

Prior Learning	
Paper 1 revision	Paper 2 revision



## LEARNING JOURNEY Year 11 Media Studies

*Ad Astra*

All texts for Paper 1 exam			
Print advertising – This Girl Can, Quality Street Magazines – Vogue, GQ Film posters – The Man with the Golden Gun, No Time to Die Newspapers – The Sun, The Guardian Video Games – Fortnite Radio – The Archers			
We will develop our learning each week by focusing on:			RAG Rate
<b>Week 1 Key Learning</b> exam practice and revision for end of year exams <u>Retrieval knowledge:</u> advertising, film posters & film industry, radio			
<b>Week 2 Key Learning</b> exam practice and revision for end of year exams <u>Retrieval knowledge:</u> newspapers, magazines, video games			
<b>Week 3 Key Learning</b> - exam fortnight <u>Retrieval knowledge:</u>			
<b>Week 4 Key Learning</b> - exam fortnight <u>Retrieval knowledge:</u>			
<b>Week 5 Key Learning</b> - work experience week <u>Retrieval knowledge:</u>			
<b>Week 6 Key Learning – NEA &amp; CTG</b> <u>Retrieval knowledge:</u> Conventions of a DVD cover <u>CTG tasks on Y10 exam</u>			
<b>Week 7 Key Learning - NEA</b> <u>Retrieval knowledge:</u> conventions of a DVD cover <b>NEA completed ready for teacher assessment – worth 30% of GCSE Media Studies</b>			
Key Vocabulary			
Conventions SWAT codes Mise-en-scene Iconography Narrative Todorov narrative structure Propp's character types	Mis representation Under representation Stereotypes Counter type archetype	Regulation Franchise Convergence In Game Purchases Synergy Production stages Conglomerate	Audiences Interactive audience Niche Mainstream Uses and Gratifications Reception Theory

Future Learning (including real – life)
<b>Revisit:</b> mini assessments, mocks, final GCSE exams, media savvy individuals able to critique the media and the way it influences our lives. Understand how different media texts are consumed by audiences.

