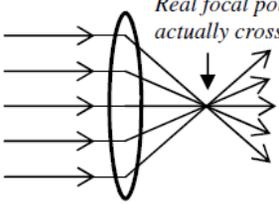
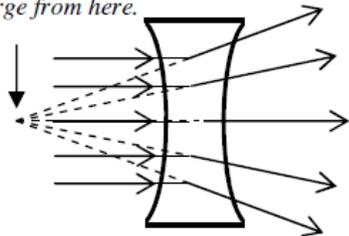


Lesson Title:	Geometric Optics Simulation
Standards (TEKS):	7D
Learning Objectives:	<ul style="list-style-type: none"> Trace light rays to determine where images will form for converging lenses. Calculate the image/object distance given information about other variables, such as, the focal length. Determine where an object should be placed in front of a converging lens to achieve a certain magnification.

AGENDA	KEY POINTS
1. PhET Simulation 2. Exit Ticket	<p>Lenses work by refraction.</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p><i>Real focal point: rays actually cross here.</i></p> <p><i>A convex lens is convergent—the light rays come together.</i></p> </div> <div style="text-align: center;">  <p><i>Virtual focal point: rays seem to diverge from here.</i></p> <p><i>A concave lens is divergent—the light rays spread apart.</i></p> </div> </div> <p>Images from - http://www.cstephenmurray.com/</p>

Time	Learning Activity
45	Teacher will introduce lenses by explaining the key formulas and what the variables stand for. Students will complete a PhET activity where they explore converging lenses. They will verify the lens equation by designing their own experiment. <p>Guiding Questions</p> <ol style="list-style-type: none"> How are lenses similar/different from mirrors? What are the rules for tracing with lenses? When is the focal point negative/positive? When is the image/object distance negative/positive? If the magnification is >1, is the image larger or smaller than the object? If the magnification is negative, what does that tell you about the image?
15	Students will complete an exit check-in.