

# COMPONENT

## 1

### *Exploring the Media (Y10)*

#### WHAT IS MEDIA STUDIES?

Students start the course by gaining an insight into what we mean by Media Studies. Students are introduced to all media forms and all areas of the theoretical framework which include: Media language, representation, context, industry and audiences.

HALF TERM

1

#### PRINT BASED MEDIA

Students learn about all 8 of the set print products of study (see productions pack). For each product students study all areas of the Theoretical Framework outlined previously.

HALF TERM

1&2

#### MEDIA LANGUAGE & REPRESENTATION ASSESSMENT

Students will have a media language and representation assessment in the first term to measure understanding and progress following their study of the 8 set products.

HALF TERM

3

#### SEC B

#### AUDIENCES & INDUSTRIES

Students move on to studying Radio , Gaming and Film industries to be able to comment on how companies generate revenue to support production, and how audiences engage with these forms.

HALF TERM

3&4

#### SEC B MINI MOCK

Students sit a series of industry and audience questions acting as a mini mock, which tests them on their knowledge and understanding of Audiences and Industries.

HALF TERM

4

#### REVISION FOR WHOLE MOCK

Students revise again the key items of study, along with any more challenging content to prepare for their full Y10 mock on component 1. After this the students will embark on component 3 which is the coursework unit.

HALF TERM

5