



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 Posters, focusing on:</p> <ul style="list-style-type: none"> Media language; Media representations. <p>Study Advertising and marketing CSPs (Close study products) and other print marketing products:</p> <ul style="list-style-type: none"> CSPs Advertising – Score, Sephora. CSPs Film industry – Blinded by the Light (targeted, focusing on Media industries); <p>Start mock NEA project, using sample brief: Print adverts for video games, 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, ensuring that those related to the NEA to be undertaken at the start of year 13 are covered.</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"> CSPs Television – Capital and Deutschland '83 (in-depth, all four areas of the theoretical framework) CSPs Magazines – GQ, The Gentlewoman (targeted, focusing on media language and representations). 	<p>Study CSPs in pairs and threes, with other relevant media products, ensuring that those related to the NEA to be undertaken at the start of year 13 are covered.</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"> CSPs Newspapers – The Daily Mail, The Guardian (in-depth, all four areas of the theoretical framework) CSPs Video Games – Horizon: Forbidden West, The Sims: Freeplay (in-depth, all four areas of the theoretical framework).
Year 13	<p>Students will engage with their NEA (deadline Christmas), whilst studying more of the CSPs.</p> <ul style="list-style-type: none"> CSPs Music videos - The Specials: Ghost Town – and Lil Nas X: Old Town Road (targeted, focusing on Media audiences and Media industries); CSPs Radio – War of the Worlds and Newsbeat (targeted, focusing on Media industries and Media audiences) 	<p>Students need to study the remaining CSPs, and continue to develop their analytical skills, including of unseen print texts. They should also study other related products.</p> <ul style="list-style-type: none"> CSPs Online, social and participatory media – Taylor Swift and The Voice (in-depth, all four areas of the theoretical framework). 	<p>Revision of the four areas of the theoretical framework, plus each of the CSPs.</p>

	<p>NEA project, eg Brief Three: Magazine Design from the sample briefs and associated music video – 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>Planning does not have to be submitted, beyond the Refreshing the relevant CSPs, planning, the NEA itself, and allowing time for ‘catch-up’ for students missing lessons (due to mocks etc) will take most of this term.</p>		
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