



MEDIA



College

A Level Media or Film Studies
BTEC Media / Design based options
Games Design ...

11.3

Revision of whole course. Exam practice and preparation.

YEAR 11

11.1

Recap the course so far and key concepts. Study of a TV Genre for **LIAR**.

11.2

Study of music artists for **L/R**. Ethnicity, gender, class, stereotyping. Begin revision of course. **LIAR**
Context(s) and all theories.

GCSE Assessments

Test and magazine annotation – Oct Y10
Exam questions at the end of each topic
Mock exams in Feb Y10, June Y10, Nov Y11, March Y11

Toderov – narrative theory

Propp- character theory

YEAR 10

10.3

Newspapers. Political context. **L/R**. Newspaper website for **I**.

10.2

A radio programme. **IA**
Magazine covers.
A video game. **LIAR**.
Reception and U and G theory. **A**

10.1

Platforms and **LIAR**. Reception theory.
U and G Theory. **A** Context(s) – Print advertising, film posters and a full film. **LIAR**.
Toderov and Propp.

Contexts:
Historical
Socio-cultural
Political

U+G Theory

Reception theory

YEAR 9

9.1

Print based Media studies –
Recap the basics, 'GCSE style' design work and analysis. Socio-cultural context. Connotations – higher level, historical context. Reception theory. **LIAR**

9.2

Study of a film franchise –
Full film study for **I/A**.
Introduction of Propp and Toderov theories. 'GCSE style' exam questions.

9.3

Music artist study –
Analysis of music vid(s) for **L/R**. Websites for **I**.
U and G theory. **A**

YEAR 8

8.2

Film planning and promotion –
Analysis of film trailers, film regulation, planning of own film idea – poster, storyboard. **L/I/R**

8.1

Intro to Media –
Platforms, **LIAR**, genres, stereotypes. Connotations and camera angles.

8.3

Advertising –
TV Ads, printed ads, animals in advertising, **L/R**. own design work.

Audience

Industry

Language

Representation

YEAR 7

Media Platforms

Enrichment opportunities:

*School News Team. *Film and Animation Club *Film Clubs

