Phet Simulator: Bending Light!		Name:	
		Date:	Period:
1)	Go to the following: https://phet.colorado.edu/en/simulation/ Intro.	bending-light and o	click Play , then click
2)	When the simulator window opens, you should notice a laser pointing at a 45° angle downwards to the right . Look to the right of the window and notice that the two information boxes are explaining the mediums that are shown on the screen. What are the two mediums on the simulator window currently.		
3)	Click on the RED button on the laser. What <u>TWO</u> things does the water?	e light do as it hits	the surface of the
4)	On the bottom left side of the simulator window, you should not you to use. Select the bottom tool that looks a bit like a magnif	-	

- general water area.
- 5) Take the LENS and drag it directly over the light coming from the laser BEFORE it hits the surface of the water. Notice you can measure the intensity of the light when the lens is placed over the beam. Fill in the table below:

Laser pointed @ 10° angle from vertical		
Location of Lens	Intensity of Light	
Beam of light BEFORE it hits the surface of the water		
Beam of light in the water		
Beam of light being reflected off of the surface		

Laser pointed @ 45° angle from vertical		
Location of Lens	Intensity of Light	
Beam of light BEFORE it hits the surface of the water		

Beam of light in the water	
Beam of light being reflected off of the surface	
•	actor tool from the toolbox. Place the protractor over ins straight through zero. Confirm that the laser is

6) Now, move the laser pointer so that you *change* the angle of incoming light. Adjust the laser point so that it is only 10° to the left of the zero mark or vertical dotted line. Once the laser pointer is in this location, move the protractor tool back to the tool box and fill in the table again below using the lens.

Laser pointed @ 80° angle from vertical		
Location of Lens	Intensity of Light	
Beam of light BEFORE it hits the surface of the water		
Beam of light in the water		
Beam of light being reflected off of the surface		

Now, move the laser pointer so that you *change* the angle of incoming light again. Adjust the laser point so that it is <u>80° to the left of the zero mark or vertical dotted line</u>. Once the laser pointer is in this location, move the protractor tool back to the tool box and fill in the table again below using the lens.

7) a) Based on what you have observed, describe the *relationship* between the <u>angle of incoming light</u> and the <u>percentage of light that is transmitted through the water</u> versus the <u>percentage of light that is reflected</u>.

b) Describe how the <u>angle of incoming light compares to the angle of light reflecting off of the surface</u> of the water

(use the protractor tool if you are not sure):

a) What percentage of light enters the water ?	
b) What percentage of light is reflected back upw	vard?
 Click the reset button on the bottom right corner. For each of the following, show (sketch) how ligh boundaries. 	You can CHANGE the mediums/materials on the right. t bends and reflects using the different medium
Option 1: Air and Water	Option 2: Air and Glass
Air	Air
Water	Glass
12) Explain what will happen if you pick the <i>same med</i> simulator window and turn the laser on.	dium for both the top and the bottom portions of the
Option 3: Water and Glass	Option 4: Custom- you pick!
Water	Medium:
Glass	Medium:

8) Bring the laser so it is shining directly down onto the surface of the water. Use the lens to measure the

following:

		e left of the zero mark (or dotted vertical line). how how the light behaves when coming in at a 60° angle
	Medium: Medium:	
is moved <u>downwa</u>	happens to the light when t ard between the 60° angle he less dense medium below	<u>and</u>
c) What is this call	ed?	
	to determine at which ang	<u>le</u> can you move the laser upwards so that you can begin
· -	the less dense medium belo	ow?