CLIL for STEAM
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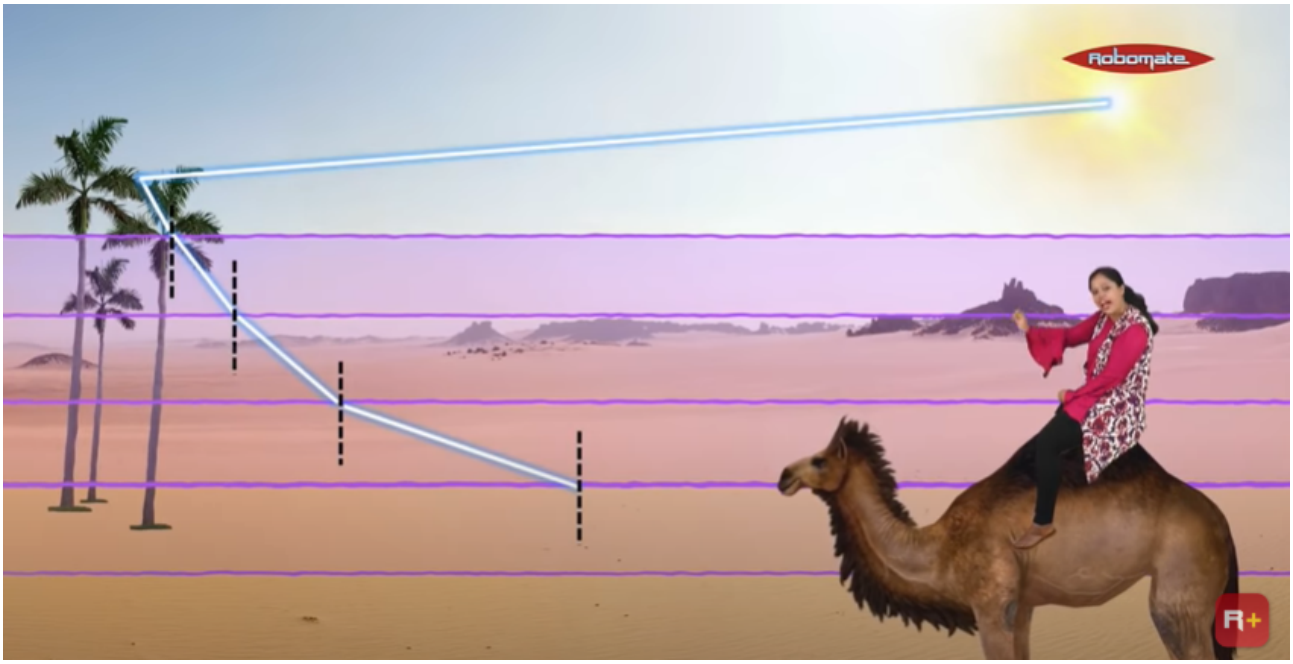
Watch this video to understand the phenomenon called mirage (Fata Morgana).

https://www.youtube.com/watch?v=pMMJo2q5ADM



Help yourself with the following glossary.

GLOSSARY

Refraction: the change in direction of a light ray passing from one medium to another

Reflection: the phenomenon occurring when a ray of light approaches a smooth polished surface and the light ray bounces back.

Incident ray: the ray of light that hits the polished surface or the surface of separation between two different media.

Normal: a line drawn perpendicular to the point at which the light hits the surface (point of incidence).

Angle of incidence: the angle formed between the normal and the incident ray at the point of incidence.
Angle of reflection: the angle formed between the normal and the reflected ray at the point of incidence

Index of refraction: It describes how fast light travels through the material. For a given material, the refractive index (n) is the ratio between the speed of light in a vacuum (c) and the speed of light in the medium (v). So n=c/v

Total internal reflection. When the light ray moves from a more dense medium to less dense medium and the angle of incidence is greater than the critical angle, the resulting ray doesn't pass the separating surface and it is totally reflected.

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Mirage. Optical illusion in which objects appear to be reflected or displaced or in which nonexistent objects seem to appear, (such as the water layer at short distances in a desert or on the road) because of total internal reflection which occurs due to atmospheric refraction.

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