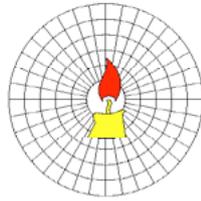


## How far will the light from a candle travel?

You can use a **light sensor** to show how much light comes from a candle. The computer can display the light level as a number or a bar display on the screen. The children can place the sensor in a cardboard tube to make it directional. Move the sensor away from a lit candle and find out: is there a point where the sensor no longer picks up light from the candle? What does the computer show? Why does the light level drop as you move further away? Is candle light brighter in the dark?



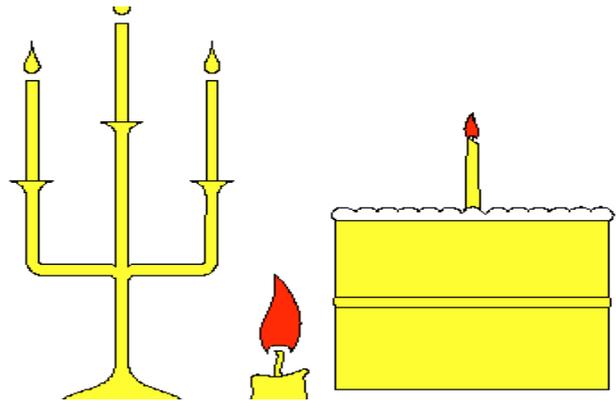
IT: Measuring

## Which light source is the best to read by?

You can use a **light sensor** to investigate the brightness of different light sources. The children can do a fair test of a candle, a torch, a striplight and a desk lamp. They need to keep the distance from the light source the same and avoid extraneous light. What are the advantages of each light source?

IT: Measuring

See the sensors topic



## Which candle gives off the most light?

You can use a **light sensor** to investigate the brightness of different candles. The children can try to test the candles fairly and find out: do long candles give off more light than short candles? Do fat candles give off more light than thin candles?

IT: Measuring

## Which are the brightest and the darkest places in the room?

We see things because light comes from a source and the children can use a **light sensor** to do a survey of the light in the room. They can record the results on a map of the room. Why are the lightest places light? Where does the light come from? Why are the darkest places dark? Why can't we see well in dark places?

IT: Measuring

## How do we see?

How is the **light sensor** like our eye? How can the computer see light? You can use a light sensor as a model of the human eye. The light sensor has a light sensitive part just as we have a retina. It has wires that take messages to the computer for processing - just as we have nerves that take messages to our brain.

IT: Modelling

