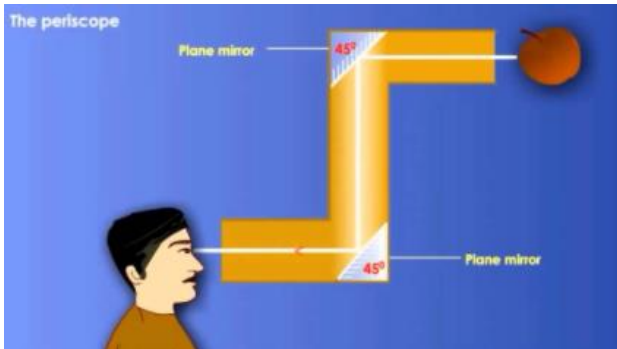
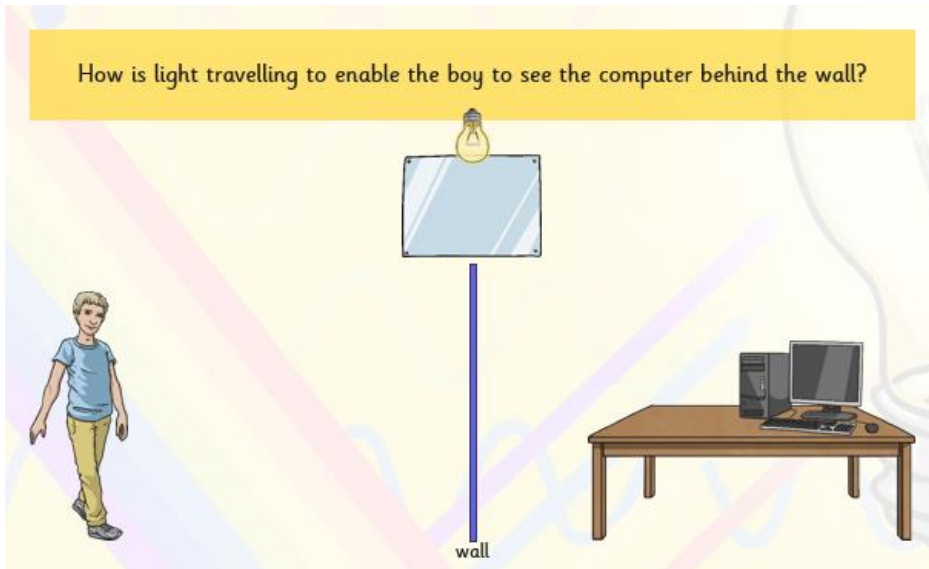


Wednesday 30th September 2020 – Science 2

LO: To investigate the reflectiveness of different materials.

Think about what you have just learnt. In this picture, the boy is able to see the computer even though it is behind a wall. Draw arrows on this diagram to show how the boy can see the computer.



Have you heard of a periscope? Periscopes allow people to see over high walls and around corners (especially people who don't want to be seen).

A simple periscope is a tube with two mirrors. Light is reflected from one mirror to the other, allowing the person to see objects.

Can you try to explain this yourself here?

Use the following vocabulary:

Light source, reflects, first mirror, second mirror, object, eye, image, travel, periscope

LO: To investigate the reflectiveness of different materials.

The next sheet contains instructions for how to make your own periscope. If you can, have a go at this and use it to help you understand how a periscope works. It's OK if you are unable to complete this task at home. You can use shiny paper or card instead of safety mirrors, if you have any.



Making a Periscope



Follow these instructions to make your own working periscope.

You will need:

A cereal box



A pair of scissors



2 safety mirrors

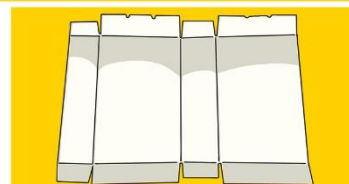


Sticky tape



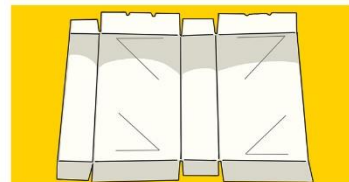
Step 1

Carefully open up your cereal box and lay it out flat.



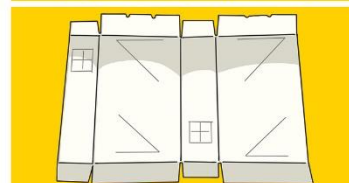
Step 2

Stick the 'mirror' templates in the centre of the wide panels of the cereal box.



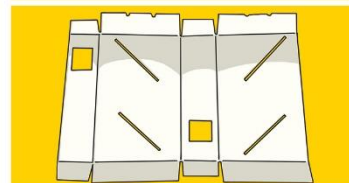
Step 3

Stick the 'window' templates in the centre of the narrow panels of the cereal box.



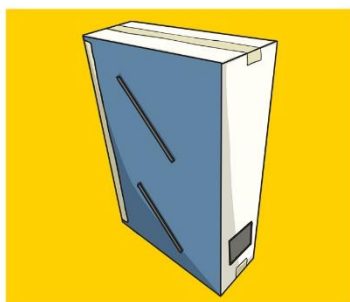
Step 4

Carefully cut along the lines for the mirrors, and cut out the windows.



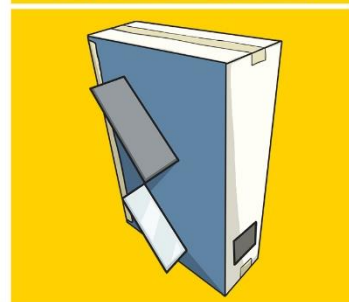
Step 5

Use sticky tape to stick the cereal box back together.



Step 6

Push the mirrors through the mirror lines you cut, and out the other side of the box so they are held firmly in place.



You should now be able to use your periscope to look around or over things! Look through one viewing window to see an image from the other window.