

KS4 Curriculum Overview: Year 10 GCSE Media Studies

1.Rationale: to include: In Year 10 learners will focus on studying key elements of Component 1: Exploring the Media and Component 3: The Non-Examined Assessment, this will begin in the summer term, using knowledge of the course so far. The exam board release the brief on: 1 st March 2023.		2.A learner in Year 10 will be able to: analyse how meanings are created and how reality is constructed within a media text. Learners will be able to address theoretical perspectives, make judgements and conclusions and identify the different functions of the media. Learners' will be able to use their knowledge of the magazine industry to create their own creative piece.			
1:1: Transition: advertising, marketing and film. <i>Texts: Quality Street, This Girl Can and The Man With The Golden Gun.</i> Media Language, Representation, Audience and Industry AO1/AO2	1:2: Newspapers and film <i>Texts: No Time To Die and The Guardian.</i> Media Language, Representation, Audience and Industry AO1/AO2	2:1: Newspapers and Video Games. <i>Texts: The Sun and Fortnite.</i> Media Language, Representation, Audience and Industry AO1/AO2	2:2: Magazines <i>Texts: No Time To Die and The Guardian.</i> Media Language, Representation, Audience and Industry AO1/AO2	3:1: NEA – Print based editing and construction. Media Language, Representation, Audience and Industry AO3 Brief released: 1/3/23	3:2: NEA – Print based editing and construction. Media Language, Representation, Audience and Industry AO3 Brief released: 1/3/23
Term 1	1:1: Transition: advertising, marketing and film. Media Language, Representation, Audience and Industry AO1/AO2 Component 1		1:2: 1:2: Newspapers and film Media Language, Representation, Audience and Industry AO1/AO2 Component 1		Autumn % Assessment
Topic Coverage	<u>Knowledge:</u> The way different media industries, run, attract audiences and the ways readers infer meanings. <u>Skills:</u> Knowledge, understanding, analysis, application of theory Assessment: Summative assessment on the texts of study. Formative assessment: analysis of media language and representation		<u>Knowledge:</u> The newspaper and film industry, how it is run, how they attract audiences and the ways the industries are funded and regulated. <u>Skills:</u> Knowledge, understanding and application of theory Assessment: Summative assessment on media industries Formative assessment: Knowledge of media industries		Knowledge coverage: AO1 – Knowledge of the radio industry and audiences AO2 – analysis of media language and representation in newspapers and adverts
	<u>Reading/Literacy/Oracy:</u> Allowing students to share ideas regarding aspects of media industries. Reading the set tests and their websites, social media campaigns and applying relevant theory.		<u>Reading/Literacy/Oracy:</u> Allowing students to share ideas regarding aspects of media industries. Reading the set tests and their websites, social media campaigns and applying relevant theory.		Skills tested: Knowledge, understanding, analysis, and application of theory
	<u>Home Learning:</u> Tasks set fortnightly based on each text type studied and terminology.		<u>Home Learning:</u> Tasks set fortnightly based on each text type studied and terminology.		
Term 2	2:1: Newspapers and Video Games. Media Language, Representation, Audience and Industry AO1/AO2 Component 1		2:2: Magazines Media Language, Representation, Audience and Industry AO1/AO2 Component 2		Spring % Assessment
Topic Coverage	<u>Knowledge:</u> The newspaper and video game industry, how they are run, how they attract audiences and the ways the industries are funded and regulated. <u>Skills:</u> Knowledge, understanding and application of theory Assessment: Summative assessment on media industries Formative assessment: Knowledge of media industries		<u>Knowledge:</u> The magazine industry, how it is run, how they attract audiences and the ways listeners/viewers infer meanings from music videos and online content. <u>Skills:</u> Knowledge, understanding, analysis, application of theory Assessment: Summative assessment on the music industry. Formative assessment: analysis of media language and representation		Knowledge coverage: AO1 – Knowledge of the video games industry and audiences AO2 – analysis of media language and representation in music videos
	<u>Reading/Literacy/Oracy:</u> Allowing students to share ideas regarding aspects of media industries. Reading the set tests and their websites, social media campaigns and applying relevant theory.		<u>Reading/Literacy/Oracy:</u> Allowing students to share ideas regarding aspects of media industries. Reading the set tests and their websites, social media campaigns and applying relevant theory.		Skills tests: Knowledge, application, analysis, judgements and conclusions and application of theory
	<u>Home Learning:</u> Tasks set fortnightly based on each text type studied and terminology.		<u>Home Learning:</u> Tasks set fortnightly based on each text type studied and terminology.		

Term 3	3:1: 3:1: NEA – Print based editing and construction. Media Language, Representation, Audience and Industry AO3 Component 3	3:2: NEA – Print based editing and construction. Media Language, Representation, Audience and Industry AO3 Component 3	Summer % Assessment
Topic Coverage	<u>Knowledge:</u> To know the theoretical framework of: media language, representation, audience and industry and apply to their own production. <u>Skills:</u> Knowledge, understanding, construct, research and analysis <u>Assessment:</u> Summative assessment first draft of the product made Formative assessment: complete the statement of aims	<u>Knowledge:</u> To know the theoretical framework of: media language, representation, audience and industry and apply to their own production. <u>Skills:</u> Knowledge, understanding, construct, research and analysis <u>Assessment:</u> Summative assessment second draft of the completed product Formative assessment: final draft of the completed product	Knowledge coverage: Complete Component 1 mock that covers all areas studied across the year AO1 – Knowledge of industry and audiences AO2 – analysis of media language and representation Skills tested: Knowledge, understanding, analysis, and application of theory
	<u>Reading/Literacy/Oracy:</u> Allowing students to share ideas regarding aspects of the magazine industry. Investigating relevant websites, peer analysis of products, applying relevant theory.	<u>Reading/Literacy/Oracy:</u> Allowing students to share ideas regarding aspects of the magazine industry. Investigating relevant websites, peer analysis of products, applying relevant theory.	
	<u>Home Learning:</u> Tasks set fortnightly based on the creation of the magazine	<u>Home Learning:</u> Tasks set fortnightly based on the creation of the magazine	