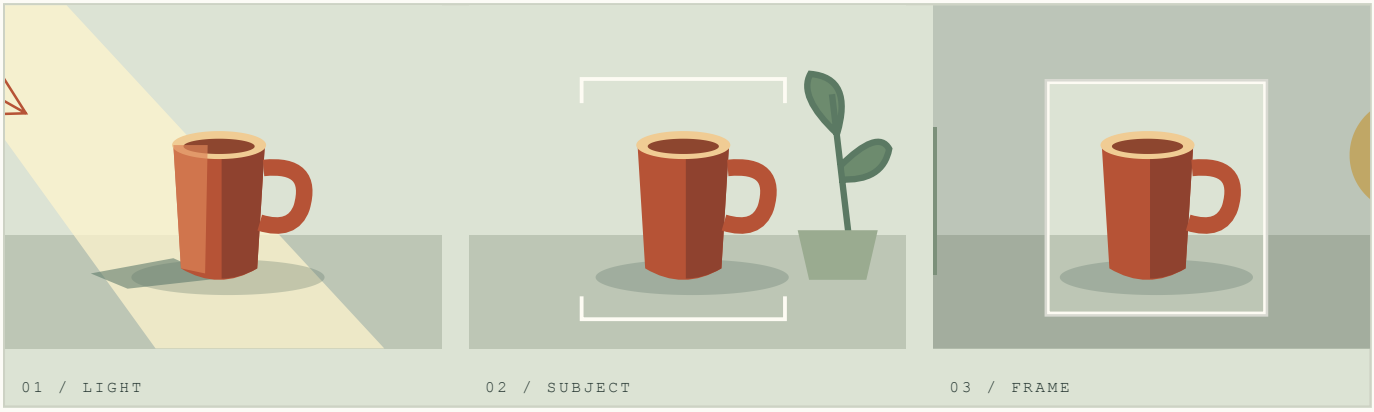
30 MINUTES · 4–6 ADULTS · ENTIRELY INDOORS

Rain at the window. *Keep looking.*

The same three photo decisions, made around a table. No walk, no wet phones, no rushed return.



A tabletop version of light, subject and frame. Original illustrations.

Set up before the thirty minutes

Make one work area for each pair, with room to sit and move a phone. Everyone remains indoors for the whole session. Use a different plain object per pair so nobody waits for a prop.

Per pair

- A charged phone in ordinary Photo mode; two phones are welcome.
- A dry mug or other simple still object, plus a second plain object.
- Two sheets of plain paper: one background, one shadow card.
- A broad window with useful daylight, or a host-set cool LED desk lamp.
- An indoor field card and pen per person.

Host check

Test each area: a small object turn or moving the paper shadow card should make a visible light difference. Test a background overlap and a tighter frame too.

Set lamps and secure cables yourself before arrival. Keep paper away from lamps. Use no hot bulbs, liquid props or balanced equipment. Seat people so the exercises work without standing.

No usable light or space? Rearrange, reduce the group by agreement or postpone. Do not leave pairs waiting for one usable station.

Host / date: _____

Room / checked light source: _____

00-11 / BEGIN AT THE TABLE

One table.
Start with the light.

> **Still yours to teach.** Practise the actual demonstration. You must be able to notice the light and explain your composition choices. This version changes the setting and timing; it does not replace the host's knowledge.

MINUTES	RUN THE ROOM
00–04	**Welcome + first picture** Pairs sit at the prepared areas. Each person makes a quick first view of the main object. Say: “Try a decision, keep both versions. Stop before looking at your screen. Sharing is optional; no uploads.” Keep personal screens, papers and faces outside the pictures.
04–06	**Host demonstration** At one area, show a light change, separate an overlap, then leave one object out of the frame. Briefly explain one preference. Return everyone to their own table, not to a new station.

01 Find the light

06-11 · 1 cue / 2 make pictures / 2 compare

Say: “Point to the lit side and the shaded side of your object. Make one view. Turn the object a little or change the angle of the phone; make a second view. Keep the object a similar size.”

If the difference is faint: Without touching the light source, hold the second sheet of paper beside the object to cast a shadow, then move it away. Photograph both states. The host demonstrates this if needed. Keep paper away from the lamp.

Compare: Where is the light or shadow different? Which version do you prefer, and for what reason?

11-21 / SUBJECT AND FRAME

Give it the lead. Choose the edges.

02 Give one thing the lead

11-16 · 1 cue / 2 make pictures / 2 compare

Say: “Make the main object overlap the second object in your view. Take a picture. Now move the phone sideways or reposition the second object so their edges separate. Plain paper can make a quieter background.”

Compare: Before naming your subject, ask your partner what they notice first in each view. Did separation help your intention? It is fine to prefer the overlap.

03 Leave one thing out

16-21 · 1 cue / 2 make pictures / 2 compare

Say: “Make one view with both objects and some table. Check all four edges. Change the phone angle or distance to leave the second object out. Make the next picture without using an editing menu.”

Compare: What did the tighter frame gain? What context did it lose? Choose for your intention, not because tighter must be better.

For all three: Shared-phone pairs swap after one minute of making pictures. During the two-minute comparison, each person gets a minute. Announce the change of activity; do not add an unbudgeted station rotation.

> **The meaningful revision:** the outdoor route and walking time are removed. Every pair has its own checked tabletop area. Three 12-minute outdoor blocks become three five-minute indoor tasks, while seven minutes remain for a final comparison and two for closing. The separate indoor card follows these exact timings.

A FINISH WORTH KEEPING

Leave with a choice, not a score.

21-28 / Choose and compare

21-22: Each person chooses two pictures from one activity, or their first view and a later view of the same subject. Keep both visible by swiping between them in the phone's ordinary photo viewer.

22-26: Give each person two minutes with a partner. The partner says what they notice first. The maker names a light, subject or framing decision and says which picture they prefer. Write one sentence on the indoor card. “I prefer the first one” is welcome if they can explain why.

26-28: Invite one optional example for the group. If nobody wishes to show a picture, use your own. Keep sharing on the device; no uploads or passing phones around.

> “I changed _____. In the second picture I notice _____. I prefer _____ because _____.”

28-30 / Close

Ask each person to name one thing they will try next time, aloud or privately on the card. Invite an unanswered question. Thank everyone and leave the pictures on their own devices.

If someone is stuck

Ask what they want the photograph to be about. Offer one small move to try. Ask permission before touching a phone, and let its owner use the controls. Offer a willing shared-phone partner for a device problem you cannot quickly resolve.

If someone finishes early

Ask them to make an alternative they might prefer, or describe the tradeoff between their two versions. Do not add an extra skill that the rest of the group now has to catch up with.

If time slips

Keep the final comparison. Use one clear pair per activity and stop making pictures when the timer changes. Do not add an outdoor errand, upload, gallery walk or new camera setting to the closing minutes.

What you can learn as host

Notice which instruction needed explaining and which visible change people could describe. That can guide a later session. It does not establish improved photography skill or universal learning effectiveness.

Original authored rainy-day revision, not a record of a class. No attendee learning or named AI execution has been tested.