

## Subject: Photography (Edexcel)

**Subject Leader:** Mrs Utting

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CNS 6<sup>th</sup> Form



**This course covers the following key topics:**

- the operations and principles of creating a photographic image
- a range of materials used in photography
- how the formal elements evoke responses in the viewer
- the processes for production of digital and print-based photographs
- methods of presentation of photographic images
- **Develop** ideas through sustained and focused investigation.
- **Experiment** with and select appropriate resources, media and materials.
- **Record** in visual and/or other forms ideas, observations and insights relevant to intentions.
- **Realise intentions.** Present a personal, informed and meaningful response

### Recommended Reading:

- 1) Creative Vision: Digital & Traditional Methods for Inspiring Innovative Photography  
By Jeremy Webb 2005

**We love teaching this course because**

**Photography gives us the opportunity to inspire young people to think creatively and develop their digital skills.**

**It captures a moment in time, whether spontaneous or carefully planned to every fine detail.**

**Our students say:**

**"I really enjoy the practical element of this course and it is a break from my other essay based subjects"**

**"I didn't do any creative subjects at GCSE and I really enjoy taking photographs, particularly portraits and just want to get better."**

**"I chose A level photography because I did it at GCSE and loved it"**

**"I wanted to do photography at GCSE, but my school didn't offer it, but now I do it at A level and its great "**

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**If you love Photography, we really recommend you read:**

- 2) Experimental Photography. A handbook of techniques. Thames & Hudson
- 3) Read this if you want to take great photographs by Henry Carroll

**What future pathways are open to me if I study Photography?** Foundation or degree in Fashion Styling, Fine Art, Commercial, Graphic Design and Visual Arts leading to a variety of careers in the creative industries such as animation, film, games, photo imaging, publishing, TV, VFX, advertising and marketing communications.