



# Media Studies Department LEARNING JOURNEY



Mock exam  
Component 2



Exam technique  
and structures

Component 1 Section B: Exploring Media  
Industries and Audiences

Component 1 Section A: Exploring  
Media Language and representation

Revision & mastery: Component 1 and 2

GCSE Media  
Studies



Introduction to  
the history of  
music videos

Fandom

Regulation  
of the  
Industry

Ownerships and the  
main music industry

The film industry

Recap of Bond  
set products

Website  
analysis

Who listens  
to the  
Archers?



Technological  
advances



Uses and  
Gratifications  
Theory  
introduction

Exploring  
representation in  
video games



Film  
marketing

Stereotypes and  
their representation



Marketing of A  
Bond Movie

Genre  
conventions of  
films



What is media  
language



YEAR  
11

Real Component 3: Creating Media

Crime Drama

What is  
Crime drama  
and why is it  
so popular?



Why do websites and  
social  
media appeal to audiences

Exam  
techniques



Analysing  
examples

Active  
audiences

Developing an  
understanding of  
target audience

Features of a double  
page spread

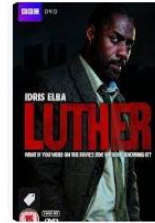
Introduction to the  
assessment brief

Planning  
your  
product



Research and product  
analysis

Students write a  
statement  
of aims



Revision of  
set products

Newspapers, Fortnite,  
Magazine, The Archers and  
Adverts

Revision of Component 1

Exam techniques, tips and  
hints.



The newspaper  
industry



Component 1 Exam  
and feedback

Representation of  
gender and ethnicity

Focus on the  
set products

Analysing  
semiotics of  
magazine covers



How has  
crime drama  
changed  
over  
time?

Recap of Bond  
The Archers

Regulation of  
the film  
industry

Soap opera  
genre

The BBC



Newspapers

Magazines

YEAR  
10

Television

Advertising

Introduction to Magazines and  
Creating Media

Codes and  
conventions  
of magazine  
covers

Regulation of  
the gaming  
industry

Changes in  
viewing  
habits

Analysing contemporary  
advertising vs historical  
advertisements

Responding to a brief students will create a  
short film, considering, camera angles,  
setting, lighting and mise-en-scene



Design a  
new  
computer  
game

Analysing a  
Bond Film

The history of the  
Bond Movies

How sound  
and editing can  
communicate  
meaning.

Propp's  
Theory of  
narrative

welcome

Bond Industry and marketing

What is Media?

YEAR  
9

STAR  
WARS

Film  
marketing

Stereotypes and  
their representation



Marketing of A  
Bond Movie

Genre  
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