**Snell’s Law Hands-On Practice WS1** 5/7/15 Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Hour \_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_

1. Using a protractor and straightedge, draw the normal at the point where the ray hits the glass. (The normal extends on both sides of the boundary.)
2. Using a protractor, measure the angle of incidence and the angle of refraction at the first boundary (on the left side of the diagram). If your protractor is too large, you may need to first extend the segment which is inside the glass so it reaches the radius of the protractor numbers.
3. Draw the reflected beam at the proper angle. Give it an arrow to indicate direction, and label it as the reflected beam.

d) Calculate the index of refraction, n. n = sinθ1 / sinθ2

e) Calculate the speed at which the light travels in the glass. v = c/n