



KS5 Curriculum Summary

YEAR 12

<u>Autumn 1 (7)</u> Year 12 – Media Concepts	<u>Autumn 2 (7)</u> Year 12 - Paper 1 – Section A: News/Section A and B	<u>Spring 1 (6)</u> Year 12 - Paper 1- Section B: Magazines/Music Video	<u>Spring 2 (6)</u> Year 12 – Paper 2 Section A: Film/Radio	<u>Summer 1 (6)</u> Year 12 – Paper 2 Section A: Video Games/	<u>Summer 2 (7)</u> Year 12 – NEA – Making Media
<p><i>Introduction to the Media Concepts</i></p> <p>1. <i>What is Media?</i> Produce a blog to document learning over the course.</p> <p>2. Media Industry - Introduce the history of media and its traditional institutions by looking at film, radio, television, newspaper, magazines and advertising.</p> <p>3. Media Language - develop an understanding that all media texts are</p>	<p><i>News – The Daily Mail and The Guardian</i></p> <p>1. Context - British newspapers</p> <p>2. Case Studies – <i>The Daily Mail</i> and <i>The Guardian</i></p> <p>3. Practical Task – Storyboard an advert for each newspaper</p> <p><i>Advertising and Marketing – Old Spice, Lucozade and Shelter</i></p> <p>4. Analyse codes and</p>	<p><i>Magazine – Close study of The Big Issue</i></p> <p>1. Investigate the magazine market in the UK</p> <p>2. Analysis of two front covers from <i>The Big Issue</i></p> <p>3. Practical Task - Design the front cover of a new non-mainstream magazine aimed at young people.</p> <p><i>Music Video – Close study of two music</i></p>	<p><i>Film - Comparison of The Jungle Book (1967/2016)</i></p> <p>1. Investigate the industrial, historical and economic context of Disney production in the 1960s</p> <p>2. Technological developments</p> <p>3. Marketing and Distribution</p> <p><i>Radio - BBC Radio One Breakfast Show</i></p>	<p><i>Video Games – Minecraft</i></p> <p>1. Play the game and define the target audience</p> <p>2. Production</p> <p>3. Microsoft – Distribution</p> <p><i>Television Drama – Stranger Things and Deutschland 83</i></p> <p>4. Textual Analysis of each case study - Narrative</p>	<p><i>NEA – Produce a cross media production from a set of briefs</i></p> <p>1. Create a new coursework blog and research into similar products</p> <p>2. Audience Research</p> <p>3. Industrial Contexts</p> <p>4. Practical Task – Remake two linked</p>



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<p>constructed through the use of specific media language relevant to different media forms and genre conventions. Introduction to textual analysis.</p> <p>4. Practical Preliminary Task - Acquire practical skills in planning, construction and post-production</p> <p>6. Audience - develop an understanding of audiences and audience profiling</p> <p>7. Representation - Introduce the terms representation, identity and then ideology and notions of social power could be introduced in a basic context.</p>	<p>conventions of layout, typography, photography, mise en scène, taglines</p> <p>5. Representation within the chosen case studies</p> <p>6. Practical Task - Create a print-based advertising campaign for a new product and consider the construction of representation, codes and conventions.</p> <p>7. Assessment of News and Advertising and Marketing</p>	<p><i>videos</i></p> <p>4. Initial research of mainstream and alternative music videos genre conventions and representations.</p> <p>5. Analysis of two music video case studies</p> <p>6. Assessment of Magazine and Music Video</p>	<p>4. Production process of Radio</p> <p>5. Target Audience and Institution</p> <p>6. Assessment of Film and Radio</p>	<p>conventions and characters.</p> <p>5. Representation and Audience</p> <p>6. Production, distribution and consumption.</p>	<p>tasks to your brief.</p> <p>5-7. Planning – script, storyboard, location planning, casting, costume and prop development, contact sheets. Risk assessment. Blogging.</p>
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YEAR 13

Autumn 1 (7) Year 13 – NEA – Making Media	Autumn 2 (7) Year 13 – Academic Ideas and Arguments	Spring 1 (6) Year 13 – Applying Academic ideas to News and TV	Spring 2 (6) Revision and Mock Unseen practices and mocks of Paper 1 Section A and Paper 2 Section B	Summer 1 (6) Revision and Mock Paper 2 Section A Paper 1 Section B	Summer 2 (7)
<p>1. Pitch - name of the product, a synopsis of the main idea; completed storyboard or flat plans; an audience profile of a target audience member; an outline of key camera and editing ideas, organised use of locations, props and costumes, a production schedule etc.</p> <p>2. Statement of intent - outline the ways in which the learner intends to link their media products and link</p>	<p>1. Language - including Neale, Barthes, Todorov, Lévi-Strauss and Baudrillard)</p> <p>2. Representation – Hall, Gauntlett, Van Zoonen, bell hooks, Butler and Gilroy</p> <p>3. Industries - Curran and Seaton, Livingston and Lunt Hesmondhalgh</p> <p>4. Audiences – Bandura, Gerbner, Hall, Jenkins, Shirky</p> <p>5. Contexts - social,</p>	<p><u>News</u></p> <p>1. Language and Representations</p> <p>2. Industries and Audiences</p> <p>3. Practice Question</p> <p><u>TV</u></p> <p>4. Language and Representations</p> <p>5. Industries and Audiences</p> <p>6. Practice Question</p>	<p>Revision of Paper 1 Section B</p> <p>1. Analysis of exam questions</p> <p>2. Analysis of specimen example</p> <p>3. Planning exam essay answers and structuring responses</p> <p>4. Practising writing paragraphs</p> <p>5. Practising timed writing</p>	<p>Revision of Paper 2 Section A</p> <p>1. Analysis of exam questions</p> <p>2. Analysis of specimen example</p> <p>3. Planning exam essay answers and structuring responses</p> <p>4. Practising writing paragraphs</p> <p>5. Practising timed writing</p>	



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to theoretical framework.	cultural, political, economic and historic		6. Mock Paper	6. Mock Paper	
3-6 Production	6. Application of academic ideas and arguments and analysis – structuring answers, planning paragraphs, practising writing.				
7. Portfolio Organisation	7. Assessment of all areas thus far				