

# GCSE Photography

<b>Career Pathways</b>	Advertising art director, Film/video editor, Graphic designer, Magazine features editor, Medical illustrator., Freelance Photographer, Press photographer, Cinematographer, Art director, Television camera operator game design. New technologies are creating a whole new range of courses where Art is being used in innovative ways. GCSE Photography will help you to develop your creative, technical, communication, analytical and problem solving skills - skills that are essential in these and a wide range of other career opportunities. Creative industries are worth 100 billion a year, growing at twice the rate of the wider economy. Currently 3.2 million jobs are in the creative industries... that's 1/11 jobs.
<b>Examination Board</b>	OCR
<b>Is this the right subject for me?</b>	<ul style="list-style-type: none"> <li>• If you enjoy:</li> <li>• making images</li> <li>• Learning about cultures and traditions</li> <li>• Using different materials and techniques</li> <li>• using computers and technology imaginatively</li> <li>• exploring the world and developing ideas</li> <li>• working outside of the classroom</li> <li>• Analysing the work of others</li> <li>• interested in learning new skills interested in learning new skills</li> <li>• Creatively presenting your work to produce a portfolio</li> </ul>
<b>What do I need to know, or be able to do, before taking this course?</b>	You might enjoy art or simply taking photographs. You may be curious about the work of others and want to learn how they created their work. You will need to enjoy working independently; photography takes time and you will need to be able to keep to deadlines.
<b>What will I learn?</b>	<p>The OCR broad-based GCSE specification is followed. On this course you will have the opportunity to:</p> <ul style="list-style-type: none"> <li>• Actively engage in the process of art and design</li> <li>• Develop creative skills, through learning, to use imagination when exploring and creating images and artefacts</li> <li>• Explore and experiment with ideas, materials, tools and techniques</li> <li>• Develop skills in refining and developing ideas and personal outcomes</li> <li>• Expand your knowledge and understanding of art, craft and design throughout history and different cultures</li> <li>• Develop critical understanding of works of art</li> </ul>
<b>How will the course be assessed?</b>	<p>The course is assessed internally and moderated externally. The course breaks down into the following components:</p> <ul style="list-style-type: none"> <li>• Unit 1: Art and Design Portfolio – 60%</li> <li>• Unit 2: Set task (examination) comprising 6 weeks' preparation followed by a 10-hour examination – 40%</li> </ul>