

Ch 23 Assignment 3 Concave Mirrors

Name _____

(1) Use a **straight edge** to draw "special" light rays (with arrowheads) from the tip of the object that will indicate where its image is, (2) sketch the entire image of the arrow, (3) note whether it is real or virtual and (4) note whether it is upright or inverted. (5) Also sketch at least two other rays from tip to beyond the image. (6) Circle any eyes that can see the image. The "X" represents the focus of the mirror.

