



Media Learning Journey

Knowledge & Concepts increase students depth/ challenge and build on previous learning where topics are revisited throughout their learning journey

		Year 12	Year 13
		Component 1 Section A	Component 1 Section B & Component 2
Half Term 1	Topics	Camera Angles/ Visual Codes/ Genre	Film Industry & Radio
	Knowledge	<ul style="list-style-type: none"> <li>• BLACK MIRROR / RETURNED</li> <li>• Industry</li> <li>• Audience</li> <li>• Semiotics – Roland Barthes</li> <li>• Theories of Representation – Stuart Hall</li> <li>• Ethnicity and Postcolonial theory – Paul Gilroy</li> </ul>	<ul style="list-style-type: none"> <li>• Black Panther</li> <li>• Fadam – Henry Jenkins</li> <li>• Media Effects - Albert Bandura</li> <li>• Structuralism – Levi Strauss</li> <li>• Fandom – Clay Shirky</li> <li>• Radio – Industry &amp; Audience; Late Night Woman’s Hour</li> </ul>



		Year 12	Year 13
		Component 1 Section A	Component 1 Section B & Component 2 Section C & Component 1 Section A
Half Term 2	Topics	Global Television, English Language/ Non-English Language Posters / Representation	Radio & Online Media & Newspapers
	Knowledge	BLACK MIRROR Revisited <ul style="list-style-type: none"> <li>• Global TV Sci-Fi</li> <li>• English Language – Industry &amp; Audience</li> <li>• Post Modernism – Jean Baudrillard</li> <li>• Reception Theory – Stuart Hall</li> <li>• Gender Performance – Judith Butler</li> <li>• Identity – David Gauntlett</li> <li>• Bell Hooks</li> </ul> <ul style="list-style-type: none"> <li>• Kiss of the Vampire</li> </ul>	<ul style="list-style-type: none"> <li>• Reception Theory</li> <li>• Fandom – Henry Jenkins</li> <li>• Representation Dream or Formation: Riptide/ Dream</li> <li>• Audience Theories – Clay Shirky</li> <li>• Reception Theory – Hall</li> <li>• Online media – industry &amp; contexts</li> <li>• Postmodernism – Baudrillard</li> <li>• Fandam – Jenkins</li> <li>• Zoella</li> <li>• Roland Barthes</li> <li>• Gerbner</li> <li>• Levi Strauss</li> <li>• Cultural Industries</li> <li>• Power &amp; Media Industry – Curran &amp; Seaton</li> </ul>



		<b>Year 12</b>	<b>Year 13</b>
		<b>Component 2 Section A</b>	<b>Component 1 Section A &amp; Section B</b>
Half Term 3	Topics	Music Video	Magazines
	Knowledge	<ul style="list-style-type: none"> <li>• Paul Gilroy</li> <li>• Riptide/ Dream</li> <li>• Exam Practice &amp; Preparation</li> </ul>	<ul style="list-style-type: none"> <li>• Ethnicity – Paul Gilroy</li> <li>• Identity – David Gauntlett</li> <li>• Regulation – Livingstone &amp; Lunt and Curran &amp; Seaton</li> <li>• Representation</li> </ul>

		<b>Year 12</b>	<b>Year 13</b>
		<b>Component 2 Section A &amp; B</b>	<b>Component 1 Section A</b>
Half Term 4	Topics	Music Video	Media Language, Newspapers, Video Games, Music Video
	Knowledge	<ul style="list-style-type: none"> <li>• Representation</li> <li>• Paul Gilroy</li> <li>• Riptide/ Dream</li> <li>• Exam Practice &amp; Preparation</li> </ul>	<ul style="list-style-type: none"> <li>• Mirror/ Times - Brexit Representation</li> <li>• Stuart Hall</li> <li>• Semiotic Barthes &amp; Levi Strauss</li> <li>• Video games – Industry &amp; Audience</li> <li>• Assassins Creed 111 Liberation 2012</li> <li>• Albert Bandura</li> </ul>



		<b>Year 12</b>	<b>Year 13</b>
		<b>Component 3 Coursework</b>	<b>Exam Preparation</b>
Half Term 5	Topics	<ul style="list-style-type: none"> <li>• Creation of an Individual Production</li> </ul>	
	Knowledge	<ul style="list-style-type: none"> <li>• I Daniel Blake</li> <li>• Research analysis of similar cross media products (ML, reps, audience and industry, convergence)</li> <li>• Audience – Target/ Positioning</li> <li>• Secondary research: industry/ theory</li> <li>• Creation of a Production for an intended audience based on a specific brief set by the exam board</li> </ul>	
		<b>Year 12</b>	<b>Year 13</b>
			<b>Exam Preparation</b>
Half Term 6	Topics	Film	
	Knowledge	<ul style="list-style-type: none"> <li>• I Daniel Blake</li> </ul>	