

Year 10 Photography Learning Journey 2024-2025

| Week | Date | Assessment Objectives: AO3, AO1, AO2, AO4 | Topic | Assessment |
|-----------|----------|--|------------|------------|
| 1 (Thurs) | 5.09.24 | Introduction to photography classroom and systems. | Still Life | |
| 2 | 9.09.24 | AO1 What is the exposure triangle Aperture/Shutter speed photographer research | | |
| 3 | 16.09.24 | AO2 How to thumbnail plan a photo shoot – blocks and balls (Depth of field) | | |
| 4 | 23.09.24 | AO3 Use of composition -Blocks and balls photo shoot | | |
| 5 | 30.09.24 | AO2/AO3 How to use shutter speed -Experimenting with shutter speed. | | |
| 6 | 7.10.24 | AO1 How to analyse photographer's work - Natural forms Black and white photographers | | AO1 |
| 7 | 14.10.24 | AO2 How to Thumbnail plan a photo shoot in response to a photographer's work | | |
| 8 | 21.10.24 | AO3 How to conduct a successful photoshoot- Natural forms photo shoot | | |
| Half term | | | | |
| 9 | 4.11.24 | AO1 How does Aaron Siskind use texture? | | |
| 10 | 11.11.24 | AO3 Texture photo shoot in response to Siskind | | AO3 |
| 11 | 18.11.24 | AO2 How to use Photoshop - Texture squares | | |
| 12 | 25.11.24 | AO3 How to use light/shadows in photography -Shadow photography/experimenting with light | | |
| 13 | 2.12.24 | AO1 What are Typologies? Data Drop in books | | |
| 14 | 9.12.24 | AO2/AO3 Typologies Experiments | | |
| 15 | 16.12.24 | | | AO2 |
| CHRISTMAS | | | | |
| 16 | 6.01.25 | Pause Lesson | | |
| 17 | 13.01.25 | AO2 How to plan a body of work - Initial idea for body of work | | |
| 18 | 20.01.25 | AO1 Photographer analysis | | |
| 19 | 27.01.25 | AO2 How to develop your ideas. | | |
| 20 | 3.01.25 | AO3 Photo shoot | | |
| 21 | 10.02.25 | AO4 How to create a Body of work | | AO4 |
| Half term | | | | |
| 22 | 24.02.25 | AO1 What is Street photography? – Gary Winogrand AO2 Planning street photography photo shoot | People | |
| 23 | 3.03.25 | AO2 Editing photos | | |
| 24 | 10.03.25 | AO1 What is Documentary photography? | | |
| 25 | 17.03.25 | AO2 Initial body of work ideas | | |
| 26 | 24.03.25 | AO1 Photographer analysis | | AO1 |
| 27 | 31.03.25 | Pause Lesson | | |
| EASTER | | | | |
| 28(BH) | 21.04.25 | AO2 Idea development | | |
| 29 | 28.04.25 | AO3 Photo shoot | | |
| 30(BH) | 06.05.25 | AO2 refining idea/experimenting | | AO2 |
| 31 | 12.05.25 | AO1 Photographer ext. | | |
| 32 | 19.05.25 | AO2 Final body of work development | | |
| Half term | | | | |
| 33 | 2.06.25 | AO2 Final body of work development | | |
| 34 | 9.06.25 | AO4 Annual exam(creation of body of work) | | AO4 |
| 35 | 16.06.25 | AO1 Mock Exam intro mind map Annual Exams | Mock Exam | |
| 36 | 23.06.25 | AO1 Photographer research Annual Exams | | |
| 37 | 30.07.25 | AO3 First photoshoot in response to photographer Data drops in books | | AO3 |
| 38 | 7.07.25 | | | |
| 39 | 14.07.25 | Activities week | | |

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|---------------------------|--|--------------------|---------------|---------------|---------------|
| Name: | | Summer yr 9 | Autumn | Spring | Summer |
| Subject Target: | | Flightpath | | | |
| Annual Exam Grade: | | BFL | | | |

| Date | Assessment | 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.