

# Science Afterschool Club

## Sessions Overview

Through a series of entertaining and educational workshops, based on practical hands-on experiences, this course is designed to give an appreciation of how Science contributes to everyday applications, through the medium of Photography/Imaging and for children to gain an insight into a range of related careers.

### Breakdown of Sessions for the Science Club Workshops:

#### Session 1: Life Processes and Living Things

- Materials and their properties physical processes
- Reflections and Shadows
- Changing Sounds
- Habitats
  - Woodlands
  - Plants
  - Day & Night
  - Day Length

#### Learning opportunities include:

- Working in a small group to produce an 'abstraction' piece, using 'Habitats' as part of a small project
- Using 'Reflections and Shadows' as part of a second mini session project to produce a school pictorial calendar (with the best images from each student included)

## Session 2: Our Environment

- Mountains and Coasts
- Autumn
- Our Environment
- Woodlands and Water

Learning opportunities within the subject of photography and visual arts include:

- Leading Lines
- Offset Lines
- Inset Lines
- Two Point and Three Point Perspective

## Session 3: Human and Natural Features, Part 1

- Landmarks
- Settlements
- Village, Town and City

Learning opportunities include:

- Blocking In
- Harmonious Colours
- Visual Communication project, with pupils working in groups of three's

## Session 4: Human and Natural Features, Part 2

- Castles and Forts
- Mountains and Coasts
- Comparing Localities
- Harvests

Learning opportunities include:

- Ways we can tell a story through Comparing Localities and Castles and Forts
- Depth of Perspective
- Depth of Field (using maths equations)
- Depth of Focus (using maths equations)

#### Sessions 5 and 6: Physical Processes

- Forces & Motion
- Electricity
- Light
- Sound

Learning opportunities include:

- Producing both a 3D and 2D visual project
- Vintage Photography
- Camera Shot Lists (using maths equations)
- Creating a 3D tangible product, using 'Forces and Motion'
- Measuring light and understanding the effect they have on visual imaging
- Architectural Photography