

### Welcome to the Media Curriculum

Our Media learners study a range of media forms in terms of a theoretical framework which consists of media language, representation, media industries and audiences.

The following forms are studied in depth through applying all areas of the framework: newspapers, television, music video and online, social and participatory media, advertising and marketing, film, video games, radio and magazines.

“Whoever controls the media, controls the world” – Jim Morrison

**LEARNING**

Learning not only for purpose but for its own sake

**POTENTIAL**

Limitless potential of people, always striving for distinction and high achievement

**COMMUNITY**

Strong community, taking collective responsibility for ourselves and others

### Media at South Hunsley School

Through studying a wide range of diverse media products, our students will become critical, intelligent consumers of the mass media. They will become media literate in our ever-changing digital world. Students will understand the importance the mass media plays in the modern world and how powerful the media can be in shaping our society, our culture and our identity.

Our students will be provided every opportunity to become critical thinkers, active listeners and will even the opportunity to apply their skills and become media producers by creating their own media products.

## GCSE Media Curriculum Map

This maps a student's journey through school, from Year 10 to Year 11, showing the topics studied in each year.

<b>Year 10</b> <b>GCSE Media Studies</b>	<b>Year 11</b> <b>GCSE Media Studies</b>
Introduction to Media Studies: Media Language, Representation, Audience and Industry	<b>Component 2, Section A</b> - Television Crime Drama
<b>Component 1, Section A</b> - Print advertisements	<b>Component 2, Section B</b> - Music Video and online media
<b>Component 1, Section A</b> - Magazine front covers	
<b>Component 1, Section A</b> - Film marketing	
<b>Component 1, Section B</b> - Film industry	
<b>Component 1, Section A</b> - Newspapers front covers	
<b>Component 1, Section B</b> - Newspaper industry and audience	
<b>Component 1, Section B</b> - Radio	
<b>Component 1, Section B</b> - Video games	
<b>NEA – Creating a Media Product (End of Y10 and Y11)</b>	