

# *St Cuthbert Mayne School Curriculum Map 2021-2022*



## Department: Media Year 10

Our media studies curriculum will help students living in Torbay:

- Appreciate how improving their media literacy skills now will broaden the opportunities they have for success in all areas of adult life.
- Learn how media language is an international language, has a rich and varied history, and how it has rapidly developed since the dawn of the digital age.
- Understand the wider context of their home in a small coastal town on the south coast of England, and be inspired to communicate with the wider world.

### **Key Stage 4 Curriculum Summary**

We deliver a media studies curriculum that follows OCR's GCSE syllabus, with a full GCSE certificate earned through exams in the summer of Year 11, plus a practical coursework production usually completed by the summer of Year 10. The GCSE introduces students to the terminology of media language, a range of media theories, and the major media concepts while studying nine different media forms. That's a lot of media! The course is packed with content that ranges from the recent trend of using social media to spread news, to the evolution of TV crime dramas in the UK from the 1960s to the 2010s. Media is taught over 5 hours per fortnight by one specialist teacher. By the end of the course, our media students will be better prepared to live, work and thrive in a world where they are bombarded by (and create) an unbelievable amount of media from a previously unimaginable number of sources.

## Autumn Term

<b>Unit Title</b>	TV Crime Drama
<b>Overview</b>	Following a brief introduction to the media course, we begin with a look at one of the most important media platforms: Television. This unit is a case study which explores how the major TV genre of Crime Drama has existed as part of our culture for over 50 years. Students will use an episode of the classic 1960s spy drama <i>The Avengers</i> alongside an episode of the more modern police drama called <i>Cuffs</i> to learn about camerawork, sound, editing and mise-en-scene typically used in TV. Once they have a good understanding of those technical approaches to making TV content, students will learn about how TV media is owned, licenced and regulated. Then they will look at how the real world around us shapes the kind of TV we like to watch, and compare that to the lives of people who watched TV in the 1960s.
<b>Reading Skills</b>	<i>We learn how to analyse media language of TV, which includes camerawork, sound, editing, &amp; mise-en-scene.</i>
<b>Writing Skills</b>	<i>Students will learn how to operate video cameras and Final Cut editing software which allows them to recreate short TV style media extracts.</i>
<b>Assessment</b>	This unit's skills will be assessed in exam Paper 1, Section A.
<b>Careers</b> <a href="#">GATSBY</a> <a href="#">BENCHMARK 4</a>	TV careers! Directing, storyboarding, script-writing, camera-operating, sound-editing, and so on...

### Spring Term

<b>Unit Title</b>	Music Videos & Magazines
<b>Overview</b>	Students use the knowledge of camerawork, editing and mise-en-scene learned in the first unit to analyse two music videos by very different music artists. Comparing how each one uses different media language to create different representations of the artist is a key focus for this unit, as is exploring how different genres of music typically appear on screen. Students should be able to create a new music artist and record an extract of a music video in the style typical of the genre. Then, we transition from TV media language to print media language, by looking at the massively popular form of music magazines: the range, the diversity, the ownership and the styles. There's a heavy emphasis on how magazines look, and how they make the music artists look, as the summer term is all about original practical magazine work...
<b>Reading Skills</b>	<i>We learn how to analyse media language of music videos, which includes camerawork, sound, editing, &amp; mise-en-scene. Then we learn all new print terminology that allow us to begin to analyse magazine design.</i>
<b>Writing Skills</b>	<i>Students will continue to learn how to operate video cameras and Final Cut editing software which allows them to recreate short music video media extracts. Students begin to learn how to use Photoshop and InDesign to edit images and create print-publishing content.</i>
<b>Assessment</b>	This unit's skills will be assessed in exam Paper 2, Section A.
<b>Careers</b> <a href="#">GATSBY</a> <a href="#">BENCHMARK 4</a>	TV careers (again)! Directing, storyboarding, script-writing, camera-operating, sound-editing, and so on... Magazine and publishing careers, graphic design, animation, and other visual design areas...

### Summer Term

<b>Unit Title</b>	Coursework (Magazine Design)
<b>Overview</b>	This unit will help students produce practical work that will be marked by the exam board and form up to 30% of their final total mark. Students use and build upon their knowledge of magazines from the last unit: the range, the diversity, and the styles to research, plan and create an original magazine on a topic provided by the exam board. Previous topics have been hobbies, education, and sport... but it could be anything! All the students' knowledge and skills learned so far should help them produce high quality coursework pieces as they will be tested on their camerawork, graphic design, image editing and sense of appropriate style.
<b>Reading Skills</b>	<i>Students deepen their knowledge of print media language by specialising in a specific genre of magazine.</i>
<b>Writing Skills</b>	<i>Students will deepen their skills in camerawork, Photoshop and InDesign to edit images and create print-publishing content.</i>
<b>Assessment</b>	This unit's production will be marked by the exam board and awarded a mark worth up to 30% of their final total mark.
<b>Careers</b> <a href="#">GATSBY</a> <a href="#">BENCHMARK 4</a>	Magazine and publishing careers, graphic design, animation, and other visual design areas...