

Lens Based Media

Subject Photography - Lens Based Media

Syllabus AQA GCSE Art and Design: Photography - Lens Based Media

What will I learn? In year one, students will complete an introduction to photography and lens-based media. This will cover composition, ISO, shutter speed, aperture, video/stop motion and photo editing using Photoshop. For the remaining time in year one, students will complete a series of small projects responding to a range of different themes (past examples have included Movement, environment and Macro Photography). The focus of the projects will be on developing a range of in-camera skills and developing an analytical thought process and connecting photography to the photographic industry. Students will participate in school trips that expand their skills and knowledge in the subject. They will be expected to shoot in various locations that will range from our in-school studio to external locations to improve and develop their skills in studio lighting and location lighting. The work created in year one will be used to create a portfolio, which will prepare students for interviews for college and apprenticeships.

In Year 2, students will begin by researching and planning a personal investigation project (Worth 60% of their overall GCSE grade). This will be an opportunity for students to develop the skills learnt in year one and specialise in one (or more) area(s) of Photography - Lens-based media. Students who opt for the Photography qualification may focus on more traditional skills (landscape photography, fashion and advertising, product photography, events and commercial photography, digital work, moving images, and more). Students will then complete an Externally Set assignment (Worth 40% of overall grade) which will follow the same process as previous projects, and will culminate in a practical exam where students can create responses to the project.

How will I be assessed? Coursework 60% (GCSE Personal Investigation) Externally set project 40% (8-10 week preparation period followed by a 15 hour exam in which to make a final outcome)

How will this prepare me for my next steps? The creative pathway lays the foundation for both the technical, analytical and problem-solving skills required for future creative and academic endeavours. Students will not only create a portfolio of work to represent their skills and interests, but also will gain confidence in their abilities as creators. Students develop understanding of Photography and Lens based media skills which will prepare them for work in a number of creative careers, as well as transferable skills such as problem solving, divergent thinking, practical work, and learning as a result of research, experimentation, reflection, and resilience.

Contribution to Studio aims –The skills learned in these subjects prepare students for a wide range of careers in the games or creative industries.

Careers/job ideas

- Fashion photographer
- Portrait photographer
- Landscape photographer
- Event photographer
- Commercial photographer
- Product photographer
- Research photographer
- Games Designer
- Interior photographer
- Property photographer
- TV/Film photographer
- Art photographer
- Sports photographer
- Documentary photographer
- Event Videographer
- Fashion Videographer
- Research Videographer
- Commercial Videographer