



# PHOTOGRAPHY

## GCSE



### Examination Board

OCR

### Assessment

#### **Exam 40%**

Is a set task with preparation time followed by 10 hours working in exam conditions.

#### **Coursework 60%**

Is a Portfolio which includes photography projects studied from Year 10 which requires students to include the following evidence of:

- **Recording A01**- eg; photographs from sources, secondary and primary observations
- **Development A02** - eg; how your ideas progress, style and influence of artists, scale and manipulation of photos using digital means
- **Refine A03** - eg; How you make changes, modify and conclude your ideas, accumulation or conclusion to the project, skillfulness, accuracy, attention to technical detail and explanation
- **Present A04**- eg; Presentation of an outcome and your evidence, annotation on Powerpoint slides explaining ideas and the Photoshop modifications using CS5

### What Will You Learn

Photography is art and design without the drawing! Students opting for photography gain all the benefits of studying art and design but without the experience of using such a wide range of different media. You will learn all about how to control and manipulate photographic images for effect. This will include how to take photographs (including how to use the controls on a SLR), studio lighting and image processing, including 'state of the art' and Industry standard software. Photography is all about 'learning by doing'. You will be given a number of tasks and expected to keep a portfolio of work produced over the course. You may get the chance to work with art photographers and will visit galleries and museums to see exhibitions.

### Who Is This Course For?

Anyone who is interested in the subject. Although photography is extremely interesting and really good fun, it is not an easy option. Students need a high level of self-discipline, a creative outlook and excellent planning skills. A willingness to experiment and try things out helps, as does the ability to work both independently and in groups. Computer based and practical learning.

### What Happens When You Finish? (Career Pathway)

These are similar to mainstream art and design but obviously with an emphasis on the 'lens based Creative Industries': Advertising, media, graphics are but a few.