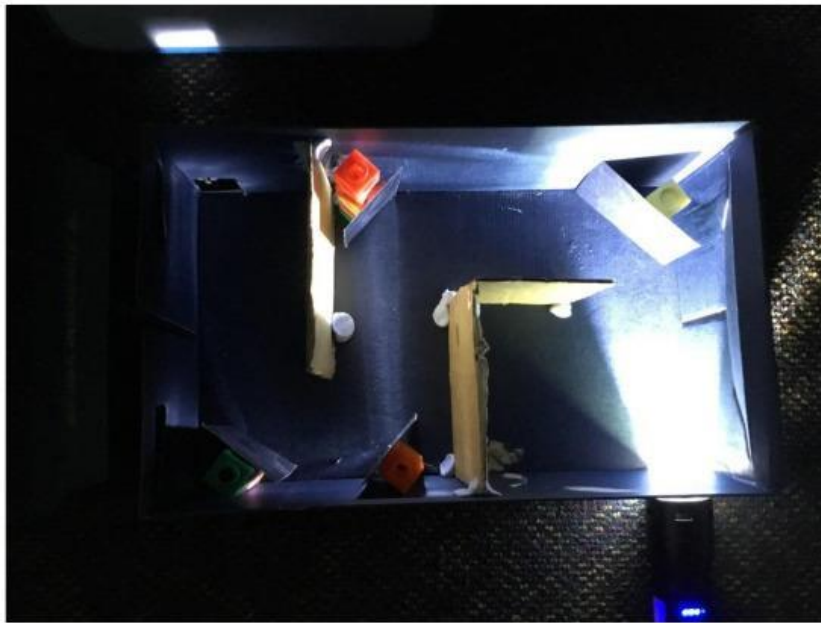
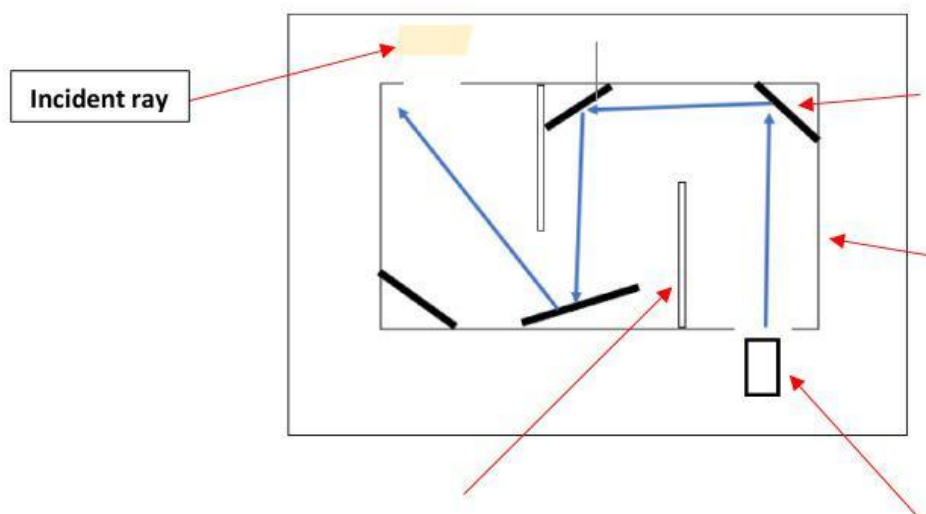


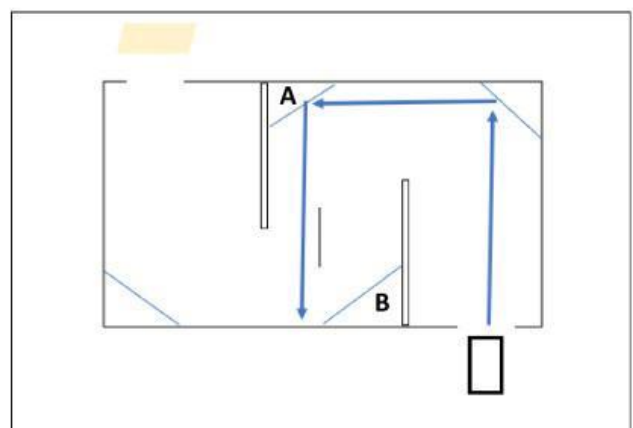
Light Maze and Properties of Light



Label the parts of the light maze.



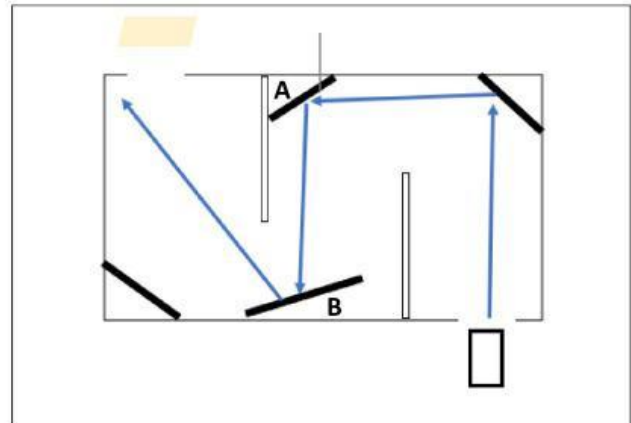
What is wrong with this light maze?



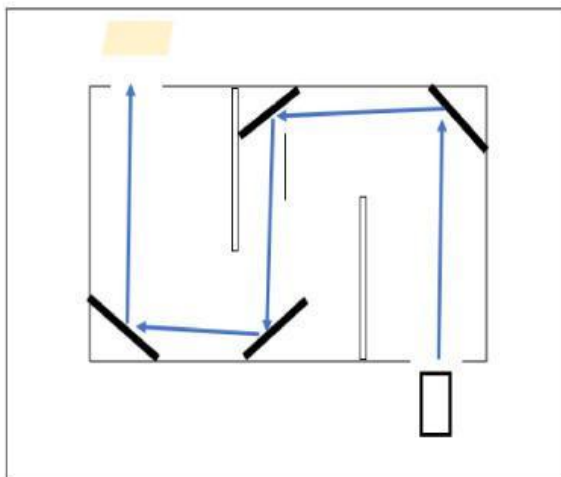
How could I make the light continue through the maze?

What is wrong with this light maze?

How could I make the light continue through the maze?

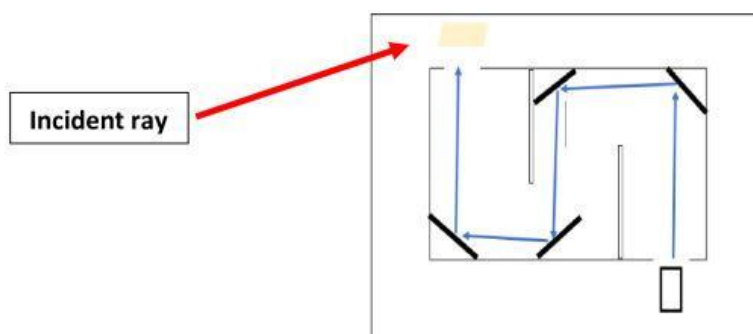


Explain how light moves through the maze.



from the torch () enter the maze.
They travel in . If there are no mirrors
the will hit the wall and most of them will
be . Some will be .
To make the light move through the maze we need to
use which will all of the .
By adding more mirrors and changing the and
the of the mirrors we can direct light through the
maze and out of the rear door. When light exits the rear door
the incident ray is the shape as the doorway.

How could we change the maze in order to change the appearance of the incident ray.?



Change the position of the mirrors.

Change the angle of the mirrors.

Use a torch with more lumens

Use a different colour light source

Change the shape of the doorway.

Change the colour of the doorway.

Change the position of the walls

Put a lens in the doorway

I want to investigate if adding a [blue filter](#) to the doorway changes the incident ray.

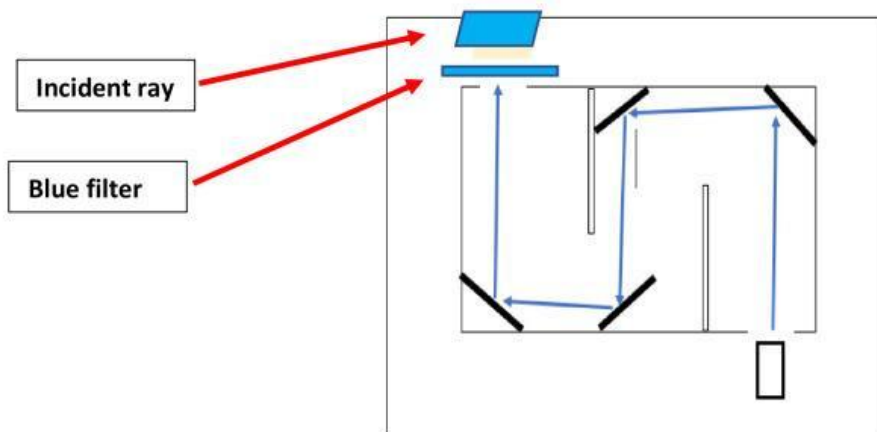
What variables will I keep the same?

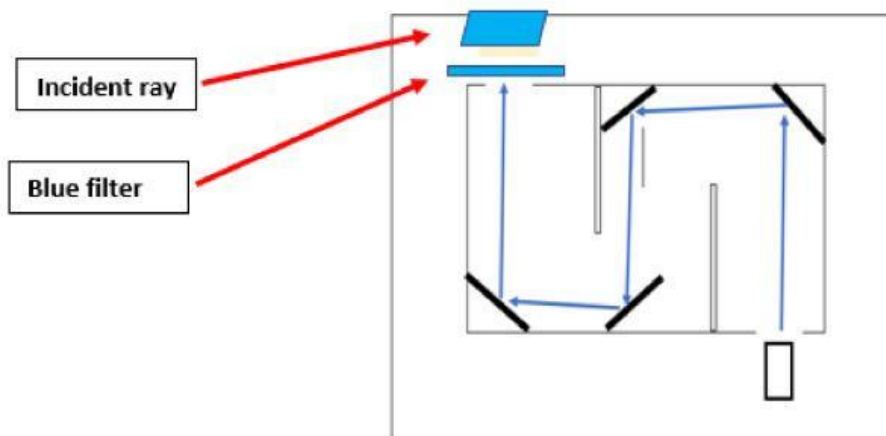
The light source	The size of the box	The shape of the doorway
The colour of the doorway	The size of the doorway	
The size of the mirrors	The position of the mirrors	
The intensity of the light beam	The colour of the light beam	

What variables will I change?

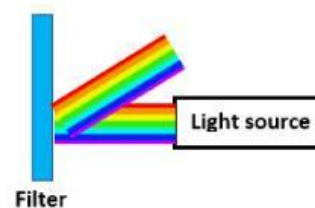
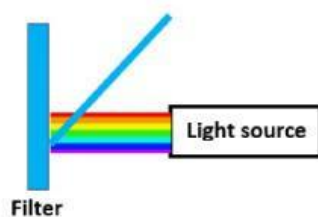
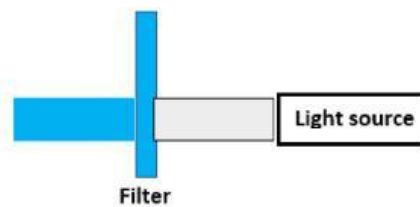
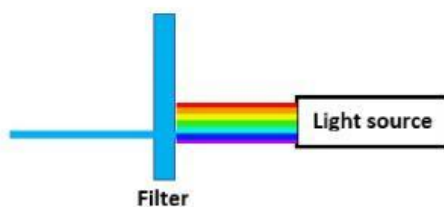
The light source	The size of the box	The shape of the doorway
The colour of the doorway	The size of the doorway	
The size of the mirrors	The position of the mirrors	
The intensity of the light beam	The colour of the light beam	

When I conduct the experiment the incident ray turned blue.





Which diagram shows or explains why the incident ray is blue.



Explain how a blue filter changes the light exiting the maze.

White light is made up of
of the light rays
the filter.

. When the white light hits a blue filter, all
except for the
which