Year 10 GCSE Media Studies

AO3

Component 3

NEA - Brief Release annually 1st March

Students will continue to create their own media product using the skills they have learnt throughout the year of the media theoretical framework. Students will demonstrate their knowledge an understanding of the theoretical framework throughout their NEA

Theoretical Framework:

Media Language Representation Industry Audience



AO3

Component 3

NEA - Brief Release annually 1st March

Students will recap knowledge and understanding of Photoshop. Students to research media industry and audiences of the chosen media industry (magazines). Students to use their knowledge and understanding of media language and representation in magazines through the creation of their own media product. Theoretical perspectives to be applied in the Statement of Aims.

SUMMER 3:2

AO1

AO2

ARCHERS

omponent 1 Section A & B

The Sun & The Archers

Students will focus on all four areas of the theoretical framework in this topic. They will explore the current political contexts in society and explore how this affects representations of politicians. They will also explore the workings of the radio industry, focusing on public service broadcasters.

AO1

A_O2

Theoretical Framework: Industry Audience Media Language Representation

Theoretical Framework:

Media Language Representation Industry Audience

A01

AO₂

SPRING

2:2

Theoretical Framework:

SUMMER

3:1

Media Language

The Guardian

Representation

Students will focus on two areas of the theoretical framework in this topic: Media Language and Representations. They will explore ethnical issues in

Component 1 Section A

GQ, Vogue and The Guardian

society and political contexts.

SPRING 2:1

Component 1 Section B

FORTNITE

No Time to Die and Fortnite Students will focus on all four areas of the theoretical

framework in this topic. They will explore the gaming and film industry, including

regulation and ownership.

Theoretical Framework: Industry

Audience Media Language Representation

VOGUE

A01 AO₂

AUTUMN 1:2

AUTUMN



Component 1 Section A

Quality Street, This Girl Can and The Man with the Golden Gun

Students will focus on two areas of the theoretical framework in this topic: Media Language and Representation. They will explore historical and contemporary context issues such as patriarchy, the Oil Embargo and the gender disparity in sport.

Theoretical Framework:

Media Language Representation

1:1

OUR LEARNING JOURNEY



Year 11 GCSE Media Studies

AO₃

Transition to Year 12 Media Studies

(for students who opt to take A-Level Media)

Students will be provided with a summer bridging task to prepare them for the A-Level Media Studies course. This will require students to complete tasks in all 4 areas of the theoretical framework and will be assessed in the first week of the A-Level course.

Theoretical Framework: Media Language Representation Industry

Audience



AO3

SUMMER 3:2

Exam Revision for C1 and C2

AO1

AO₂

Theoretical Framework:

Industry Audience Media Language Representation

> **SPRING** 2:1

A01

AO₂

Mars (Uptown Funk)

Students will focus all four areas of the theoretical framework. They will explore focus on online media (e.g. websites and social media). Students will also explore contemporary context, as well as historical context from the 1970s.

Theoretical Framework: Industry Audience Media Language

Representation

A01 AO₂

Component 2 Section B

Taylor Swift (Bad Blood) and TLC's Waterfalls Students will focus all four areas of the theoretical framework. They will explore the music industry, with a close focus on online media (e.g. websites and social, media). Students will also explore contemporary context, as well as historical context from the 1990s.

Component 2 Section A

Luther and The Sweeney

Students will focus on all four areas of the theoretical framework in this topic. They will explore the TV industry in a contemporary and historical context, as well as analysing key aspects of the two crime drama.

AUTUMN 1:2

Theoretical

Framework: Industry

Audience

Media

Language Representation



AUTUMN 1:1

ARCHERS Component 1 Section A & B

The Sun and The Archers

Students will focus on all four areas of the theoretical framework in this topic. They will explore the current political contexts in society and explore how this affects representations of politicians. They will also explore the workings of the radio industry, focusing on public service broadcasters

Theoretical Framework: Industry Audience Media Language Representation

OUR LEARNING **JOURNEY**





the music industry, with a close

SPRING

2:2

A01 AO2

Year 12 A-Level Media Studies

AO3

Component 3

NEA - Brief Release annually 1st March

Students will continue to create their own media product using the skills they have learnt throughout the year of the media theoretical framework. Students will demonstrate their knowledge an understanding of the theoretical framework throughout their NEA

Theoretical Framework:

Media Language Representation Industry Audience



AO3

Component 3

NEA - Brief Release annually 1st March Students will recap knowledge and

understanding of Photoshop. Students to research media industry and audiences of the chosen media industry (magazines). Students to use their knowledge and understanding of media language and representation in magazines through the creation of their own media product. Theoretical perspectives to be applied in the Statement of Aims.





SUMMER 3:2

A01

AO₂

SUMMER 3:1

Component 1 Section A Formation Music Video

Students will analyse the meanings and connotations created in the music video explore bounce music genre conventions and explore issues such as police brutality, slavery and Hurricane Katrina. They will also discuss dominant ideologies surrounding females/ethnicity and how this affects representations.

Component 1 Section B

Have you Heard George's Podcast?

Students will also explore the workings of the

radio industry, focusing on public service

broadcasters and explore contemporary

issues such as racism.

Theoretical Framework: Industry Audience Media Language Representation

Theoretical Framework:

Media Language Representation Industry Audience

A01

AO₂

SPRING 2:2

Theoretical

Framework: Industry Audience

Media Language Representation

AO1 AO2

SPRING 2:1

Component 1 Section A & B

Superhuman

Students will explore the Channel 4 marketing campaign for the Paralympics, discuss issues surrounding disabilities and explore how audiences are targeted and how contexts can affect interpretations.

Component 1 Section A & B

The Daily Mirror and The Times

Students will explore the newspaper industry, focusing on political contexts, ownership, regulation and technology and the issues contemporary society has placed on the newspaper industry.

Framework:

Industry Audience Media Language Representation

AUTUMN 1:2

Component 1 Section A Riptide Music Video

Students will analyse the meanings and connotations created in the music video, explore indie music genre conventions and explore the surrealist genre. They will also discuss dominant ideologies surrounding females and how this affects representations.

Component 1 Section B

I, Daniel Blake and Black Panther

Students will explore the film industry, focusing on independent

and mainstream films. They will explore ownership, regulation

and technologies and the issues contemporary society has

placed on the film industry.

A01 AO2

AUTUMN 1:1

Component 1 Section B

Assassin's Creed Video Game Franchise

Students will explore the gaming industry in this topic, focusing on ownership, regulation and technology and the issues contemporary society has placed on the gaming industry.

Component 1 Section A

Kiss of the Vampire

Students will explore horror genre conventions, how neaning is created and discuss how historical contexts affect representations e.g. patriarchy.

Component 1 Section A & B

Tide

Students will explore advert conventions, how meaning is created and discuss historical contexts affect representations e.g. patriarchy/societal expectations. Students will also explore how audiences are targeted and how historical contexts can affect interpretations.







Audience Media Language Representation

Year 13 A-Level Media Studies



AO1 AO₂ Exam Revision for C1 & C2 Theoretical Framework: Media Language Representation Industry Audience **SPRING** 2:2 **AO1** AO2 **Component 2 Section C KSI** and Attitude Students will explore the online media industry. They will explore ownership, regulation, technologies and the issues

contemporary society has placed on the

online media industry. Students will also

analyse the meanings created in the online

media platforms and consider how

contemporary and historical contexts affect

representations.

A01 AO2 **Component 2 Section B** Attitude/Revision

Students will explore the online media industry. They will explore ownership, regulation, technologies and the issues contemporary society has placed on the online media industry. Students will also analyse the meanings created in the online media platforms and consider how contemporary and historical contexts affect representations.

Theoretical Framework: Industry **Audience** Media Language Representation

Framework: Industry Audience Media Language Representation

SUMMER

3:1

SPRING 2:1

AO1

AO2

A01 AO2 Component 2 Section B

Woman and Adbusters Students will explore the magazine industry. They will explore ownership, regulation, technologies and the issues contemporary society has placed on the magazine industry. Students will also analyse the meanings created in the magazines and consider how contemporary and historical contexts affect representations.

Theoretical Framework: Industry Audience Media Language Representation

AUTUMN 1:2

AUTUMN 1:1

Black Mirror and The Returned Students will explore the TV industry. They will explore ownership, regulation, technologies and the issues contemporary society has placed on the TV industry. Students will also analyse the meanings created in the programmes and consider how contemporary and historical contexts

affect representations.

THE RETURNED

Framework: Industry Audience Media Language Representation

Theoretical

BLACK MURROR

OUR LEARNING

JOURNEY

Component 2 Section A