



KS5

Media Studies Key Stage 5 Curriculum Overview

	Autumn Term	Spring Term	Summer Term
Year 12	<p>Introduction to all four areas of the theoretical framework, through analysis and short-term practical projects, followed by a practical project on video game adverts, focusing on:</p> <ul style="list-style-type: none"> Media language, including semiotics; Narratology; Media representations; Genre theory. <p>Study film industry CSP:</p> <ul style="list-style-type: none"> Blinded by the Light. <p>Start mock NEA project, using sample brief: Print adverts for a narrative video game, to develop students' technical skills and to introduce the overall approach to NEA. Will also help to consolidate learning about advertising and marketing by engaging with it through practical work.</p>	<p>Study CSPs in pairs and threes, with other relevant media products. This term, the students will be introduced to advertising CSPs, magazine CSPs and television CSPs.</p> <p>For each group of products, cover analysis, knowledge and practical skills, plus using other related products. Student should be gaining practice in unseen analysis, using print, printed website, video and audio clips. Students should be having regular quick quizzes to test recall of terminology and subject content.</p> <p>CSPs are detailed below:</p> <ul style="list-style-type: none"> Advertising CSPs: Sephora – Black is Beauty, Score advertisement; Television CSPs: Deutschland '83, Capital; Magazine CSPs: The Gentlewoman, GQ. 	<p>Study CSPs in pairs and threes, with other relevant media products, ensuring that those related to the NEA are taught and understood.</p> <p>For each group of products, cover analysis, knowledge and practical skills, plus using other related products. Student should be gaining practice in unseen analysis, including analysing video and audio clips.</p> <p>CSPs are detailed below:</p> <ul style="list-style-type: none"> Video Game CSPs: Horizon: Forbidden West, The Sims: Freeplay; <p>Students will also select their NEA brief and begin Statement of Intent and initial research and planning.</p>
Year 13	<p>Half of the curriculum time will be dedicated to the NEA project, eg Brief Three: Magazine Design from the sample briefs – briefs change annually but will be related to the CSPs.</p> <p>The physical creation of the products should take approximately 30 hours.</p> <p>CSPs are detailed below:</p> <ul style="list-style-type: none"> Newspaper CSPs: The Daily Mail, The Guardian; Radio CSPs: Newsbeat, The War of the Worlds; Music Video CSPs: Ghost Town, Old Town Road. 	<p>Students need to study the remaining CSPs, and continue to develop their analytical skills, including of unseen video clips. They should also study other related products.</p> <ul style="list-style-type: none"> Online CSPs: The Voice, Zendaya. <p>This term will see the students revisiting previous CSPs, in the build up to the exams.</p>	<p>Revision of the four areas of the theoretical framework, plus each of the CSPs.</p>

