MIRROR MAZE.

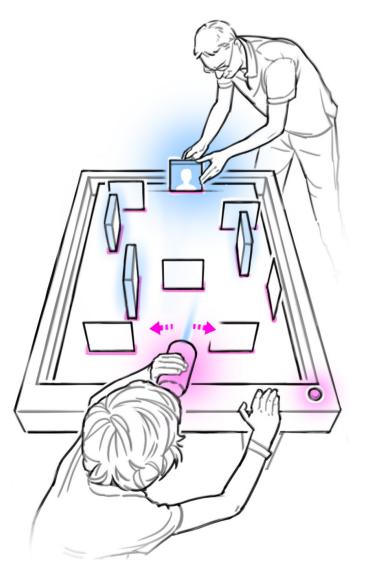**SWITCH** the lamp on with the green button.

PLACE a few obstacles (white panels) on the table.

GUIDE the lamplight onto the professor's face using the mirrors.

Experiment in pairs: one places a few obstacles on the table, the other tries to guide the lamplight onto the professor's face using the mirrors.

Light moves always in a straight line – it doesn't shine round corners. You can illuminate an object with a light source (in this case the lamp) only if there is nothing in the way.

Mirrors can direct light around obstacles. They always reflect the light at exactly the same angle as it hits the mirror.

Idea: Bernie Zubrowski; Construction: Technorama.