

Practice Test: Lenses & Mirrors (Op 3-6)

Name:

Date:

Block:

1. Determine whether the following objects are transparent, translucent or opaque:

a) pencil:

b) smoke:

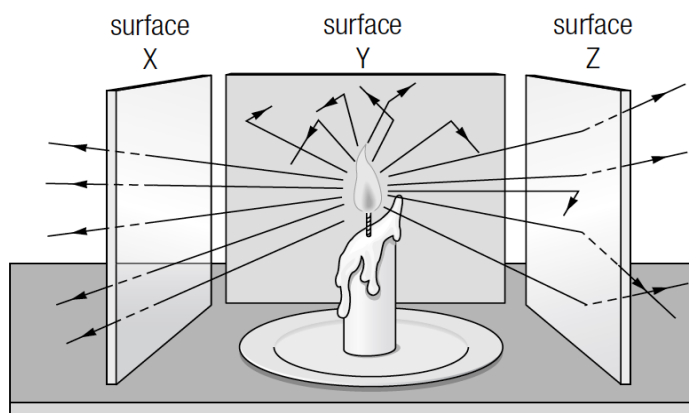
c) mirror:

d) wax paper:

e) car window:

f) contact lenses:

2. Looking at the picture below, describe how the light behaves for each of the surfaces in the diagram above:

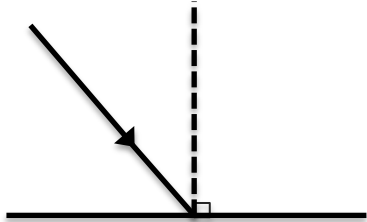
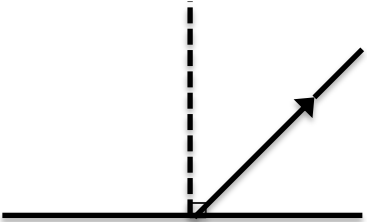
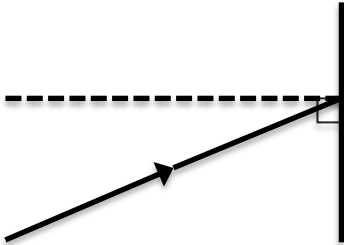
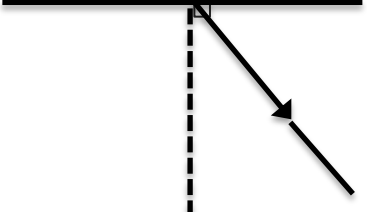
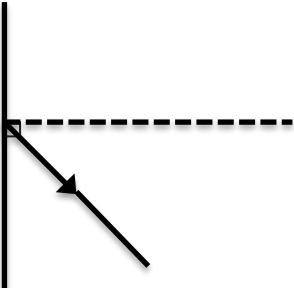
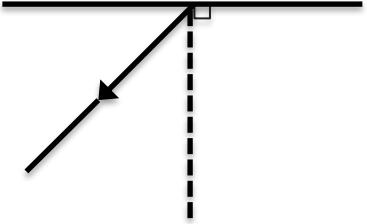


Surface:	Answers:	Descriptors:
X	_____	A. Absorbs light B. Allows all light to pass through C. Scatters light D. Opaque E. Translucent F. Transparent G. Objects seen clearly on other side H. Objects not seen distinctly on other side I. Objects not viewable on other side
Y	_____	
Z	_____	

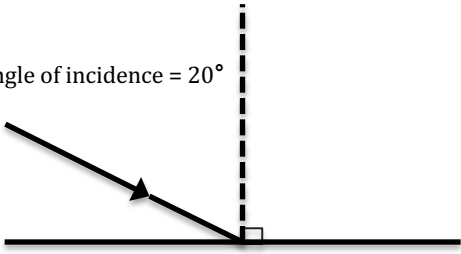
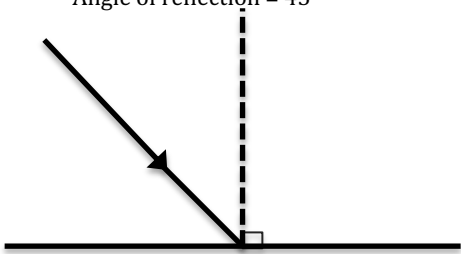
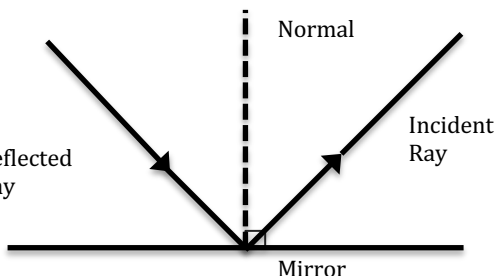
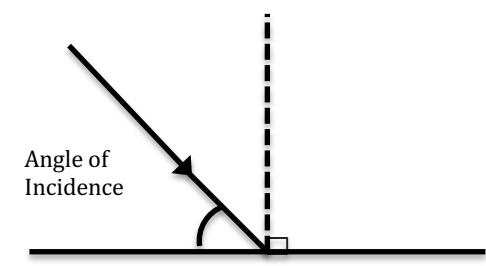
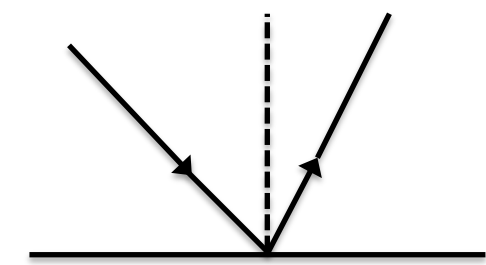
3. In the space below, state the Law of Reflection:

4. Label the following diagrams with:

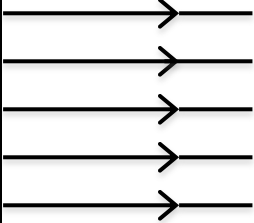
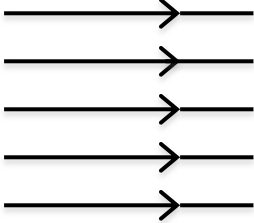
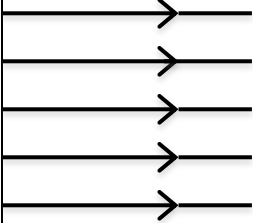
- Normal
- Mirror
- Incident ray or reflected ray
- Angle of incidence or angle of reflection
- Measurement of angle of incidence or angle of reflection.

<p>A.</p> 	<p>B.</p> 
<p>C.</p> 	<p>D.</p> 
<p>E.</p> 	<p>F.</p> 

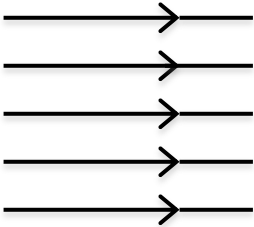
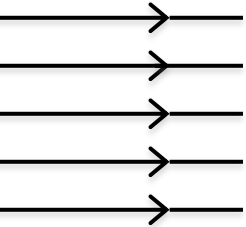
5. What is wrong with this diagram? In the right column, explain what the error is and provide a correction.

<p>A.</p> <p>Angle of incidence = 20°</p> 	
<p>B.</p> <p>Angle of reflection = 45°</p> 	
<p>C.</p> 	
<p>D.</p> <p>Angle of Incidence</p> 	
<p>E.</p> 	

6. In the space below, sketch what happens when the light rays hit the following mirrors.

Plane mirror		Concave mirror		Convex mirror	
					
Circle one of the following:					
Converge Diverge Neither		Converge Diverge Neither		Converge Diverge Neither	
When object is close , the image looks:					
Upright Upside down	Smaller Larger No change	Upright Upside down	Smaller Larger No change	Upright Upside down	Smaller Larger No change
When object is far , the image looks:					
Upright Upside down	Smaller Larger No change	Upright Upside down	Smaller Larger No change	Upright Upside down	Smaller Larger No change

7. In the space below, sketch what happens when the light rays hit the following lenses.

Concave lens	Convex lens
	

Circle one of the following:

<p>Converge</p> <p>Diverge</p> <p>Neither</p>	<p>Converge</p> <p>Diverge</p> <p>Neither</p>
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When object is **close**, the image looks:

<p>Upright</p> <p>Upside down</p>	<p>Smaller</p> <p>Larger</p> <p>No change</p>	<p>Upright</p> <p>Upside down</p>	<p>Smaller</p> <p>Larger</p> <p>No change</p>
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When object is **far**, the image looks:

<p>Upright</p> <p>Upside down</p>	<p>Smaller</p> <p>Larger</p> <p>No change</p>	<p>Upright</p> <p>Upside down</p>	<p>Smaller</p> <p>Larger</p> <p>No change</p>
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8. Match the term with the descriptor. Each descriptor can only be used once.

Term	Descriptor
____ lens	A. Equal to angle of reflection for a plane mirror
____ focal length	B. A piece of transparent material that bends light
____ convex lens	C. Light rays spreading apart
____ concave lens	D. Material that scatters light
____ diverging	E. The distance between the lens and the focal point
____ converging	F. A lens that is thicker in the middle than at the edge
____ upright	G. How an image appears when looking at a faraway object through a convex lens
____ upside down	H. Material that curves inwards and reflects light
____ concave mirror	I. Point where the converging light rays meet
____ convex mirror	J. Material that is flat and smooth and reflects light
____ plane mirror	K. How an image appears when looking through a concave lens
____ opaque	L. Measured between the refracted ray and the normal
____ transparent	M. A material that reflects light
____ translucent	N. Material that allows all light rays to pass through
____ focal point	O. Light rays coming together
____ normal	P. An imaginary line that passes through the materials at a right angle
____ angle of refraction	Q. A lens that is thinner in the middle than at the edge
____ angle of reflection	R. Angle between reflected ray and the normal
____ angle of incidence	S. Material that absorbs or reflects light
____ ray model of light	T. Material that curves outwards and reflects light
____ mirror	U. A representation of how light travels when it hits different material

