

# GCSE Photography



## Career Options

Art and design can lead to lots of exciting careers. Artist•Fashion design•Graphic design•Theatre designer•Animator•Video game designer•Illustrator•Museum curator•Photographer•Architecture•Product design•Textiles design•Ceramics•Advertising•Publishing•Interior design•Fashion and media journalism•Hair and make-up design•Retail design•Exhibition design•Jewellery design• Visual media• Teaching

## Subject Content

If you enjoy being creative and recording images through a camera lens in addition to using digital editing software, then Photography is a great choice. Manipulating and refining images into aesthetic works can be achieved through skilful use of camera, lighting and supporting software such as Photoshop. Be aware that a significant amount of time is spent using a PC and at no time are pupils allowed to wander freely around the school taking photographs, therefore photography students are expected to take their own photography outside of school using a camera phone or taken during lunch times and afterschool with the supervision of a member of staff. The skills you gain make it a great complement to other subjects as it helps to increase your practical skills and improve your analytical, communication and research abilities. We have undertaken such themes such as 'Self-Identity', 'Structures', 'Experimental Portraiture', 'Current Events', 'Transformations', 'Image and Text' and many other themes that have allowed students to explore their own ideas in many personalised ways.

All students will keep a digital journal that supports and underpins each project and assignment. This includes the exploration of ideas and processes, contextual references with supporting annotations, recording of ideas and reflective commentary. Screen shots showing process and understanding will also need to be evident.

Students may work in a combination of media but will predominately be using their own photographic responses as basis for their work. Digital media or entirely non-digital media, or in a mixture of both can be explored provided the aims and assessment objectives are met.

### Possible areas studied:

- Portraiture
- Still life
- Computer-manipulated imagery / Adobe Photoshop
- Landscape / urban or natural environment

## Assessment Information

• **Component 1 Portfolio:** produce a sustained project and a selection of further work that represents the course of study. This is worth 60 % of your overall marks. You will produce arrange of Photography work that will be developed from different starting points and themes that will lead you to creating and developing your own ideas and responses digitally, with some opportunities to work on print outs in artistic ways. You will learn the use of a camera along with supporting digital editing skills as a part of the course. The work is linked to contextual sources and we ensure that our pupils respond using a range of materials and processes. Having a solid interest in using a camera creatively and willing to explore ideas beyond school will be crucial to your success.

• **Component 2 Externally set assignment:** There is an externally set task paper that features seven tasks, and you have to complete one of them. You get plenty of preparation time, plus ten hours of supervised time. This is worth 40 % of your total marks. This project will be your individual choice and you decide how you approach it, including the way that you create your outcomes using Photography based approaches. It is a real opportunity to show off those Photography and digital editing skills in a fully independent assignment.

Assessment objectives (AOs) are the same across all GCSE Art and Design specifications and all exam boards. The exams and non-exam assessment will measure how students have achieved the following assessment objectives in both Components 1 and 2.

- AO1: Develop ideas through investigations, demonstrating critical understanding of sources.
- AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.
- AO3: Record ideas, observations and insights relevant to intentions as work progresses.
- AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language.

## Why Study...?

All three subjects that we offer: Fine art / Photography / Graphic Communications include the following definitions of art, craft and design that highlight the distinguishing characteristics of each area. These areas can be addressed separately or in an integrated way depending upon the intentions and purposes of work undertaken.

**ART** based study can be defined as practice that involves the development of personal work and lines of enquiry determined by the need to explore an idea, convey an experience, or respond to a theme or issue. **CRAFT** based study can be defined as practice that involves making activities that draw upon knowledge of tools, materials, and processes, and associated intellectual, creative, and practical skills. **DESIGN** based study can be defined as practice that involves developing a response to a specific need, brief or starting point, taking account of established requirements, constraints and/or parameters.

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