

SUBJECT INTENT

Our curriculum aims to nurture:

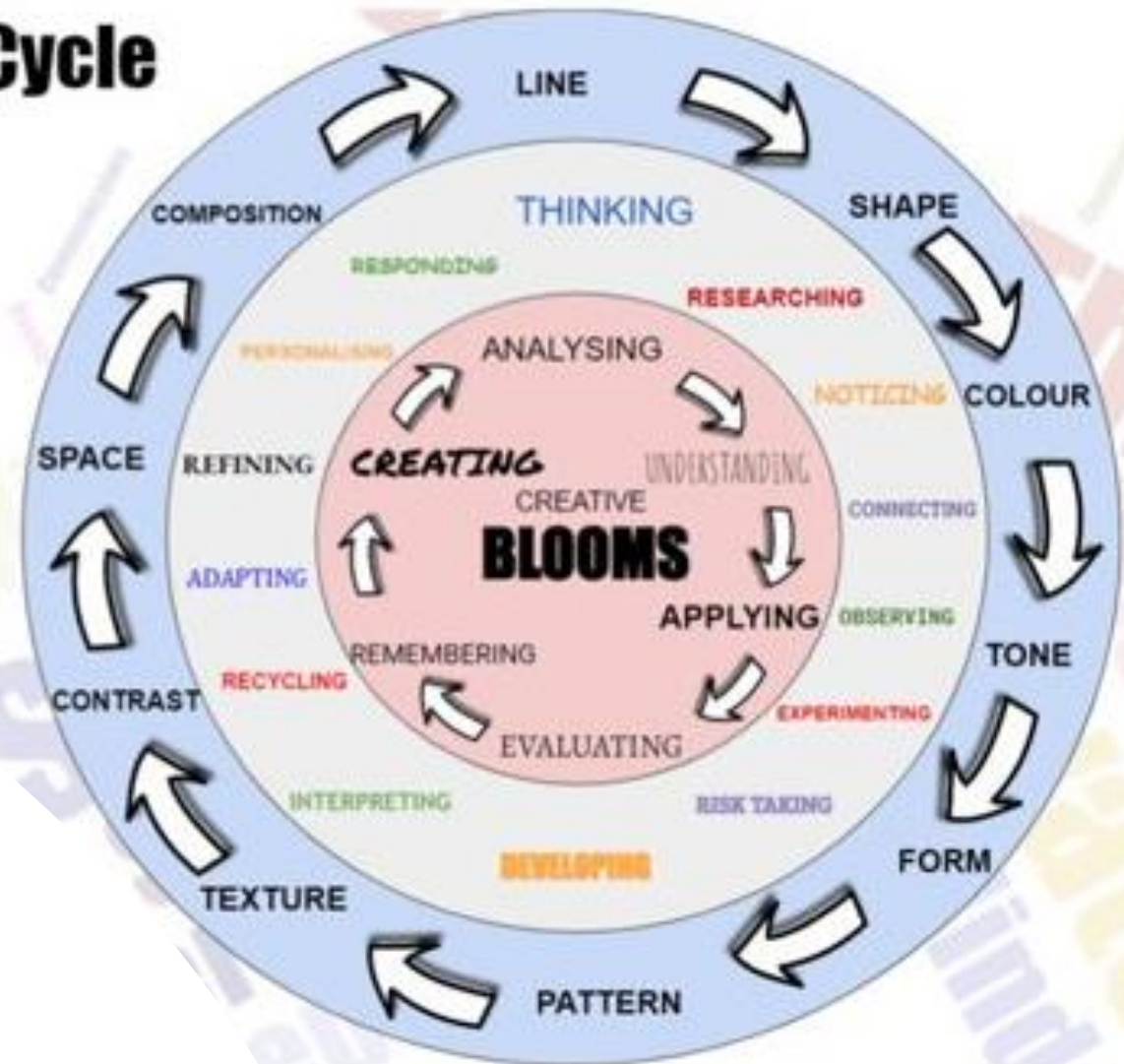
Autonomous learners that are able to independently adapt and exploit a variety of skills, both practical and critical.

Resilient students, confident to take risks and comfortable with ambiguity whilst experimenting with visual language.

Who are able to:

Think critically and creatively when responding to an awakened understanding of the world through and appreciation of art and culture.

Creative Cycle



REFINING



INTENT – Building independence when generating ideas linked to themes. Refining skills and techniques, beginning to specialise in media and style.

Techniques and processes

- Refine knowledge and experience of prior learning using physical and digital media
- Refine photographic skills and use of digital media
- Refine ways of manipulating images with more sophisticated use of digital and non-digital editing
- Refine camera skills
- Refine written analysis and annotation
- Refine ideas as they develop towards creating personal responses

Analysing Photography Explore the work of a photographer by experimenting with the way that they work creatively. Use similar techniques and media whilst creating your own transcription inspired by their work.

Content.	Media and Techniques.	Consider the photographers use of aperture, shutter speed, and composition.	Meaning and Context.
What can you see in the image. Why do you think the photographer has chosen this to study?	How do you think the image has been made? What have you found out through your own studies?	How do you think that these have affected your response/feeling about the artwork?	Your understanding of what the photograph might mean. An emotional response. How might it have been viewed at the time and what do you think the photographer wanted people to think?

Assessment Objectives

AO1 - Developing ideas linked to contextual sources

Initial response to theme - concept map or collage page of related images. Research pages, minimum of three Artists. Annotated images of their work, own thoughts and opinions about content, style, meaning and technique. To include transcriptions, experimenting with their style, use of media, working methods, content.

AO2 - Experimenting, developing and refining

A development of art techniques using a range of media. Consider the formal elements - line, tone, colour, shape, form, texture and pattern. These should show influence from your artist. 3 Design ideas showing development and refinement towards a final piece.

AO3 - Recording observations and ideas

Evaluate your ideas and images through annotations, referring to the techniques you have used, how your ideas relate to the theme and how your chosen artists have inspired you. A range of detailed observational drawings, full of detail. Your own photographs to further influence your project and show a personal visual response.

AO4 - Creating personal, meaningful responses

Produce a fully resolved end outcome that is personal, has meaning and demonstrates links to the theme, your sketchbook and the work of you artist. This is your final piece and should demonstrate the best of your ability.

The Formal Elements

Parts used to make a piece of artwork.

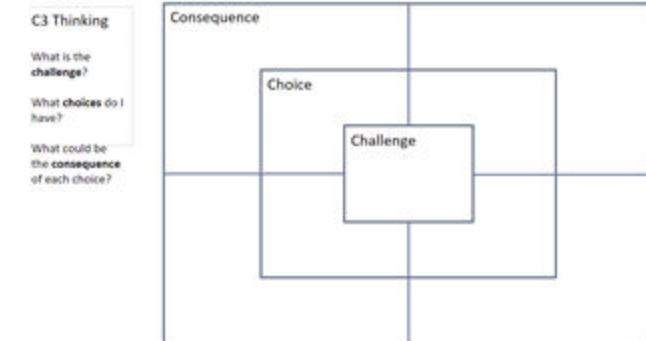
Line, shape, space, form, tone, texture, pattern, colour, light, and composition.

Often used together, how they are organised in a piece of art determines what the finished piece will look like.

Mastering the formal elements and in combination with each other will help to record drawings accurately and create effective artwork.

THINK DEEPER BUILD INDEPENDENCE

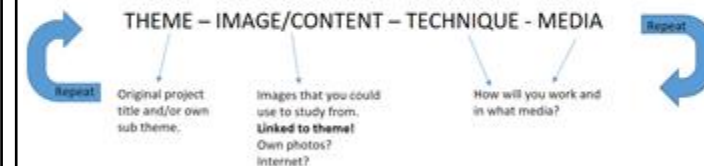
Develop more refined strategies to generate and develop ideas independently



DEVELOPING IDEAS

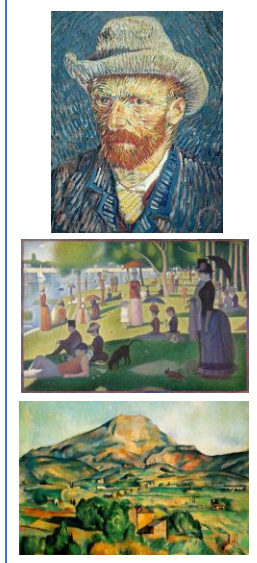
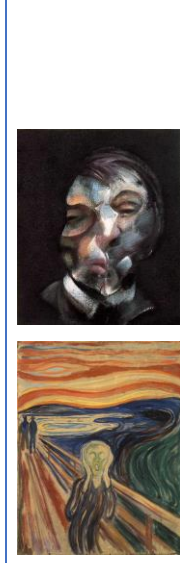
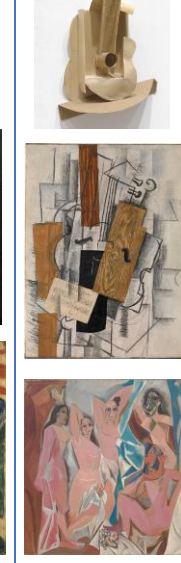
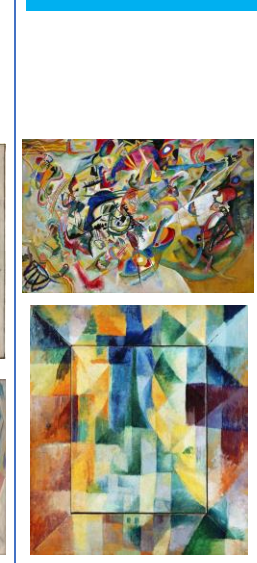
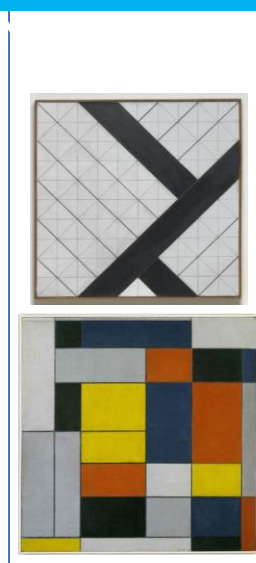
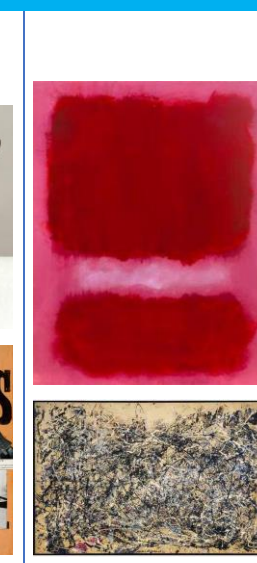
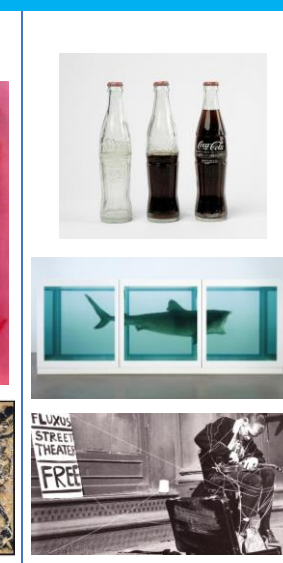
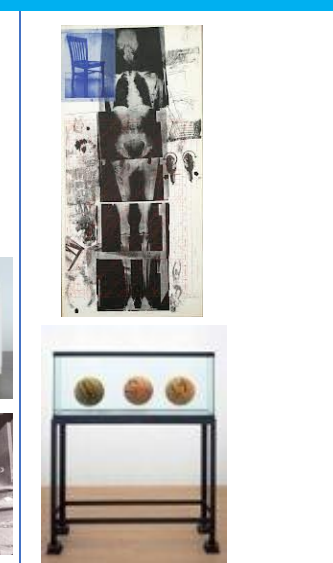
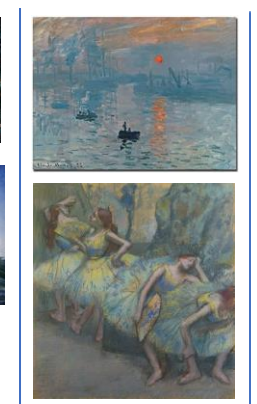
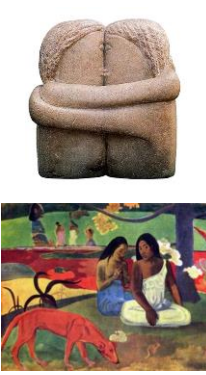
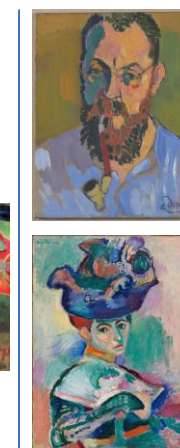
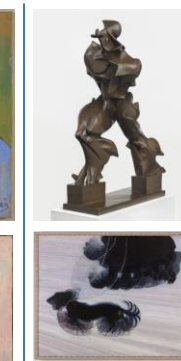
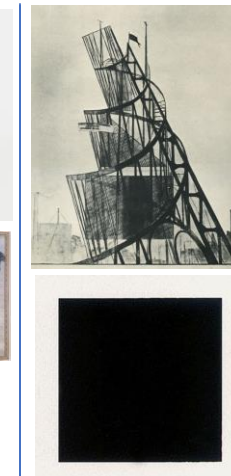
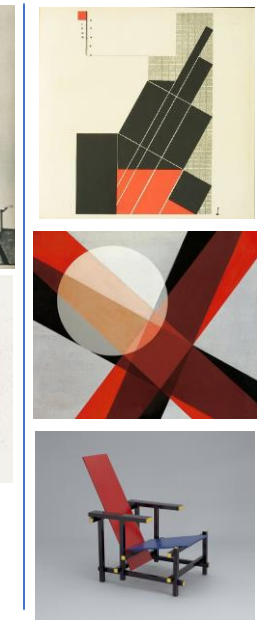
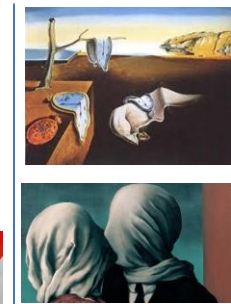
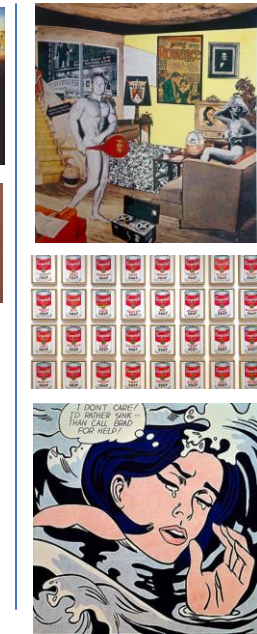
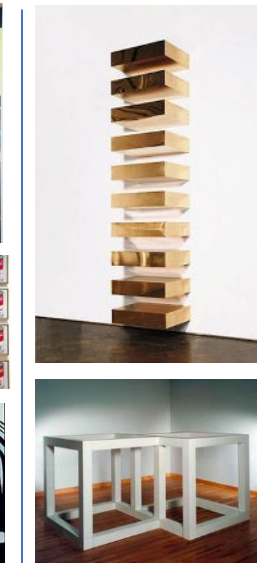
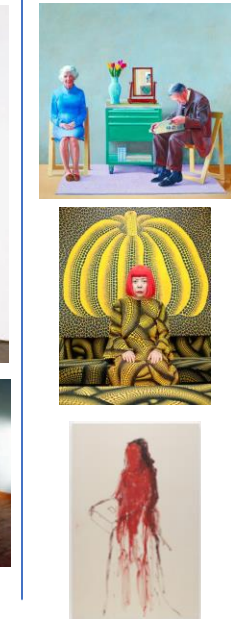
Reflect, review, think and plan

Use the ideas cycle format below to develop a variety of your own practical studies coming from your ideas page



AO2 – To explore, experiment, develop and refine ideas towards potential personal responses

CONTEXTUAL KNOWLEDGE ORGANISER – 150 YEARS OF

										
Renaissance 1300 - 1700	Pre Impressionism 1820-1870	Post Impressionism 1880-1906	Expressionism 1905-1920	Cubism 1907-1914	Orphism/Blue Rider 1910-1914	Neo Plasticism 1917 - 1931	Dadaism 1916-1923	Abstract Expressionism 1943 - 1970	Conceptualism/Fluxus 1952 - onwards	Postmodernism 1970-- 1989
Academy Art (Salon) 1788-1890	Impressionism 1870-1890	Primitivism 1880-1930	Fauvism 1905-1910	Futurism 1909-1919	Suprematism/Constructivism 1915-1925	Bauhaus 1919-1933	Surrealism 1924-1945	Pop Art 1956 - 1970	Minimalism 1960 - 1975	Art Now 1990 Onwards
										

All art that has gone before has informed the way that artists work today. Knowledge of this journey will better inform your own

PHOTOGRAPHY KNOWLEDGE ORGANISER

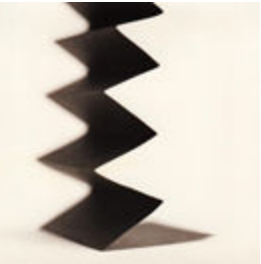
Stephen McMennamy	1972	Stephen McMennamy is known for fusing different objects and scenes together to create a completely original image in his series "Combophotos."	
Slinkachu	1979	British street artist whose artwork is a mixture of sculpture, installation, street art and photography. He grew up in Devon and has lived in London since 2003. He trained in advertising while maintaining an interest in making miniature figures as a hobby.	
Martin Parr	1952	British documentary photographer, photojournalist and photobook collector. He is known for his photographic projects that take an intimate, satirical and anthropological look at aspects of modern life, in particular documenting the social classes of England, and more broadly the wealth of the Western world.	
Man Ray	1890-1976	An American visual artist who spent most of his career in Paris. He was a significant contributor to the Dada and Surrealist movements, Man Ray made his "rayographs" without a camera by placing objects- such as the thumbtacks, coil of wire, and other circular forms used here- directly on a sheet of photosensitized paper and exposing it to light.	

Eadweard Muybridge	1830-1904	English photographer known for his pioneering work in photographic studies of motion, and early work in motion-picture projection.	
Louis Daguerre	1787-1851	Louis-Jacques-Mandé Daguerre was a French artist and photographer, recognized for his invention of the eponymous daguerreotype process of photography. He became known as one of the fathers of photography.	
David Bailey	1938	David Bailey CBE is an English photographer and director, most widely known for his fashion photography and portraiture, and role in shaping the image of the Swinging Sixties.	
Temi Coker		Temi Coker is an absolute force of creativity. His work shows his Nigerian culture through his use of colour, pattern, dimension and texture.	

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PHOTOGRAPHY KNOWLEDGE ORGANISER

Petra Collins	1992	Petra Collins is a Canadian artist, director of photography, fashion model and actress who rose to prominence in the early 2010s. Her photography is characterized by a feminine, dreamlike feel, informed in part by a female gaze approach.	
Rinko Kawauchi	1972	Rinko Kawauchi is a Japanese photographer. Her work is characterized by a serene, poetic style, depicting the ordinary moments in life.	
Juno Calypso	1989	Juno Calypso is a British photographer. Her self-portraits are personal works about feminism, isolation, loneliness and being self-sufficient. Working alone, Calypso has made highly stylised photographs of herself whilst dressed as a fictional alter-ego, "Joyce", in unusual surroundings.	
Alec Soth	1969	Alec Soth is an American photographer, based in Minneapolis. Soth makes "large-scale American projects" featuring the midwestern United States. New York Times art critic Hilarie M. Sheets wrote that he has made a "photographic career out of finding chemistry with strangers" and photographs "loners and dreamers"	
Cindy Sherman	1954	Cindy Morris Sherman is an American artist whose work consists primarily of photographic self-portraits, depicting herself in many different contexts and as various imagined characters.	

Adam Bellefeuil	1988	Adam Bellefeuil is an American video game designer and photographer. "The whole experience of going out with no other purpose but to get lost and make pictures is a thrill and it never gets old. As Robert Adams said, No place is boring, if you've had a good night's sleep and have a pocket full of unexposed film."	
Cho Gi Seok	1992	Cho Gi Seok is a South Korean Photographer. He carefully creates each of his images. He thinks meticulously about the colours, lighting and props. He is then able to transform the model into a fantastical character as well as creating a strong narrative.	
Wolfgang Tillmans	1968	Wolfgang Tillmans is a German photographer. His diverse body of work is distinguished by observation of his surroundings and an ongoing investigation of the photographic medium's foundations.	
Ion Zupcu	1960	Ion Zupcu is a Romanian fine art photographer. Zupcu is known for his minimalist still life photography. His work often features objects such as bottles, fabrics, eggs and folded paper.	

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PHOTOGRAPHY KNOWLEDGE ORGANISER

Linus Morales	1980s	Linus Morales is a Swedish Photographer. He has a unique style which combines Fashion Photography and Fine Art. He describes his work as graphic with clean lines and wants to create something unique in every image.	
Rosanna Jones	1994	Rosanna Jones is a photographer and mixed media image maker based in London. She bleaches, burns, and rips up images for a fresh take on fashion photography.	
Ralph Eugene Meatyard	1925	Ralph Eugene Meatyard was an optician. He was a member of the Lexington Camera Club. His photography aimed to push boundaries. He experimented with many techniques including multiple exposures, motion blur, and other techniques that abstracted his images.	
Kenji Toma		Kenji Toma is a Japanese photographer. This project 'The Most Beautiful Flowers' was inspired by a flower encyclopedia. Instead of trying to make the flowers look realistic he tries to make them appear fake.	

Platon	1968	British portrait and documentary and fashion photographer. Some of Platon's commercial work includes photographing for Levi's, IBM, Nike, and Motorola. along with companies such as Timex, Tanqueray, Kenneth Cole, and Rayban. His photographs have also been featured on the cover of well-known magazines including <i>Time</i> , <i>Esquire</i> , and <i>George</i> .	
Alma Haser		Alma Haser is a Photographer/Artist. She combines photography with collage and origami techniques to create work that aims to expand on traditional portraiture.	
Tyler Spangler		Tyler Spangler, 30, is a digital artist based in California. Through his work, he plays with color and animation, often interposing bright color with aged black and white photos— merging different worlds together and bringing old-fashioned two-dimension photography into the age of color and gifs.	
David Abrahams	1987	David Abrahams (b., Leeds) is a British photographer whose diverse practice encompasses a contextual investigation of subjects across genres of still life, landscape, fashion and documentary photography.	

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