

# SNC 2P - 2020-04-15

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Good Morning:

Hope you are all well. Three Goals Today.

Goal #1 Check In ==> <https://forms.office.com/Pages/ResponsePage.aspx?id=GAmPRLReCU2WCd35yhGvQuASPjs6aYVfK-EAh60FvohUODNTM1IMTzYwT1dRSDgwRUlyS1dCUIlwMCQIQCN0PWcu>

Goal #2 It may be necessary for future work that we can use your school email address. This is the one that looks like schlfre123@bwdsb.on.ca

If you need help with a password reset, I can do that from here. What I would like you to do, is to email me from your school address. I will have sent this email to your school account. You could simply reply to this email from that account. If you are already using your school account, please reply as well.

Goal #3 The goal from yesterday was difficult. I want to give you a second day to look that over. I am copying the instructions for that here:

*The task I have in mind today is difficult and I am not going to evaluate you on it. I guess that means that I won't know if you have done it or not. It is what we would have started on after the March break if we were still in school. Give it a try and please note that I have included to video links that will help.*

<https://www.youtube.com/watch?v=JjbQo-KuVeE> and <https://www.youtube.com/watch?v=QlrnN9xTz50>

*Go to my website and find the optics unit. There are three items in the left hand column that I have coloured red. Please look through these. Each link has several pages, with each new page adding more lines and information. You will need to scroll down to see what happens. Please note that any incident ray will obey the laws of reflection and create a reflected ray that will make an equal angle to a normal that can be draw on any point of the curves surface of the mirror.*

*All three links are using the four ray method of finding an image in a concave or convex mirror. The tip of the arrows image is located where the rays intersect. If the reflected rays intersect the image is REAL and will be located in front of the mirror. If the rays do not intersect, the REFLECTED RAYS must be "dotted back behind the mirror". Where these dotted rays intersect is the location of the tip of the arrow and the image is now VIRTUAL (OR IMAGINARY) and will be behind the mirror. This image is imaginary because it appears to be behind the mirror and therefore is not based on real light, but rather a perception of how light appears to originate*

*behind the mirror (this is not possible because light cannot shine through a mirror).*

*There is a fourth red link to be found in the "Worksheets Assignments and Labs" column. This includes a worksheet and its answers. If you are feeling ambitious and have a printer, print this off and try it and check against the answers as you go. THIS IS DIFFICULT!*

If you want to take this a step further, you could try to get this simulator working. This simulator shows a different process that can be used for REFRACTION (not reflection) through a convex LENS

<https://phet.colorado.edu/en/simulation/geometric-optics>

Have Fun!

Please email me from your school account!

Mr. Schlenker

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