

Light

Luminous
object

Ray

Non-luminous
object

Reflection

Angle of
incidence

Angle of
reflection

Normal

Refraction

Dispersion

Spectrum

Filter

An object that does not give out light

The splitting up of white light

Angle between the incident ray and normal

This is when light passes from one medium to another, and is deviated

An object that gives out light

A line drawn at 90 degrees to the mirror

The range of colours seen when white light passes through a glass prism

Changes white light by allowing only part of the spectrum to pass through it

Angle between the reflected ray and normal

A very narrow beam of light

This is when light hits a mirror and "bounces" off

Visible energy given out by the Sun, a light bulb etc.