

Name of the Student: \_\_\_\_\_

Max. Marks : 20 Marks

Time : 20 Minutes

Mark Schemes

### Q1.

(a) specular (reflection) 1

(b) the angle of incidence = the (mean) angle of reflection 1

(c) random 1

any **one** from:

- the student's eye / head might not be in the same position each time  
*allow parallax*
- the centre of the ray may not have been marked correctly
- the mirror / ray box may not have been (re)placed correctly  
*allow protractor not in the correct position*

*incorrect measurement of the angle(s) is insufficient* 1

(d) all points on a wavefront enter the glass at the same time  
*allow incident ray (of light) is along the normal* 1

(e) the resolution (of the protractor) is 1(°) 1

(so) could not be used to measure the difference between the results  
*allow (so) could not be used to measure to 1 decimal place* 1

(f) different parts of the wavefront enter the glass at different times 1

the velocity / speed (of light) is less in glass 1

(so) one part of the wave front changes speed before other parts 1

[10]

### Q2.

(a) **both** answers correct  
*answers may be in either order*

virtual

diminished

*allow a description of diminished (eg smaller / reduced)*

1

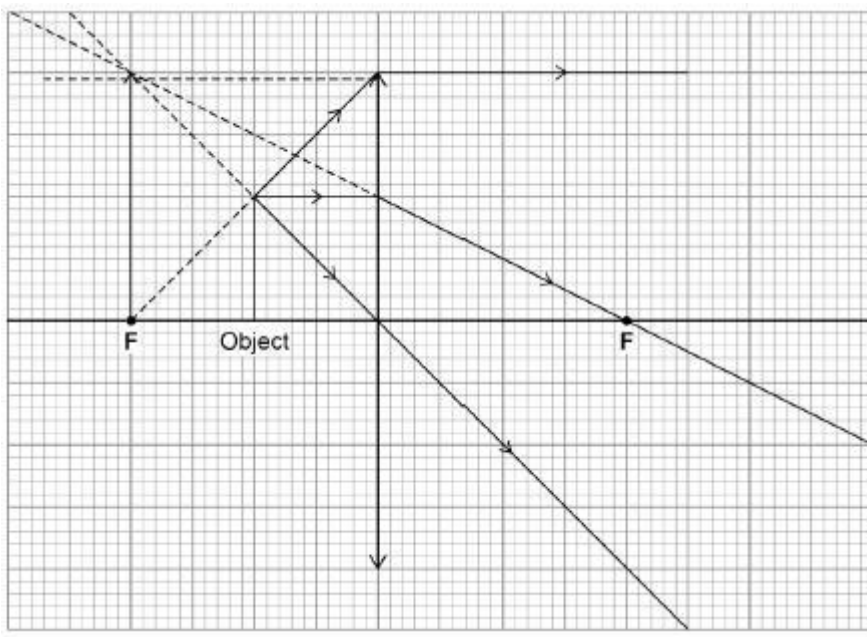
- (b) any **two** correct lines drawn from the top of the object, passing through the lens and traced backwards

*allow construction lines that are not dashed*

*allow 1 mark for **two** correct lines drawn from the top of the object, passing through the lens BUT not traced backwards*

2

image drawn in the correct position and with the correct orientation



*mark only scores if first two marks score*

1

- (c) (increasing the object distance) decreases the image distance more rapidly at small (object) distances / more gradually at larger (object) distances

*do **not** accept inversely proportional*

1

$$\frac{(2.2 - 1.4)}{2}$$

- (d)

2

1

uncertainty = ( $\pm$ ) 0.4 (cm)

*allow*

$$\frac{1.9 + 1.7 + 2.2 + 1.4}{4} = 1.8 \quad (1)$$

$$(2.2 - 1.8 = ) (\pm) 0.4 \text{ (cm)} \quad (1)$$

1

- (e) only red is transmitted by the filter

1

red is absorbed by the (blue) object

1

(so) no light is reflected by the (blue) object

1

[10]