

Photography Year 10 Learning Journey 2023-2024

Week	Date	Assessment Objectives: AO3, AO1, AO2, AO4	Project	Assessment	
1(wed)	4.09.23	Introduction to photography classroom and systems.	Still Life		
2	11.09.23	AO1 Exposure triangle Aperture/Shutter speed photographer research			
3	18.09.23	AO2 Thumbnail planning photo shoot – blocks and balls (Depth of field)			
4	25.09.23	AO3 Blocks and balls photo shoot			
5	02.10.23	AO2/AO3 Experimenting with shutter speed.			
6	9.10.23	AO1 Natural forms Black and white photographers		AO1	
7	16.10.23	AO2 Thumbnail planning photo shoot			
8	30.10.23	AO3 Natural forms photo shoot			
9	6.11.23	AO1 Aaron Siskind - Texture			
10	13.11.23	AO3 Texture photo shoot		AO3	
11	20.11.23	AO2 Texture photoshop squares			
12	27.11.23	AO3 Shadow photography/experimenting with light Data dro			
13	4.12.23	AO1 Typologies			
14	11.12.23	Contingency			
15(Tue)	2.01.24	AO2/AO3 Typologies Experiments		AO2	
16	8.01.24				
17	15.01.24	AO2 Initial idea for body of work			
18	22.01.24	AO1 Photographer analysis			
19	29.01.24	AO2 Development of idea			
20	5.02.24	AO3 Photo shoot			
21	19.02.24	AO4 Body of work		AO4	
22	26.02.24	AO1 Street photography – Gary Winogrand AO2 Planning street photography photo shoot	People		
23	4.03.24	AO2 Editing photos			
24	11.03.24	AO1 Documentary photography			
25	18.03.24	AO2 Initial body of work ideas Data Drop			
26	27.03.24	Contingency			
27	17.04.24	AO1 Photographer analysis		AO1	
28	24.04.24	AO2 Idea development			
29(BH)	02.05.24	AO3 Photo shoot			
30	08.05.24	AO2 refining idea/experimenting			
31	15.05.24			AO2	
32	22.05.24	AO1 Photographer ext.			
33	05.06.24	AO2 Final body of work development			
34	12.06.24				
35	19.06.24	AO4 Annual exam(creation of body of work) Annual Exams		AO4	
36	23.06.24	AO1 Mock Exam intro mind map Annual exams		Mock Exam	
37	03.07.24	AO1 Photographer research			
38	10.07.24	AO3 First photoshoot in response to photographer Data Drop			AO3
39	17.07.24	Activities week			

Name:		Autumn	Spring	Summer
Subject Target		Flightpath		
Annual Exam Grade:		BFL		

Assessment Objectives **AO3**, **AO1**, **AO2**, **AO4**

AO	Date	Flight-path Grade	Action (s) to make progress
AO1			
AO3			
AO2			
AO4			
AO1			
AO2			
AO4			
AO3			

Art Key Constructs

Art history explores how humans have created art and the development of this across art, design and architecture globally, which underpins how we make art today.

Artists are a source of inspiration when creating your own work.

There are many coloured materials/mediums that are used to create art work.

Composition is how artwork is organised in a space to achieve different effects.

Experimenting with materials is part of the creative process and helps with designing an outcome.

Designing is the process where you explore your ideas for a piece of work and document this.

Refining your designs will involve exploring and experimenting with materials and learning from this process.

All colours can be made/mixed using the primary colours and black and white.

Drawing is the foundation of all art. It is made up of line, tone and mark making.

Painting is the application of paint to a surface, it requires fine motor skills and an understanding of colour theory.

Photography can be used to record or document work and ideas.

Sketchbooks are used to document the creative process.

Annotation helps to document the creative journey with use of visual language.

Art can be created in 3d form known as sculpture.

Final outcomes are produced as a result of the creative process and should demonstrate the best work explored.

Evaluations at the end of a project help you reflect on the creative process and learn from it.