

# Download File PDF Snells Law Phet Simulations Answer Key

#Jenny



Finally I get this ebook, thanks for all these I can get now!

#Rio



Cool! I'am really happy

#Markus Jensen



I did not think that this would work, my best friend showed me this website, and it does! I get my most wanted eBook

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My friends are so mad that they do not know how I have all the high quality ebook which they do not!

#Diego Butler



so many fake sites. this is the first one which worked! Many thanks

Phet Simulator: Bending Light!

- Name: \_\_\_\_\_  
Date: \_\_\_\_\_ Period: \_\_\_\_\_
- Go to the following <https://phet.colorado.edu/en/simulations/versions/bending-light> and click Play then click STOP
  - 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 [Densities](#) on the simulator window currently?
  - Click on the RED button on the laser. What [TYPE](#) things does the light do as it hits the surface of the water?
  - On the bottom left side of the simulator window, you should notice that you have two tools available for you to use. Select the position tool that sets a [position](#) on the [axis](#). Move the tool into the [position](#).
  - Take the [LINE](#) and drag it directly over the light coming from the laser. BEWARE it hits the surface of the water. Notice you can measure the intensity of the light when the tool is placed over the beam. Fill in the table below.
  - Move the lens out of the way and select the protractor tool from the toolbar. Place the protractor over the vertical
- | 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      |                    |
- Click the [GO TO THE CENTER OF THE CURVE](#) button. Confirm that the laser is coming in at a 45° angle.
- Now, move the laser pointer so that you change the angle of incoming light. Adjust the laser pointer so that it is only 30° to the left of the [position](#) tool. 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 @ 30° 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	

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