

AS/A2 PHOTOGRAPHY

Entry Requirements-

While we currently have no specific requirements for subject entry, qualities we do look for are-

- Creativity, the ability to explore, experiment and evaluate work.
- The ability to analyse and develop work and to work with a level of logic.
- Skills in communication and presentation.
- Enthusiasm.
- Commitment

Course structure-

Edexcel's GCE in Art and Design comprises four units. The AS is the first half of the GCE course and contributes 50 % of the total Advanced GCE marks.

AS Unit 1 - Coursework

30% of Advanced GCE, 60% of AS

AS Unit 2 - An exam project with 16 weeks to prepare for a timed test over 2 days.

20% of Advanced GCE, 40% of AS

The A2, the second half of the Advanced GCE, comprises the other 50 % of the total Advanced GCE marks. Work presented for assessment must cover fully all four assessment objectives.

AO1

Develop their ideas through sustained and focused

investigations informed by contextual and other sources, demonstrating analytical and critical understanding.

25%

AO2

Experiment with and select appropriate resources, media, materials, techniques and processes, reviewing and refining their ideas as their work develops. 25%

AO3

Record in visual and/or other forms ideas, observations and insights relevant to their intentions, demonstrating an ability to reflect on their work and progress.

25%

AO4

Present a personal, informed and meaningful response demonstrating critical understanding, realising intentions and, where appropriate, making connections between visual, oral or other elements.

The skills you will cover and learn:

Photography

- the uses of light
- film types, film speeds, grain of film stock, infra red and other specialised films
- The Formal Elements
- dark-room techniques
- acquisition and manipulation of the image through computers, scanners, photocopiers and computer software.

Digital photography

- the uses of light
- the basis of digital photography
- The Formal Elements
- the use and qualities of image acquisition hardware and software and image manipulation and analogies between digital and other forms of photography
- the relationships between colour and tone for screen- and print-based media
- the use of a range of tools, both software (brushes, cloning, selection, processing) and hardware.

Contextual Studies

Artist research and response is an integral part of the course, amounting to over 25% of your grade. This will be taught as part of the project, holistically and also through individual tutorials so you explore artists and photographers relevant to your ideas and their direction. We have an extensive Art library to assist this as well as running trips to London, Birmingham, Milton Keynes and Warwick Galleries.

Facilities and Equipment

We have digital SLR's and 35mm SLR's. 15 laptops with Adobe Photoshop. Black and White Dark room with enlargers, printing and developing equipment. Students will not have to provide their own cameras initially, but will be encouraged to do so as the course moves on. Film and paper are available at cost price, if they exceed their initial allowance.

Students need to Contribute £30 each towards materials at the start of the course this will include their sketchbooks and Basic Printing and Darkroom costs. They also need to budget £20 to £40 for printing off their work professionally. Cameras and Equipment can be borrowed for a yearly deposit of £25.

For further information see Mr Phillips