

## Note Taking Guide - Mirrors

*On your own paper use the clues given throughout the program to answer, "Why does the beaker disappear?" Write the clues and answer them as indicated.*

Recall the Law of Reflection:

Diffuse reflection-

Regular reflection-

Plane Mirror Images:

- are \_\_\_\_\_ images -
- appear
- are
- are
- reverse

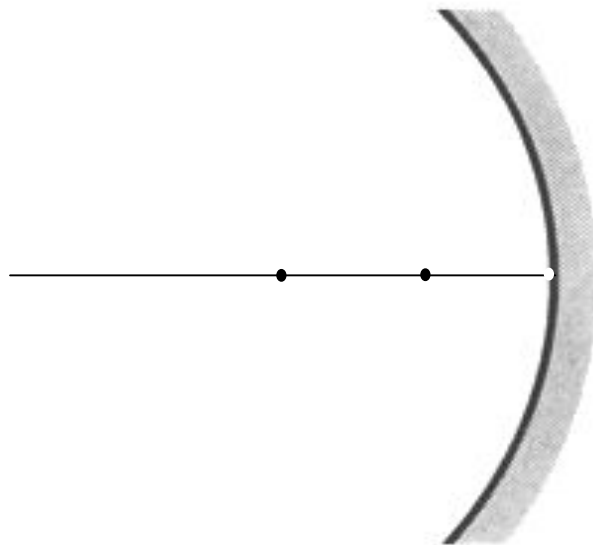
List some uses for plane mirrors:

Curved (or Spherical) Mirrors:



## Parts of a Spherical Mirror

- C: \_\_\_\_\_ of curvature (center of sphere of which mirror is a part)
- V: \_\_\_\_\_ of mirror (center of mirror itself)
- F: \_\_\_\_\_ point (Parallel rays reflected from mirror converge at this point.)
- P: \_\_\_\_\_ axis (goes through \_\_\_\_\_ and \_\_\_\_\_)
- r: \_\_\_\_\_ of curvature (distance from \_\_\_\_\_ to \_\_\_\_\_) ( $r =$  \_\_\_\_\_)
- f: \_\_\_\_\_ length (distance from \_\_\_\_\_ to \_\_\_\_\_)



- real image -
- formed
  - can be
  -

*Go to the Concave Mirror Lab sheet now.*

## Rules for Ray Diagrams:

incident rays

are reflected

1		
2		
3		

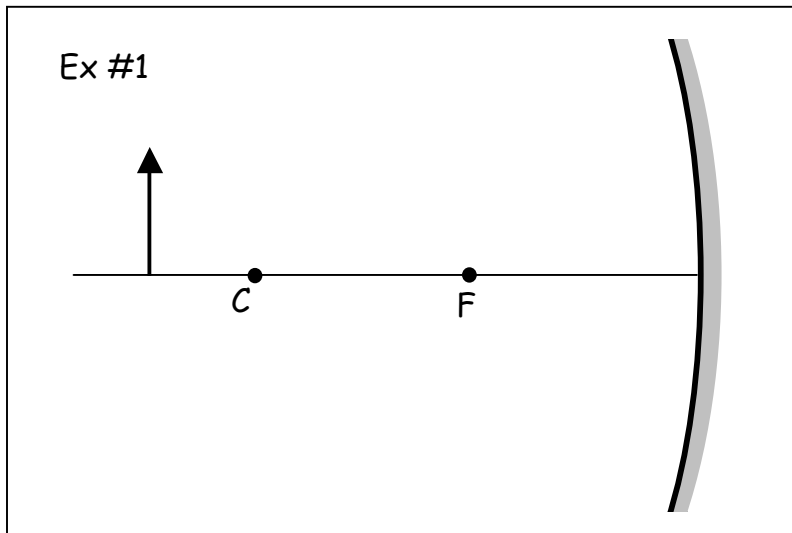


Image is located between \_\_\_\_\_ and \_\_\_\_\_.

It is (*real, virtual*), (*erect, inverted*) and (*reduced, enlarged, same size as object*).

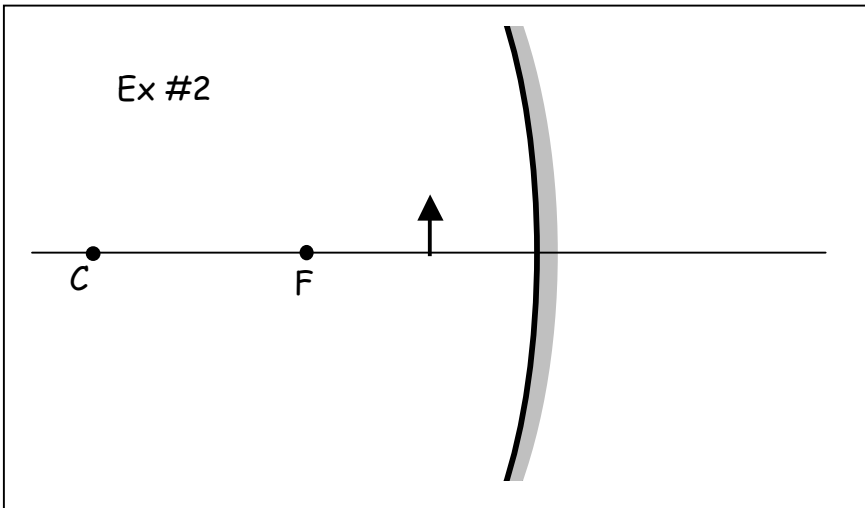


Image is located \_\_\_\_\_ mirror.

It is (*real, virtual*), (*erect, inverted*) and (*reduced, enlarged, same size as object*).

*Do Problem Set #1 on back or on your own paper.*

List some uses of concave mirrors: