

Active Revision – Photography

Assessment Point - End of Year 10 Assessment

Research shows that students who do frequent chunks of revision across all 3 stages of revision below are more likely to reach their full potential.

- ✓ Upload – consolidate your knowledge
- ✓ Process – active retrieval practice
- ✓ Download – apply your knowledge



upload



process

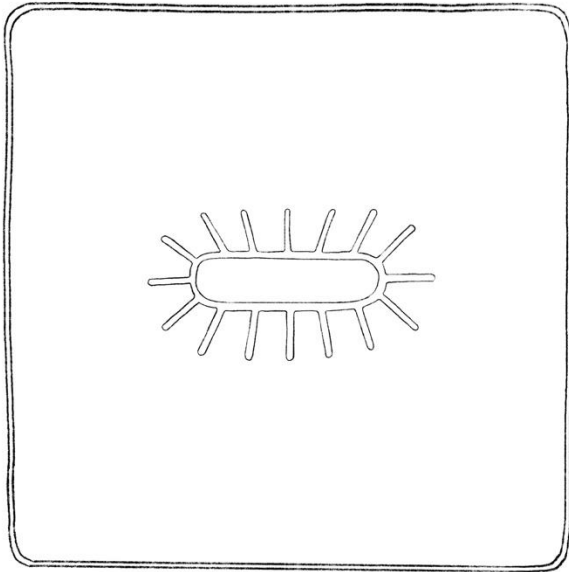


download

TOPIC: Games

- Develop Ideas
- Explore and Refine
- Record Ideas
- Refine and Present

- Use a **spray map** to note your thoughts and capture a full range of ideas about both board and card games

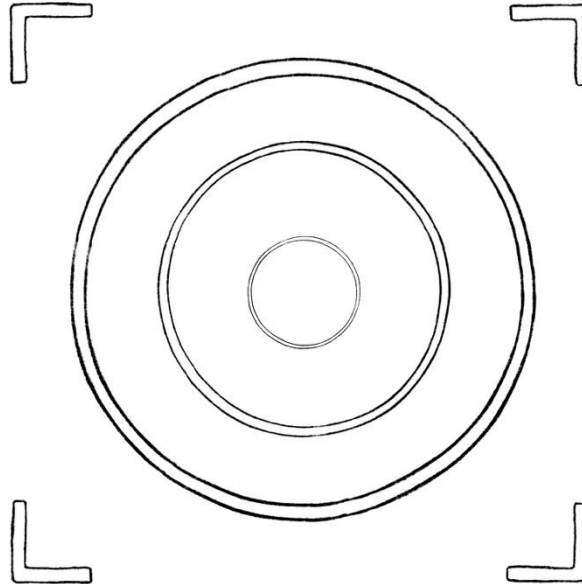


- **Read and reflect** upon your Opposites PowerPoint work in which you have evidence of:

The **high contrast photography** of Edward Weston and Andre Kertesz. The use of **chiaroscuro** lighting to increase the mood and atmosphere of imagery.

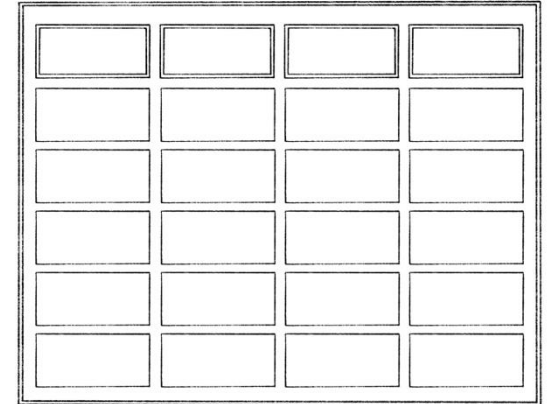
Photoshop skills in which you have used deliberate blur to create **selective focus** or a **focal point**.

- Use a **target map** to categorise your most relevant ideas and research all the way through to the least relevant. Develop the ideas you have indicated are 'more or most relevant'



- **Record** (photograph, digitally edit...) the items / scenes you have selected as more or most relevant on your target map.
- **Explore** the potential of camera technique and functions to convey meaning as you create images (vantage point, angle, shutter speed, lighting...)
- **Test** the potential of your compositions through your use of

- Use the **idea box** template to identify the main components of your concluding compositions. Hone in on each identified area and specify their qualities



- **Practice** the Photoshop editing techniques you will use in your assessment by creating an edit in timed conditions (suggested, 1-hour)
- **Adapt** your composition/s so that you are sure that it is both achievable in the set time (5-hours) and sufficiently ambitious to showcase your camera and Photoshop skills

<p>Exploration of how photographers contrast single and multiple elements in their images to guide the viewer's attention and to create a visual tension</p> <p>Photographers who have recorded ideas about games through their work – Sarolta Ban, Harold Edgerton Joachim Froese & Edward Fury</p> <ul style="list-style-type: none">• Read and reflect on the responses you have in your PowerPoint, along with your feedback and targets. Ensure you have actioned these.	<p>Photoshop – multiplying, arranging, shifting, splicing, adding shadows...</p> <ul style="list-style-type: none">• Create compositions in which you refine a concept you have developed• Annotate your compositions to highlight your ideas and to make the connections to the work of artists and photographers clear• Use the 'reflect on work prompts' worksheet to guide your developing ideas	
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