

Yr7	Topics:	Learning Outcomes:
Yr8	Topics:	Learning Outcomes:
Yr9	Topics:	Learning Outcomes:
Yr10	<p>Topics:</p> <p>Media Language</p> <p>Action Adventure Films – Examination Topic</p> <p>B321 controlled assessment – Video games</p>	<p>Learning Outcomes:</p> <p>Students learn all aspects of Media Language, and how it applies to any media text. Students practice analysing and applying texts using this newly learned language.</p> <p>Using Media Language, students learn how to analyse aspects of Action Adventure films, such as: genre conventions, representation, Mise-en-scene, camerawork, narrative, and sound in order to successfully answer the examination questions.</p> <p>Students research how genders are represented in video games and write a detailed assignment exploring this. They then research game genres and analyse how game covers appeal to audiences. They then plan, design, and create their own video game cover using Photoshop, showing what they have learned about game cover conventions and gender representations.</p>
Yr11	<p>Topics:</p> <p>TV Comedy and Audience Pleasures – Examination topic</p>	<p>Learning Outcomes:</p> <p>Students research and analyse how two TV comedy programmes appeal to audiences, and which specific audience pleasures are used. Students also research the channel and time that each comedy is shown in order to explore why the programme is scheduled at that time and why the programmes either side of it tie into the scheduling. The ethos of the channel is also researched to</p>

	B324 controlled assessment -	<p>see how the TV comedy fits into the ethos of the organisation as a whole.</p> <p>Students research and analyse magazine genres, then plan, design and create their own cover, contents pages and feature article using InDesign, showing what they have learned.</p>
Yr12	<p>Topics:</p> <p>Media Language and Key concepts</p> <p>Coursework</p>	<p>Learning Outcomes:</p> <p>Students learn all aspects of Media Language, and the key concepts within Media Studies. With this information, students are then able to analyse media texts, focusing on aspects such as: genre, codes and conventions, narrative, semiotics, representation, audience positioning, audience response and appropriate media theories. These skills are then applied to texts in preparation for the examination.</p> <p>Students need to create a pre-production of a script for the opening of a horror film. They then move on to making a production which is the promotional materials for their film.</p>
Yr13	<p>Topics:</p> <p>Text, Industry and Audience</p> <p>Coursework essay</p> <p>Coursework production</p>	<p>Learning Outcomes:</p> <p>Students research texts and create detailed case studies for the advertising, film and game industries. The exam consists of three questions, and students then need to decide which industry to apply to which question.</p> <p>Students carry out a research investigation, for which they will write an investigative essay, using a wide range of sources.</p> <p>Student make a media product that is related to their area of investigation. The product can be a number of pages of a print product, or a moving image piece.</p>