

Media Studies Curriculum Intent

Write your curriculum intent here; [here](#)

Learners study a range of media forms in terms of a theoretical framework which consists of media language, representation, media industries and audiences. The following forms are studied in depth through applying all areas of the framework: newspapers, television, music video and online, social and participatory media. Advertising and marketing, film, video games, radio and magazines are studied in relation to selected areas of the framework. Through studying both established and evolving media forms, students will gain a real awareness of the role of the media in society and culture - this enables real opportunity for vocation and potential career paths such as advertising management, web development, broadcasting, journalism and digital marketing - to name but a few. Media Studies offers a specification that is detailed, flexible and full of variety. Students are engaged by the interesting and diverse set products on which their assessment is based, and the stimulating array of texts that they will have the opportunity to study leads them to develop a wide range of deeply embedded skills.

Years 10 and 11

Our GCSE syllabus follows the Eduqas specification and fully prepares students for A Level study in Media Studies. At GCSE, students will work on one Non-Examined Assessment production. Categories of texts studied on the Eduqas syllabus include Film Marketing, Video Games, Newspapers, Magazines, Advertising, Industry, Radio, Music Videos, Online Media, and Crime Drama. As students progress within Media Studies they will be introduced to key Media critical writing techniques. They will be expected to explore how Media language informs meaning and learn the technical denotations relevant to each medium and text. Students will be expected to explore macro elements to complement their understanding. The more ambitious students should be able to identify the ideological agenda and explore how factors of production, such as ownership and marketing strategy, can inform the text's meaning. In Year 10, students will study four areas in great depth: Print, Radio, Video Games, and Crime Drama. For students to achieve a successful outcome, they should now be able to synthesise micro and macro elements into their analysis and should have journeyed with the subject beyond passive spectatorship, and into active, mindful critique. This knowledge is then applied to the Non-Examined Assessment, where students are required to choose a brief that relates to their production based on Film Marketing / Magazines. This coursework is completed in the Summer Term of Year 10. In Year 11, students will study two additional media forms with substantial detail: Newspapers and Music Promotion.

Year 12 and 13

Our A Level syllabus follows the Eduqas specification and prepares students for undergraduate study in a Media related industry specialism, such as Television, Radio, Film, Marketing, Journalism and/or Publishing. Categories of texts studied on the Eduqas syllabus include: Advertising, Radio, Video Games, TV, Magazines and Online Media. In the first year of the course, students look at how to develop a textual analysis for Component 1 texts of advertising. Students learn how to apply theoretical approaches to the text, and consider how ideological agendas underpin various representations. They will be introduced to Newspaper texts that require a deconstruction of language and representation features with terminology. Whilst a similar writing approach may

apply, each form of Media requires an appreciation of specific technical denotations and in-depth research of production contexts, as well as theoretical application. The magazine industry is explored within historical contexts: from Vogue in the Swinging Sixties to The Big Issue in a post-recession Britain.

In Year 13, students will then build on their knowledge of institutional factors by studying the context of Video Game production, and gain an understanding of the participatory role of the audience in how gamer development compliments critique. Students are expected to synthesise micro analysis with macro features for higher band responses. In addition, students will engage with Film Marketing and Radio broadcasting for more Industry/Audience related study. Students will study three media forms for Component 2. The first episodes of Peaky Blinders and The Bridge are given close study. Finally, students explore gender theory in Zoella vlogs and Attitude webpages. This knowledge is then applied to the Non-Examined Assessment for a production based on their chosen brief. This coursework will be completed in the Summer Term of Year 12.

For curriculum map - the work for sections below [Years 12 and 13 can be found here](#)

Media Studies Curriculum Implementation

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	X	X	X	X	X	X
Year 8	X	X	X	X	X	X
Year 9	X	X	X	X	X	X
Year 10	Component 1 paper (Section A) - Print Media Products (Advertising, Film Marketing, Magazines) <ul style="list-style-type: none"> • Introduction to Media language • ML - Quality Street, ML - This Girl Can, ML - Vague, 	Component 1 Paper (Section B) - Print Media Products (Film Industry) <ul style="list-style-type: none"> • Film marketing Industry Introduction (Production Processes) • Marketing & 	Component 1 Paper (Section B) – Video Games – Set product - Fortnite 2021/Component 1 Paper (Section B) – Radio – Set Product - The Archers: <ul style="list-style-type: none"> • Introduction to video games • Video games conventions 	Component 2 Paper (Section A) - Television – Set Product Luther: <ul style="list-style-type: none"> • Introduction to crime drama • Narrative conventions & theory • Episode analysis • Representation (gender/crime/ethnicity etc.) 	Component 2 Paper (Section A) - Television – Set Products Luther & The Sweeney: <ul style="list-style-type: none"> • BBC – PSB analysis • Netflix and streaming sites 	Introduction to NEA – Coursework: <ul style="list-style-type: none"> • Responding to the brief • Developing initial ideas • Research & planning • Photoshop creation

	<p>ML - GQ, ML - Man with the Golden Gun, ML - No Time to Die</p> <ul style="list-style-type: none"> • Introduction to Representation • Rep - Quality Street, Rep - This Girl Can, Rep - Vogue, Rep - GQ, Rep - Man with the Golden Gun, Rep - No Time to Die. • Contexts • Exam Practise 	<p>Promotion</p> <ul style="list-style-type: none"> • Economic Structure/Conglomerates • Regulation • Section B exam practise 	<ul style="list-style-type: none"> • Overview of Fortnite • Industry issues • Introduction to radio • History of radio • Introduction to The Archers • Industry issues • Audience issues / theory - Fortnite • Audience issues / theory - Archers • Exam practise 	<ul style="list-style-type: none"> • Exam practice 	<ul style="list-style-type: none"> • Socio-economic context • The Sweeney analysis (language, representation & audience) • Contextual comparison Luther vs. The Sweeney 	
Year 11	<p>Component 1 Paper (Section A) – Newspapers – language & representation:</p> <ul style="list-style-type: none"> • Introduction to newspapers • Overview of British newspapers 	<p>Component 1 Paper (Section B) – Newspapers - industry:</p> <ul style="list-style-type: none"> • Newspaper industry – overview • Newspaper industry – issues • Newspaper industry - ownership 	<p>Component 2 Paper (Section B) - Music Video - Taylor Swift - 'The Man':</p> <ul style="list-style-type: none"> • Introduction to music videos • Conventions of music videos • Music video and genre • Music video and technical devices 	<p>Component 2 Paper (Section B) - Music Video - Stormzy - 'Superheroes':</p> <ul style="list-style-type: none"> • Analysis of contemporary video 2 – Stormzy - Superheroes – Media Language • Analysis of contemporary 	<p>Revision & exam practice</p>	

	<ul style="list-style-type: none"> • Conventions of British newspapers • Political bias and British newspapers • The Guardian – Media Language • The Guardian – Representation – age/ethnicity • The Guardian – Representation – issues • The Guardian – Exam focus • The Sun – introduction and overview • The Sun – Media Language • The Sun – Representation (issues) • The Sun – Representation – Social Class 	<ul style="list-style-type: none"> • The Sun – industry overview • The Sun – ownership & context • The Sun – political leaning & historical context • Audience and The Sun – Target Audience • Audience and The Sun – Readership • Exam Question – Newspapers – set product and comparison with unseen • Revision & exam practice 	<ul style="list-style-type: none"> • Music video and synergy • Analysis of contemporary video 1- Taylor Swift The Man – Media Language • Analysis of contemporary video 1 – Taylor Swift The Man - Representation • Taylor Swift website • Taylor Swift audience focus • Exam practice 	<p>video 2 – Stormzy - Superheroes Representation</p> <ul style="list-style-type: none"> • Stormzy website • Audience focus • Exam focus • Old music video – 'TLC 'Waterfalls'- analysis • Exam focus – comparison of old vs. new music videos • Exam practice 		
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	<ul style="list-style-type: none"> The Sun – Comparative Analysis 					
Year 12	<p>Introduction to A Level</p> <ul style="list-style-type: none"> Induction to course Introduction to theoretical framework Induction – practical skills <p>Component 1: Section A:</p> <ul style="list-style-type: none"> Advertising and Marketing Media Language and Representation – Tide, Superhuman & KOTV Advertising and Marketing Audience & Industry – Tide and Superhuman 	<p>Component 1: Section A:</p> <ul style="list-style-type: none"> Introduction to Newspapers Media Language & Representation Daily Mirror (Feb 1st 2022) front page and article on Partygate The Times, (Feb 1st 2022) Component 1: Section B Newspapers: Industry and Audience The Daily Mirror The Times Exam practice 	<p>Component Two Section A: TV Introduction and Industry overview:</p> <ul style="list-style-type: none"> Television Set Product 1 Peaky Blinders – English Speaking Media Language Representation Industry Audience The Bridge – Foreign Speaking Media Language Representation Industry Audience Exam practice 	<p>Component Two Section B: Magazines Introduction and Industry overview:</p> <ul style="list-style-type: none"> Historical product – Vogue (language, representation, audience, industry) Non-Mainstream product – Big Issue (language, representation, audience, industry) Theoretical approaches Exam practice 	<p>Revision and mock exam</p> <p>Component 3 – Cross-Media Practical Production (Coursework)</p> <ul style="list-style-type: none"> Introduction to briefs, initial research/ideas/choose genre Research - analysis of similar cross-media products (ML, reps, audience and industry, convergence) <p>Audience – target/positioning</p> <p>Secondary research: industry/theory</p>	<p>Component 3 – Cross-Media Practical Production (Coursework)</p> <ul style="list-style-type: none"> Detailed planning – both cross-media products. Plan for time/resources Submit statement of Aims and Intentions Production tasks for main product Filming/ copywriting/ design <p>Construction/editing Full draft/rough cut of product 1</p> <p>Teacher review</p>

<p>Year 13</p>	<p>Component 3: NEA - coursework:</p> <ul style="list-style-type: none"> • Re-shooting/ re-drafting • Completion of production • Submission of practical production • Component 1: Section A – Music Video Introduction to Music Video • Media Language and Representation • Set Product 1 – Formation – Beyoncé <p>Analysis of ideologies and issues represented in music video</p> <p>Theoretical approaches</p> <ul style="list-style-type: none"> • Set Product 2 – Riptide – Vance Joy <p>Analysis of ideologies and issues</p>	<p>Component 1: Section B</p> <p>Industry & audience Set Product 1 – Black Panther</p> <ul style="list-style-type: none"> • Academic theories attached • Marketing and promotion materials • Theory • Cultural Industries <p>Set Product 2 – I, Daniel Blake</p> <ul style="list-style-type: none"> • Academic theories attached • Marketing and promotion materials • Theory • Cultural Industries <p>Academic Theories attached to audience & Industry - refresher</p> <p>Comparison of products – exam focus</p>	<p>Component 1: Section B</p> <p>Introduction to Radio Set Product – BBC Radio 4 – Woman's Hour & Video Games - set product - Assassin's Creed Franchise</p> <ul style="list-style-type: none"> • Audience effects • Industry issues • Marketing & promotion of products • Cross-media convergence & synergy • Theoretical approaches • Exam practice 	<p>Component 2 Section C: Online Media</p> <p>Introduction and Industry overview</p> <p>Blog – Media Language – Zoella</p> <p>Blog – Representation – Zoella</p> <p>Blog – Industry – Zoella</p> <p>Blog – Audience – Zoella</p> <p>Online Magazine – Media Language – Attitude</p> <p>Online Magazine – Representation – Attitude</p> <p>Online Magazine – Industry – Attitude</p> <p>Online Magazine – Audience – Attitude</p> <p>Theoretical Approaches</p> <p>Exam practice</p>	<p>Revision & exam practice</p>	
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	represented in music video Theoretical approaches <ul style="list-style-type: none">• Exam practice					
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