Media Studies Department - Year 12

	The advanced media studies scholar will develop their Key Concepts understanding, creativity and analytical skills. Learners will explore and interpret both mainstream and alternative media texts from different perspectives.					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Theme/Topic/Skill: Introduction to (A Level) Key	Theme/Topic/Skill: Key Concepts R.A.I.L, Textual	Theme/Topic/Skill: Key Concepts R.A.I.L, Academic	Theme/Topic/Skill: Key Concepts R.A.I.L, Academic	Theme/Topic/Skill: Key Concepts R.A.I.L,	Theme/Topic/Skill: Key Concepts and Non
Shirley High Curriculum Map	Concepts known as R.A.I.L, Textual Analysis and Production	Analysis, Contextual Analysis and Production	Ideas and Arguments, Music Videos, Film and Production	Ideas and Arguments, Videogames and Radio	Academic Ideas and Arguments and Advertising and Magazines	Examined Assessment
Why Now?	Learners must understand the key concepts which underpin the taught course from the outset. Doing this allows us to check learners who studied GCSE Media prior knowledge and provide non GCSE Media Studies learners with a foundation.	This unit is very closely aligned with the key concepts and introductory knowledge which was taught in the previous half-term, and supports learning of media texts.	This unit reinforces knowledge of the key concepts and introduces learners to media theories. This unit helps learners to improve their textual and contextual analysis skills.	Learners will have a secure grasp of the key concepts and will therefore be in a position to evaluate media theories. Learners will be able to meld, apply and challenge media theories to media texts.	Learners will further develop their ability to apply theory and will then be in a position to evaluate the usefulness/relevance of media theories.	This unit will enable learners to consolidate and expand their knowledge and understanding of key concepts, textual analysis, contextual analysis and prepare for their first summative assessment.
Fundamental Concepts	(1) Media Language(2) Representations(3) Audiences	(1) Industries (2) Textual Analysis (3) Contextual Analysis	(1) Media Theories(2) Textual Analysis(3) Contextual Analysis	(1) Media Theories(2) Industries(3) Audiences(4) Media Language	(1) Media Theories (2) Textual Analysis (3) Contextual Analysis	(1) Textual Analysis(2) Contextual Analysis(3) Production
Students will	Media Language: -Understand aspects of mise-en-scene in 'mainstream' media texts -Understand aspects of sound in 'mainstream' media texts -Understand aspects of camerawork in 'mainstream' media texts -Understand aspects of editing in 'mainstream' media texts -Understand aspects of editing in 'mainstream' media texts -Identify stereotypes and stereotypical representations in 'mainstream' media textsIdentify countertypes and counter typical representations in 'mainstream' textsIdentify archetypical, positive and negative representations in 'mainstream' and 'alternative' media texts -Explore and discuss primary, secondary, mass, niche and diverse audiences -Explore and discuss primary, secondary, mass, niche and diverse audiences -Lundertake an assessment consolidating their textual analysis and representations knowledge and understanding -Production: -Plan, film and edit a 'short' audio-visual production	Industries: -Explore production in media industriesExplore distribution in media industries -Explore exhibition/circulation in media industries The Killing (Long Form Television Dramas) -Analyse the OCR set episode and an additional episode from the series; textually analyse and apply the Key Concepts: R.A.I.L -Analyse micro elements (textual analysis): and representations -Analyse macro elements: plots, narratives, genres and enigma codes Homeland (Long Form Television Dramas) -Analyse the OCR set episode and an additional episode from the series; textually analyse and apply the Key Concepts: R.A.I.L -Analyse micro elements (textual analysis): and representations -Analyse macro elements: plots, narratives, genres and enigma codes Production: -Plan, film and edit an audio-visual production inspired by one of the LFTDs studied	Academic Ideas and Arguments: -Apply the nineteen Academic Ideas and Arguments (media theories) in relation to Long Form Television Dramas Music Videos: -Explore music video codes and conventions -Analyse the similarities and differences between media language and the representations that appear in the set OCR music videos -Identify and discuss differences between 'mainstream' and 'alternative' music videos -Explore, Identify and discuss differences between narrative-led and performative music videosApply and challenge the concept of 'street life' The Jungle Book (1967) and The Jungle Book (2016) Film -Explore film poster and film trailer codes and conventions -Analyse the representations and media language which appear in The Jungle Book film posters, film trailers and films - Analyse both films from an industrial perspective -Explore the similarities, differences and the concept of authorship between both films -Analyse the OCR set texts The Jungle Book (1967 and 2016) -Explore vertical and horizontal integration in the film industry Production: Create a film poster and devise a marketing campaign for a new	Academic Ideas and Arguments: -Apply and evaluate the nineteen Academic Ideas and Arguments in relation to Long Form Television Dramas Minecraft (Video Games): -Analyse the OCR set product Minecraft in terms of industries and audience -Explore the influence of sociological and cultural contexts -Research the institutions which produced and distributed The Lego Movie Videogame The BBC Radio 1 Breakfast Show (Radio) -Identify differences between public service (radio) broadcasting, commercial radio and local radio -Explore contextual factors which impact British radio broadcasting Production -Begin research and planning activities for creating a television opening sequence	Academic Ideas and Arguments: -Apply and evaluate the nineteen Academic Ideas and Arguments in relation to Long Form Television Dramas Old Spice, Lucozade and Shelter (Advertising and Marketing) -Analyse media texts and decipher their 'hidden' ideological meanings -Analyse 'unseen' (print) media texts Production: -Create media texts from an advertising and marketing brief The Big Issue (Magazines): -Present and justify why The Big Issue is considered 'alternative' amongst mass audiences -Analysis capitalism and contextual issues which are illustrated through The Big Issue Assessment: -Undertake an assessment(s) to consolidate their A Level Media Studies knowledge and understanding Production -Continue research and planning activities for creating a television opening sequence	Non-Examined Assessment: -Select an OCR Media Studies NEA Brief and undertake research and planning -Complete a short production(s) -Continue working on a pitch over the summer in preparation for Y13 Autumn 1 -Learners will undertake synoptic work: consolidating learning.
Language for Life (Key terms/ Vocabulary)	Settings, costumes, props, kinesics, proxemics, long shot, medium shot, close up, canted angle, eye-level angle, continuity editing and montage editing Media language,	Vertical integration, horizontal integration, conglomerates, subsidiaries, globalisation, genres, genre hybridity, sub-genres and ideology Textual analysis, contextual	product. Patriarchy, misogyny, xenophobia, homophobia, globalisation, equilibrium, disruption, resolution, performativity and regulation Textual analysis, contextual	Production, distribution, circulation, Public Service Broadcasting (PSB), commercial, diversification and convergence Analysis, data analysis, reports	Hegemony, regulation, postmodernism, identities, feminism, post-colonial, mainstream and alternative Analysis, reports, evaluations	Production, online, title-mapping, storyboarding, scriptwriting and research Analysis, evaluations,
Extended writing Opportunities	representations and Census assessment	analysis and evaluations	analysis and evaluations		and Pre-Public Examinations (PPEs)	title-mapping analysis, blogging and risk assessments
Maths Across the Curriculum	The 2.5x formula	Budgets, box office figures and the 2.5x formula	Todorov's Narratology: three-part structure and the 2.5x formula	Sales figures, interpretation and data analysis	Homeless figures and the analysis of sales revenue	Interpreting qualitative and quantitative analysis
Links to careers/ aspirations	Film/TV producer, director, cinematographer, marketer and costume designer	Executive producer, producer, casting, floor manager, editor and actor	Scholar/academic, researcher, location scouter and public relations	Radio production/broadcasting, journalism, games developer and games publisher	Public relations (PR), media relations, journalism, publisher, media commentator and graphic designer	Runner, researcher, regulator, web-designer, animator, sound editor and voiceover-artist
Cultural Capital	Creating and manipulating images/media texts	Public Service Broadcasting, commercial television and inequalities	The Hollywood and independent film models, xenophobia, politics and equality	Community cohesion, capitalism, online gaming (escapism)	Homelessness, inequality and production	Digital and online media production
Practical Application of Skills	Analysing representations, misrepresentations and under-presentations	Creating audio-visual productions	Creating print productions	Researching, debating and justifying the importance of public service, commercial and local radio	Creating print productions	Globalisation, convergence and diversification