**Graphical user interface

Description automatically generated with medium confidenceFurther Light** (Phys)

RAG your understanding.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Start of Topic** | **End of Topic** | **Revised** |
| P.6.1.3.a - I can construct ray diagrams to illustrate reflection, transmission and absorption of waves at material interfaces. |  |  |  |
| **Required practical –** I can investigate the reflection and refraction of light by different substances. |  |  |  |
| P.6.2.5.a - I can state that a lens forms an image by refracting light, and that the distance from the lens to the principal focus is called the focal length. |  |  |  |
| P.6.2.5.b - I can explain that images produced by a convex lens can be either real or virtual, but those produced by a concave lens are always virtual. |  |  |  |
| P.6.2.5.c - I can construct ray diagrams for both convex and concave lenses. |  |  |  |
| P.6.2.5.d - I can calculate magnification as a ratio with no units by applying, but not recalling, the formula:  magnification = image height / object height |  |  |  |
| P.6.2.6.a - I can explain how the colour of an object is related to the differential absorption, transmission and reflection of different wavelengths of light by the object. |  |  |  |
| P.6.2.6.b - I can describe the effect of viewing objects through filters or the effect on light of passing through filters, and the difference between transparency and translucency. |  |  |  |
| P.6.2.6.c - I can explain why an opaque object has a particular colour, with reference to the wavelengths emitted. |  |  |  |