Outline of A Level Media Studies papers

Paper I (35%): Media Messages (2 hour exam)	Newspapers; Online News; Advertising and Marketing; Magazines; Music Videos
Paper 2 (35%): Evolving Media (2 hour exam)	Radio;Video Games; Film; Long Form Television Drama
Paper 3 (30%): Making Media (practical coursework)	Choose from:TV; Radio; Magazine; Music Video Plus an an associated website

A level Media Theories: https://drive.google.com/file/d/149kpsiB4aCGf9ZI_TQxcPq0hirU0WagW/view?usp=sharing

KS5 - A Level Media Studies

	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
Year 12	Introduction to A level Media Studies	Long Form Television Drama	Music Videos:	Video Games:	Non Examined Assessment:	Non Examined Assessment (cont)
	Nacro elements: Genre; Narrative; Audience; Representation Micro elements: Cinematography; Editing; Sound; Mise en Scene Long Form Television Drama	(short question) Media Language; Media Representations; Media Contexts (Social, cultural, historical, political, economic) 'The Killing' (Danish version) season I episode I	Media Language; Media Representations; Media Theories; Media Contexts (social; cultural) 'Unfinished Sympathy' 'Titanium' Advertising and Marketing:	Media Industries Media Audiences Media Contexts (social; economic) Minecraft Magazines: Media Language; Media	Assessment: Research Planning Statement of Intent Draft work Revision: Paper I Advertising Magazines Music Video	Main product Statement of Intent LFTVD (long question): Media Language; Media Representations; Media Industries Media Audiences Media Contexts (Social, cultural,
	Mini NEA	'Stranger Things' season I, episode I Mini NEA	Media Language Media Representations Media Contexts (social; cultural) Old Spice Lucozade Shelter	Media Representations; Media Contexts (Social, cultural, political) Big Issue	Paper 2 Video Games LFTVD	historical, political, economic) 'The Killing' 'Stranger Things' Radio Media Industries Media Audiences Media Audiences Media Contexts (economic; political; cultural) <i>Radio I</i>

KS5 - A Level Media Studies

LFTVD (long	LFTVD (long	Revision:	Film	Revision:	Official
question)	question)				Examinations
		Paper I	Media Industries	Paper 2	
Media Language;	Media Language;	Newspapers and	Media Audiences	Radio	
Media	Media	online news	Media Contexts	Video Games	
Representations;	Representations;	Music Video	(historial economic)	Film	
Media Industries	Media Industries	Advertising		LFTVD	
Media Audiences	Media Audiences	Magazines	Jungle Book		
Media Contexts	Media Contexts			Paper I	
(Social, cultural,	(Social, cultural,	Paper 2		Newspapers and	
historical, political,	historical, political,	Video Games		online news	
economic)	economic)	Radio LFTVD		Music Video	
'The Killing'	'The Killine'			Advertising	
'The Killing'	'The Killing'			Magazines	
'Stranger Things'	'Stranger Things'				
Newspapers	Online News and	Newpapers	Newpapers		
	Social Media	Online News and	Online News and		
Media Language;		Social Media	Social Media		
Media	Media Language;				
Representations;	Media				
Media Industries	Representations;				
Media Audiences	Media Industries		Revision		
Media Contexts	Media Audiences				
(Social, cultural,	Media Contexts				
historical, political,	(Social, cultural,				
economic)	historical, political,				
	economic)				
Non Examined	Non Examined	Non Examined	Non Examined		
Assessment (cont)	Assessment (cont)	Assessment (cont)	Assessment (cont)		
Main product	Main product	Main product	Main product		
Statement of Intent	Statement of Intent	Statement of Intent	Statement of Intent		
Website	Website	Website	Website		

KS5 - Cambridge Nationals Level 3 Media

	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
Year 12	UNIT I- Introducing Media Products and Audiences	UNIT I- Introducing Media Products and Audiences	UNIT 16 -Planning an Pitching an audio-visual product	UNIT 16 -Planning an Pitching an audio-visual product	UNIT 35- Social Media Products	UNIT 35- Social Media Products
	L01 Understand media products and the institutions that create them focusing on: -Ownership -Products -Market Share	L02 Analyse the demographics of the target audience for the chosen product focusing on: -Gender -Age -Lifestyle	L01 Understand existing audiovisual media products and how they are created focusing on: -Purpose -Form and Style -Content -Meaning	L04 Be able to pitch ideas on proposed audio- visual products to a producer, client or focus group for feedback	LOI Analyse a range of existing social media products, including: -Purpose -Content Target user -Revenue - Legal/ethical	L02 Generate ideas for a social media website, including: -Purpose -Format/style -Target user -Mock ups L03 Plan the development of a new social media
	-Competitors Analyse one media product produced by one institution and analyse its: -Purpose -Genre -Form -Style -Content -Meaning -Production Process	-Spending Power L03 Understand how media products are distributed and promoted L04 Understand ethical, legal, and regulatory issues associated with media products	-Meaning -Genre LO2 Be able to generate ideas for an original audio-visual media product LO3 Be able to develop ideas by creating proposals and sample materials for two original audio-visual products	LOS Be able to use feedback gained to inform the development and planning of an original audio-visual media product with a focus on: - Dates and timescales, -Equipment -Personnel -Budget -Relevant legal and ethical issues	Analyse the positive and negative social effects of social media products Explore commercial uses for social media products, including: -Advertising -Viral marketing -Product reviews	of a new social media website, including: -Purpose -Content -Target user -Production plan L04 Design a competent homepage and a competent members page for planned new social media website

KS5 - Cambridge Nationals Level 3 Media

	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
Year 13	 UNIT 14 - Producing a print based media product L01 Be able to produce pre-production materials for a planned original print media product L02 Be able to assess locations, risks, and legal/ethical issues relevant to their print media product, finding solutions to any risks or issues identified L03 Be able to produce materials for use in an original print media product 	UNIT 14 - Producing a print based media product L04 Be able to edit materials to produce a final print media product UNIT 61 Animation Studies L01 Explore the animation industry through a focused case study of one animation company, including: -Company structure -Media applications -Types of animations -Types of animations -Types of animations -Regulatory bodies L02 Analyse an existing animation product, including: -Genre -Individual animators -Production process -Narrative/storyline -Target audience -Characters/stars	UNIT 61 Animation Studies	UNIT 31 Photography LO2 Be able to plan a photographic shoot including: -Theme for shoot -Relevant equipment -Recce of location -Risk assessment -Shooting schedule -Legal/ethical issues LO3 Be able to take a range of photographic images for a specific media product safely LO4 Be able to edit a range of photographic images for a specific media product	UNIT 31 Photography LOS Be able to present a range of photographic images for a specific media product as an Exhibition. IndividualStudent Tutorials	External Moderation of all Units