



**Overview:**

OCR GCSE Media Studies is a two year course with two exam papers (35% each) and an NEA (30%). The teaching of Media Studies is centred around the Media Theoretical Framework which has four areas: media language, media audiences, media representations and media industries. We teach every media form that you can think of: TV, radio, film, advertising and marketing, news, video games, websites and social media. Year 10 starts off with an introductory unit and then by the end of Year 10 students will have studied content for Paper 2 and have started their NEA. We start with Paper 2 rather than Paper 1 because it covers topics that are useful for the NEA.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in the media, including sound engineer, publisher, graphic designer, and set designer.

Term	Topic	Assessment
Aut1	Introduction to Media <ul style="list-style-type: none"> <li>• Mise-en-scene</li> <li>• Camerawork</li> <li>• Editing</li> <li>• Sound</li> <li>• Denotation &amp; Connotation</li> <li>• Representation</li> <li>• Practical production skills</li> </ul>	Film poster analysis - focus on mise-en-scene (10 marks)  TV drama Analysis unseen extract - focus on editing (5 marks)
Aut2	News (Paper 2 - Section A) <ul style="list-style-type: none"> <li>• Conventions</li> <li>• Genres</li> <li>• News values</li> <li>• Political context</li> <li>• Regulation</li> <li>• Funding</li> <li>• Economic contexts</li> </ul>	Analysis of unseen extract from <i>The Observer</i> newspapers.
Spr1	<ul style="list-style-type: none"> <li>• Ownership</li> <li>• Audience</li> <li>• Representation</li> <li>• Online media</li> <li>• Historical context</li> </ul>	
Spr2	Music (Paper 2 - Section B) <ul style="list-style-type: none"> <li>• Music magazines - industry, audience, codes and conventions, genres</li> <li>• Music videos - media language, genres, audience</li> <li>• Radio - Radio 1 Live Lounge, PSB, the radio industry, audience</li> <li>• Representations - stereotypes</li> <li>• Genres</li> <li>• Theory - Blumler and Katz <i>Uses and gratifications</i></li> </ul>	How far is media language used differently in two magazines to reflect genre conventions  Explain how and why music videos use stereotypes
Sum1	NEA <ul style="list-style-type: none"> <li>• Working to a brief</li> <li>• Research</li> <li>• Planning</li> <li>• Production</li> </ul>	Practical production
Sum2	Continuing with NEA + Revision for PPE	PPE



**Overview:**

Year 11 continues the learning from Year 10. Students complete their NEAs at the start of Year 10 and then go on to study Paper 1. Since Media Studies is centred around the theoretical framework, students are revising as they are learning new content. There are constant links between the two papers.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in journalism, music video directing, video games designer, advertising and marketing and script writing.

Term	Topic	Assessment
Aut1	Complete NEA <ul style="list-style-type: none"> <li>• Practical production</li> <li>• Responding to feedback</li> <li>• Audience research</li> <li>• Complete practical production</li> </ul>	NEA
Aut2	Television - The Avengers (1965, Series 4, Episode 2, 'The Gravediggers') <ul style="list-style-type: none"> <li>• Genre</li> <li>• Character types - Propp</li> <li>• Narratology - Todorov</li> <li>• Media language: Mise-en-scene, editing, sound, camerawork</li> <li>• Representation: Stereotypes, ethnicity</li> <li>• Context: The Cold War, 1960s Fashion, 60s culture, TV in the 60s)</li> </ul>	Analyse how mise-en-scene creates meaning. Explain how 1960s context influenced TV programmes.
Spr1	Television - Vigil (2021, Series 1, Episode 1) <ul style="list-style-type: none"> <li>• Gender</li> <li>• Theory: Blumler and Katz <i>Uses and Gratifications</i></li> <li>• Public service broadcasting</li> <li>• Representation: Stereotypes, anti-stereotypes, women in 60s v 2020s</li> <li>• Media language: mise-en-scene, editing, sound, camerawork</li> <li>• Context: gender, politics, social and cultural context</li> </ul>	Extended response:  How far does the extract try to create a sense of portraying real life?
Spr2	Films - The Lego Movie (Warner Bros. 2014) <ul style="list-style-type: none"> <li>• Vertical and horizontal integration/conglomerates</li> <li>• Ownership and control</li> <li>• Convergence</li> <li>• Regulation</li> <li>• Synergy</li> <li>• Audience</li> <li>• Intertextuality</li> </ul>	Connotative poster analysis: Analyse the representations on The Lego Movie poster campaign.
Sum1	Video Games - The Lego Movie Videogame <ul style="list-style-type: none"> <li>• Genres</li> <li>• Uses and gratifications</li> <li>• Producers</li> <li>• Regulation</li> <li>• Ownership and control</li> <li>• Convergence</li> <li>• Audience</li> </ul>	Explain the uses and gratifications of video games. Refer to The Lego Movie Videogame.
Sum2	Preparing for exams Revision	Final Exams.

**Overview:**

OCR A-level Media studies is a two year course with two exam papers (35% each) and an NEA (30%). The teaching of Media Studies is centred around the Media Theoretical Framework which has four areas: media language, media audiences, media representations and media industries. There are 19 theories to learn and apply. We teach every media form that you can think of: TV, radio, film, advertising and marketing, news, video games, websites and social media. Year 12 starts off with an introductory unit and then by the end of Year 12 students should have studied content for Paper 1 and have started their NEA.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in business management, advertising and marketing, journalism, web-design, music video directing.

Term	Topic	Assessment
<b>Aut1</b>	Introduction to media <ul style="list-style-type: none"> <li>• Introduction to industries</li> <li>• Introduction to audiences</li> <li>• Practice NEA</li> </ul> Introduction to media language <ul style="list-style-type: none"> <li>• Semiotics</li> <li>• Technical codes</li> <li>• Narrative theory</li> <li>• Intertextuality</li> </ul>	Multiple choice knowledge-based assessment.  Analysis of an advert.
<b>Aut2</b>	Paper 1 - Section A: News <ul style="list-style-type: none"> <li>• Media language: newspaper genres, conventions front page analysis</li> <li>• Media representations: representation of different groups in the news.</li> <li>• Media industries: Ownership and the structure of the news industry including conglomerates</li> <li>• Media audiences: readership, NRS social grade, Y&amp;P psychographic profile</li> <li>• News values, genre conventions</li> <li>• Media contexts: Political, economic, social, cultural and historical</li> </ul>	Paper 1: Question 2 How far do the sources challenge the genre conventions of print and online newspapers?
<b>Spr1</b>	Paper 1 - Section B: Media language and representation <ul style="list-style-type: none"> <li>• Advertising and marketing techniques</li> <li>• Textual analysis of print adverts</li> <li>• Representation in adverts</li> </ul>	Paper 1
<b>Spr2</b>	Paper 1 - Section A: News <ul style="list-style-type: none"> <li>• Case study on the Guardian and Daily Mail newspapers, considering: Genre, media language, representation, readership, ownership, economic factors, political contexts and regulation</li> <li>• Theory: Van Zoonen, Curran and Seaton, Hall, Gilroy</li> </ul> Paper 1 - Section B: Media language and representation <ul style="list-style-type: none"> <li>• Big Issue</li> <li>• Music videos</li> </ul>	Paper 1 Question 3  Section B Q5-6
<b>Sum1</b>	Practice NEA <ul style="list-style-type: none"> <li>• Working towards a practice brief set by the exam board</li> </ul> Theory <ul style="list-style-type: none"> <li>• Van Zoonen, Hall, Gilroy, bell hooks,</li> </ul> Revision <ul style="list-style-type: none"> <li>• Paper 1 Section A and Section B revision</li> </ul>	Practice NEA  Paper 1 Question 1 and Question 4
<b>Sum2</b>	Real NEA <ul style="list-style-type: none"> <li>• Paper 2 - Section A - Long Form Television Drama</li> <li>• TV industry</li> <li>• Narrative theory</li> <li>• Textual analysis</li> </ul>	PPE



**Overview:**

Year 13 continues the learning from Year 12. Students complete their NEAs at the start of Year 13 and then go on to study content for Paper 2. Since Media Studies is centred around the theoretical framework, students are revising as they are learning new content. There are constant links between the two papers.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in the media, including broadcast journalist, DJ, script writing, production design.

Term	Topic	Assessment
Aut1	NEA Paper 2 Section A - long form television drama <ul style="list-style-type: none"> <li>• TV Industry</li> <li>• Narrative Theory</li> <li>• Textual analysis - semiotic analysis of set product</li> <li>• Representation</li> </ul>	NEA  LFTD Exam question
Aut2	Paper 2 - Section A - Long form television drama <ul style="list-style-type: none"> <li>• Media language</li> <li>• Audience</li> <li>• Exam preparation</li> <li>• Scheduling</li> </ul> Paper 2 - Section B - Radio 1 Breakfast Show <ul style="list-style-type: none"> <li>• Industries: production and distribution; ownership and funding; the BBC and Radio 1's remit as a PSB</li> <li>• Audiences: maintaining audiences; categorisation; reaching audiences; audience interaction</li> </ul>	LFTD Exam question  R1 Breakfast Show Exam question
Spr1	Paper 2 - Section A - Long form television drama <ul style="list-style-type: none"> <li>• Revision</li> </ul> Paper 2 - Section B - Videogames - Animal Crossing <ul style="list-style-type: none"> <li>• The video games industry</li> <li>• Production, distribution and circulation</li> <li>• Audiences</li> </ul>	Video Games exam question
Spr2	Paper 1 Section B Revision Paper 2 - Section B - Film - Snow White & Shang-Chi and the Legend of Ten Rings <ul style="list-style-type: none"> <li>• Ownership and funding</li> <li>• Production and distribution</li> <li>• Maintaining audiences</li> <li>• Regulation</li> <li>• Contexts: Economic and historical</li> </ul>	Film Exam question
Sum1	Revision and exam preparation.	Final exams