

## Directions for Dark Room Teaching

Needed: All 3 print-making chemicals (dektol, stop bath, fixer) in trays.  
Black & white photo paper.  
Enlarger with timer.  
Small items for photogram making.  
A black and white printable negative.

1. Begin with the darkroom door closed and all the lights ON.
  - a. Pass around a small piece of black and white photo paper.
    - Look at the back – it has writing on it just like any photograph.
    - It has been exposed to light.
    - Explain *dektol* developer.
    - Place the piece of paper in the *dektol* (it will turn black). Explain that it turned black due to being exposed to light.
2. Turn on safe light. Turn lights off.
  - a. Hand someone another small piece of photo paper. Have him or her press their thumb on it and continue to hold it.
    - Turn lights on for a second or two, then off again.
    - Ask youth what they think will happen when it's put in the *dektol* (it will turn black except the thumb-covered area which will remain white).
    - Place the paper in the *dektol*.
    - Ask what they think will happen to the paper (still in the *dektol*) if the lights were turned on (the white area will turn black).
    - Turn the lights on.
3. Turn the lights off.
  - a. Place a piece of photo paper in the enlarger.
    - Have each person set a small object on the photo paper.
    - Set enlarger timer for 3 seconds.
    - Expose paper.
    - Place in *dektol* to develop.
    - Continue the paper through the *stop bath* and *fixer*, explaining the chemical names and purposes as you go.
    - Make sure photogram is in the *fixer* for at least 2 minutes before continuing to next step.
4. Turn the lights on.
  - a. Pass around a black and white negative.
    - Ask how they think it will look when printed (the black areas on the negative will be white, and the white areas on the negative will be black).
    - Insert the negative in the holder and place the holder in the enlarger.
    - Place a piece of photo paper on the enlarger surface.
    - Expose negative using timer. (2-3 sec)
    - Develop the print.
    - Ask if there are any questions.
    - Make sure the photo is in the *fixer* for a minute or two before continuing to next step.
5. Turn the lights on and send them to the next rotation.