

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Learning outcomes	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Learning outcomes	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Week 22	Learning outcomes	Week 23	Week 24	Week 25	Week 26	Week 27	Week 28	Week 29	Learning outcomes	Week 30	Week 31	Week 32	Week 33	Week 34	Week 35	Week 36
Introduction to Media Practical Skills																												NEA COURSEWORK											
Introduction to Media Key Concepts																												NEA COURSEWORK											
Introduction to Media: Key Concepts																												NEA COURSEWORK											
Year 12 Teacher 1	Introduction to key concepts: Filming and editing Preliminary Task	Filming and editing Preliminary Task	How do camera angles and shot type create meaning for an audience?	How do editing techniques create meaning for an audience?	How can mise-en-scene create meaning for an audience?	How can media language create meaning for an audience?	Pupils will know: - How to create their own moving image production. - How to identify elements of media language in moving images using appropriate terminology. - Demonstrate an understanding of how media language creates meaning.	LFTV DRAMA: Stranger Things	LFTV DRAMA: Stranger Things	LFTV DRAMA: Stranger Things	LFTV DRAMA: Stranger Things	LFTV DRAMA: Stranger Things	LFTV DRAMA: Stranger Things	LFTV DRAMA: Stranger Things	Pupils will know: - how media language is used to create meaning in Long Form Television Drama. - how to compare and contrast US and non-English language Long Form Television Drama.	LFTV DRAMA: Trapped	LFTV DRAMA: Trapped	LFTV DRAMA: Trapped	LFTV DRAMA: Trapped	LFTV DRAMA: Trapped	LFTV DRAMA: Trapped	LFTV DRAMA: Trapped	Pupils will know: - how media language is used to create meaning in Long Form Television Drama. - how to compare and contrast US and non-English language Long Form Television Drama. - analyse extracts from US and non-English language Long Form Television Drama. - analyse relevant media theories in relation to Long Form Television Drama.	Media Postmodernism introduction	Postmodernism: Baudrillard	Postmodernism: Hyperreality	Postmodernism: Lyotard	Postmodernism: Jameson	Postmodernism: real?	Pupils will know: - how postmodernism exists on a variety of platforms and in a variety of texts. - how arguments can be structured for and against understanding some forms of media as post-modern. - how postmodern media texts challenge traditional text-reader relations. - analyse extracts adhere to or subvert audience expectations. - apply relevant media theories in relation to Long Form Television Drama.	Music Video research	Music Video research	Music Video research	Multicam editing tutorial	Multicam editing tutorial	Long choice research	Long choice research		
Year 12 Teacher 2	Introduction to key concepts: Evaluate how media communication is meaning making	Evaluate how communication and editing techniques can be used to create meaning	Explore how sound and scene can be used to construct meaning	Evaluate how media language is used to create meaning	Explore how media language is used to create meaning in music videos	Explore how media language is used to create meaning in music videos	Pupils will know: - How to identify elements of media language in still and moving images. - How to explain how media language can be used to communicate meaning. - Demonstrate an understanding of how media language creates meaning.	Conventions of print and subversive advertising	Media language in marketing and advertising	Old Spice: advertising	Social and cultural contexts	Success of representation	Star Power	Shelter: representation on groups and social issues	Pupils will know: - how media language is used to construct representations. - how specific issues, individuals and social groups are represented to advertise specific products. - how advertising targets reaches and addresses specific audiences.	Star Image	Email - Sand - Heaven	Representation of people and place	Representation of social groups / issues	Old Spice: Burn the Witch	Narrative	Pupils will know: - how media language is used to construct representations. - how specific issues, individuals and social groups are represented to advertise specific products. - how advertising targets reaches and addresses specific audiences.	Magazine front cover conventions	Magazines and Niches	The Big Issue history and values	The Big Issue: cultural and political contexts	The Big Issue: intellectual quality	The Big Issue: values and ideologies	The Big Issue: from Gove to analysis	Pupils will know: - how media language is used to construct representations. - how social and cultural contexts can influence representations in media texts. - apply specialist subject specific vocabulary to analysis. - evaluate and explore a range of representational issues.	Artist/Brand Website research	Artist/Brand Website research	Artist/Brand Website research	Photograph for tutorial	Photograph for tutorial	Long choice research	Long choice research		
Year 13 Teacher 1	NEA COURSEWORK															NEA COURSEWORK															Revision	Revision							
Year 13 Teacher 2	Research & planning	Research & planning	Music video - filming	Music video - filming	Music video - filming	Music video - filming	Pupils will know: - how to research and analyse existing media products and plan for the production of a music video. - how to produce and edit a music video.	Music video - editing	Website - research & planning	Website construction	Website construction	Website construction	Music video - rehosted/edi	Organisation for submission	Pupils will know: - how media products and conventions of music videos/magazines and websites to my own product. - how to produce and edit my own website.	The Jungle Book (1967)	The Jungle Book (1967)	The Jungle Book (2018)	The Jungle Book (2018)	Production	Ownership, distribution and economics	Regulation	Maintaining audiences	Pupils will know: - how media industries produce, distribute and circulate forms of media. - how costs and funding contribute to the overall success of a media product. - how media products are regulated.	Video Games Production and Distribution	Video Games Audience interest and active involvement	Video Games Regulation	Video Games Audience appeal	Radio One: P/B / Commercial Radio	Radio One: Distribution / Consumption	Radio One: Audience appeal	Pupils will know: - how media industries produce, distribute and circulate forms of media. - how costs and funding contribute to the overall success of a media product. - how media products are regulated. Pupils will be able to: - be able to understand how media industries operate. - be able to analyse the impact of digital convergence for specific media products.	Revision	Revision					
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