

Media



EVOLVING MEDIA EXAM
2 HOURS



MEDIA MESSAGES EXAM
2 HOURS



Study of print and online news (including theory).

Production, distribution and consumption of Minecraft.



Study of a Radio One Breakfast Show episode.



Study of The Jungle Book (1967) and The Jungle Book (2016).

NEA SUBMISSION

PRINT AND ONLINE NEWS

MINE CRAFT

RADIO ONE BREAKFAST SHOW

YEAR 13

JUNGLE BOOK



Media theorists (applicable to News and LFTVD sections).

Study of The Killing and Stranger Things (including theory).



Old Spice, Shelter and Lucozade advertising.



Analysis of The Big Issue front covers.



Study of two music videos (eg, Guetta and Sande).

NEA

Students create a website and music video for a set brief – first drafts submitted by Christmas).

THEORISTS

Learners develop ideas in response to a brief.

Learners need to produce sector-specific planning materials that are sufficiently detailed to enable the client to visualise the proposed product.

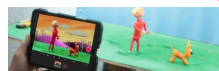
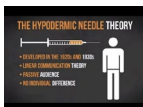
Learners will apply production skills and techniques to the creation of their media product.

YEAR 12

COMPONENT THREE LEARNING AIM C

COMPONENT THREE LEARNING AIM B

COMPONENT THREE LEARNING AIM A



Learners must track their progress during this component, reflecting on their development of skills.

COMPONENT TWO LEARNING AIM B

COMPONENT TWO LEARNING AIM C

YEAR 11



Learners will apply media production skills and techniques through the following media practices: pre-production, production and post-production.

Learners will participate in workshops and classes to develop media production skills and techniques appropriate to one, or all, of the following media sectors: audio/moving image, publishing and interactive media.

COMPONENT TWO LEARNING AIM A

Looking at a range of media products, learners will examine how media products engage audiences for a given purpose. They will develop their understanding of the relationship between media products, their audiences and purposes.

COMPONENT ONE LEARNING AIM A

Learners will explore how genre, narrative and representation are combined to engage an audience. They will deconstruct media products to examine how media production techniques combine to create meaning for audiences.

COMPONENT ONE LEARNING AIM B

YEAR 10



MARVEL

YEAR 9

Students will explore the three sectors of Media – AV, publishing and interactive - through a whistle-stop tour of the Marvel Comic Universe. The unit culminates with a group project – students devise a concept for a brand new Marvel film.

