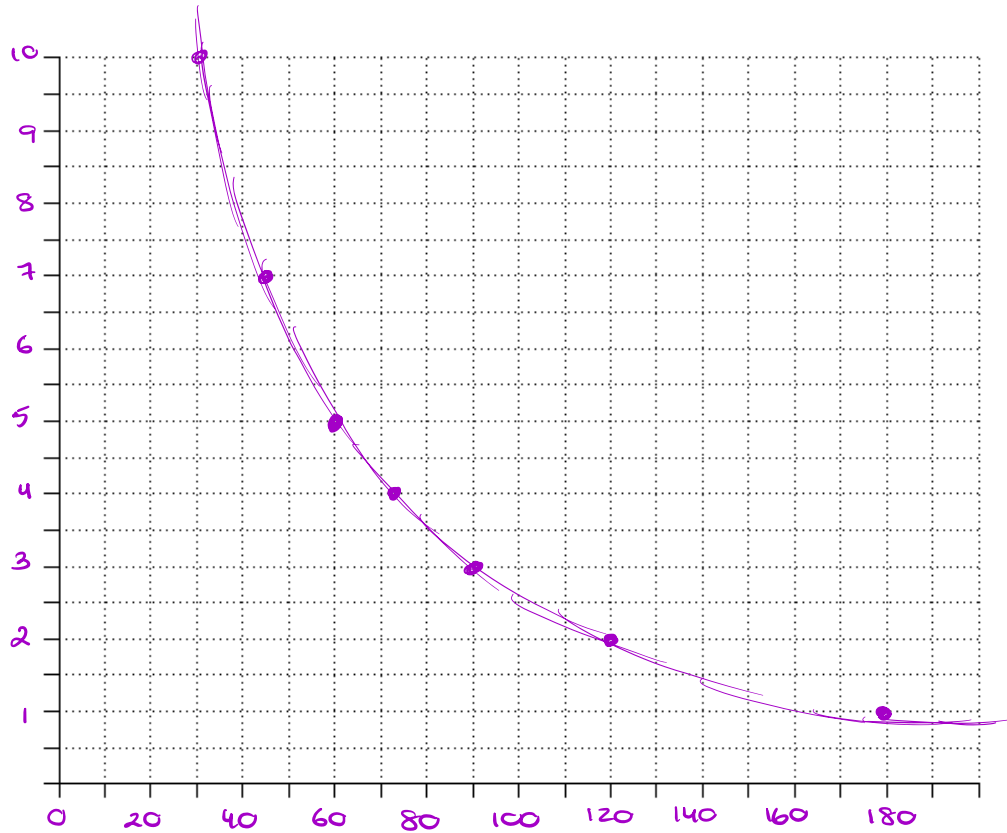


3. Ensure that the object is in the middle of the two mirrors!
4. Fill out the data table below:

**Data Table:**

Angle Measurement	Number of Images (not including object)
180°	1
120°	2
90°	3
72°	4
60°	5
45°	7
30°	10

## Graph:



## Questions:

1. How could you place the two mirrors to create an infinite (endless) number of images?

If the two mirrors are facing each other

2. Predict the angle between the mirrors if six images were visible.

$\sim 52^\circ$

3. Predict the number of images you would see if the angle between the mirrors was  $20^\circ$ .

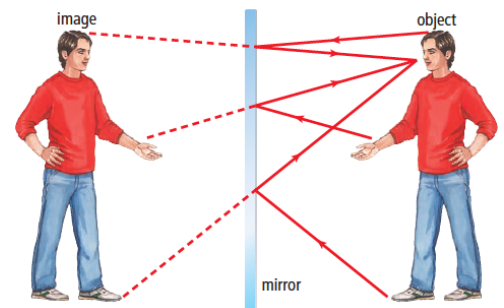
More than 11 images

## Plane Mirrors

A plane mirror is a flat mirror.

The distance from object to mirror equals the distance from image to mirror.

Left and right appear to be switched.

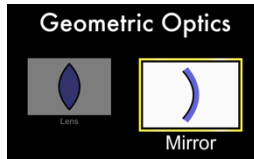


## Concave & Convex Mirrors

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 // <u>inverted</u>	<u>smaller</u> // larger // same
Closer to the mirror but still at least one focal length away	upright // <u>inverted</u>	<u>smaller</u> // larger // same
Closer to the mirror and within one focal length (really close to the mirror)	<u>upright</u> // inverted	smaller // <u>larger</u> // 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	<u>upright</u> // inverted	<u>smaller</u> // larger // same
Closer to the mirror	<u>upright</u> // inverted	<u>smaller</u> // larger // same

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

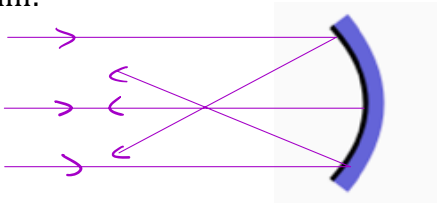
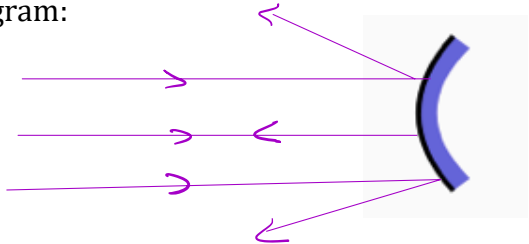
8. Move the object left and right and observe how the faded virtual image changes.

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

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

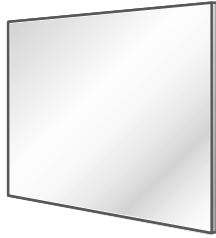
- a) Concave Rays converge (come together)
- b) Convex Rays diverge (go in different directions)
- c) Concave Image is larger when object is closer to mirror
- d) Concave Image is inverted when object is further from mirror
- e) Concave Image size changes depending on distance from mirror
- f) Plane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

**Summary:**

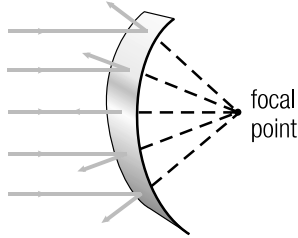
Concave Mirrors	Convex Mirrors
<ul style="list-style-type: none"> <li>• Light rays <u>converge</u></li> </ul>	<ul style="list-style-type: none"> <li>• Light rays <u>diverge</u></li> </ul>
Ray diagram: 	Ray diagram: 
When object is close, the image is: <u>Upright + larger</u> When object is far, the image is: <u>Inverted + smaller</u>	When object is close, the image is: <u>Upright + smaller</u> When object is far, the image is: <u>Upright + smaller</u>

# Mirrors

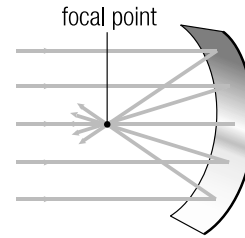
Examine these diagrams. Then fill in the chart.



plane mirror





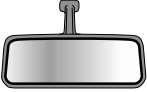
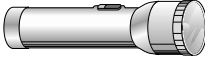

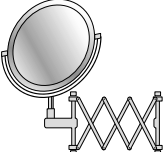

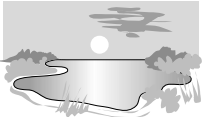


convex mirror



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