

Chapter 1: Area The properties of light

1. The people of Schilda catch light in cans and boxes.	2. What could you see in the darkroom?
Rule 1: Light cannot be caught. Without light it is dark.	Rule 2: At first you can only see outlines and shadows, with more light you can also see colours.
3. Experiment with flashlight and Spray bottle.	4. Experiment with flashlight and hose.
Rule 3: Light is only visible when it hits something: e.g. water drops, dust particles or objects....	Rule 4: Light can only shine in a straight line.

Assignment: Cut out the picture and glue them to the rule box.

