



Frame It



Year 3

Learning outcomes

- ✓ I can begin to understand how cameras and composition works
- ✓ I can understand what an artist is thinking about

Preparation time

None

Resources needed

- Thin cardboard (A5/A4) for creating moving apertures
- Thin card (A5/A4) for creating fixed apertures
- Scissors
- Pencils
- Rulers

Frame It 1

A short activity to help pupils prepare for their Tate Year 3 Project photographer visit by creating simple apertures and exploring photographic processes as an entry point to how we see the world around us.

What happens

1. Using a ruler and pencil, pupils mark and cut two L-shaped pieces of A5 or A4 cardboard: the marks/cuts can be of any size. These L-shapes make a moving aperture when the pieces are placed at right angles to each other: show pupils they can create a smaller or larger aperture space by sliding the L-shapes closer together or further apart.
2. Using scissors, ruler and pencil, pupils create a fixed aperture by cutting a square into the middle of a piece of thin card. Encourage different aperture shapes and sizes, e.g; triangles, rectangles, etc.

“An aperture is a hole within a lens, through which light can travel into a camera. It works in much the same way as your eye – controlling the amount of light needed to see. As you move from a light or dark space the iris in your eye can shrink or expand, changing the shape of your pupil to let in more or less light. A camera aperture is like a pupil for a camera and it can be made to shrink or expand to let in the correct amount of light to take a photographic image.”

Extension

- To further understand how a photographic aperture works, bring in a digital or film camera and ask pupils to look into the lens from the front as the camera takes a photograph. They should be able to see the aperture moving to let in light.
- To explore how light affects the creation of a photographic image, try using sun paper, which is very simple to use and widely available in craft shops and online. Sun paper clearly shows how an image changes if it is exposed to too little, too much or just the right amount of light.

This activity works well with

- The Living Gallery
- Changing Backgrounds