

## Media studies curriculum map (Key stage 4)

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Year 10</b>	<p><b>Introduction to Media/Technical Codes</b></p> <p>Developing an understanding of the key theories and practical conventions used to make media texts.</p> <p><b>Component 1 – Section A</b></p> <p>Exploring film promotional material for Spectre and The Man with the Golden Gun. Identifying key conventions in film advertising and analysing their impact alongside key theories.</p>	<p><b>Component 1 - Section B</b></p> <p>Introduction to the film and radio industry, using Spectre and The Archers to understand their social and historical development. Application of audience theories.</p> <p><b>Component 1 – Section A</b></p> <p>Analysis of advertising with Quality Street and This Girl Can. Exploring the impact of representation of gender on society across a historical setting.</p>	<p><b>Component 1 – Section B</b></p> <p>Introduction to the video games industry. Analysing target audiences and developing criticality of ownership and development of creative industries.</p>	<p><b>Component 1 – Section A &amp; B</b></p> <p>Newspapers introduction and overview of political theories within media texts. Breakdown of newspaper industry, analysis of newspaper categories and ownership impact. Exploring newspaper content and its ability to influence audiences alongside social and historical contexts.</p>	<p><b>Component 1 – Section A</b></p> <p>Introduction to magazines and GQ and Pride front covers. Exploring media language, representation and context.</p> <p><b>Component 3 – Coursework (Planning)</b></p> <p>Introduction to briefs, initial ideas and specific industry and genre research completed. Skill sessions for Adobe Photoshop and Adobe Premier Pro.</p>	<p><b>Component 3 – Coursework (Practical)</b></p> <p>Filming and photography for own projects. Construct and design run alongside feedback to produce finished media product.</p>
<b>Assessment Focus</b>	<p>1) Film regulation and audience assessment</p> <p>2) Media language and unseen comparison.</p>	<p>1) Media language and Unseen Comparison.</p> <p>2) (Adverts) Media language analysis and unseen comparison</p> <p>3) Videogames regulation and audiences</p>	<p>1) Videogames regulation and audiences</p> <p>2) Scriptwriting assessment</p>	<p>1) Newspaper regulation and audience assessment.</p> <p>2) (Newspapers) Media language analysis and unseen comparison.</p>	<p>1) (Magazines) Media language analysis and unseen comparison.</p>	

## Media studies curriculum map (Key stage 4)

<b>Year 11</b>						
<b>Topic</b>	<p><b>Component 2 - Section A (Television – Crime Drama)</b></p> <p>Exploring the television industry and crime drama with Luther and The Sweeney. Application of analysis of visual, audio and technical codes, along with links to representation of gender and ethnicity across social and historical contexts.</p>	<p><b>Component 2 - Section B</b></p> <p>Music Videos</p> <p>Analysis of music videos focusing on industries, audiences, and media language.</p> <p>Demonstrating an understanding of how historical and social context influence productions.</p>	<p><b>Component 2 – Section B</b></p> <p>Music industry – websites and social media – what impact does it have on the audience?</p> <p>Application of theory to demonstrate understanding of the impact of the music industry on audiences and industries.</p>	<p><b>Component 1 – Section A</b></p> <p>Mastering comparison between the set and unseen texts.</p> <p><b>Component 2 - Section A (Television – Crime Drama)</b></p> <p>Planning and structuring responses to viewings in examination conditions.</p>	<p><b>Component 1 and 2 revision and exam techniques.</b></p>	
<b>Assessment Focus</b>	<p>1) Television Scriptwriting/ Genre Conventions</p> <p>2) Crime Drama – ‘Luther’ and ‘The Sweeney’ representation comparison</p>	<p>1) Music Videos overview – purpose and form (Bad Blood/ Freedom)</p> <p>2) Representation in Music Videos (Rio)</p> <p>3) November mock exam – Component 1.</p>	<p>1) Social Media and audiences uses.</p> <p>2) Websites design and social development.</p> <p>3) Brands across Media- Platforms</p> <p>4) Submission of coursework in January.</p>	<p>1) Media language and unseen comparison.</p>		