

Prior Learning – Year 10					
Advertising Marketing	Magazines	Newspapers	Video Games	Radio	Y10 Exams



LEARNING JOURNEY Year 11 Media Studies Autumn Term 2

Ad Astra

We will be learning about... SITCOMS Sitcoms: what sitcoms are and how they have developed over time, why they are still a popular genre. Study a set episode of US Sitcom Modern Family (season 8 episode 2). Study a set episode of US sitcom 'Friends' (season 1 episode 1). Why? To prepare for GCSE exams. To understand how the media influences our lives.			British Values DR TIM  Democracy – making informed decisions Rule of Law – understand the rules and regulations in the music industry Tolerance – social, cultural, historical contexts of media texts Individual Liberty – freedom of expression, interpret meanings Mutual Respect – representations of gender and ethnicity	
We will develop our learning each week by focusing on			Skills/AOs	RAG Rate
Week 1 Key Learning <u>Retrieval knowledge:</u> revisit technical codes – camera angles, shots, movements <u>Knowledge:</u> understand the history and context of sitcoms, what the key conventions of the genre are. understand and analyse set episode of Modern Family for media language: SWAT code analysis			AO1 2a and 2b demonstrate knowledge and understanding of contexts of media and their influence on media products and processes AO2 1a and 1b Analyse media products using LIAR to make judgements and draw conclusions	
Week 2 Key Learning <u>Retrieval knowledge:</u> what does mise-en-scene mean? Todorov's narrative theory <u>Knowledge:</u> exploring the narrative structure of MF and analysis of each character's narrative arcs. Assessment: Q1a How typical of the genre are the locations used in this extract? [10 marks]			AO1 2a and 2b demonstrate knowledge and understanding of contexts of media and their influence on media products and processes AO2 1a and 1b Analyse media products using LIAR to make judgements and draw conclusions	
Week 3 Key Learning <u>Retrieval knowledge:</u> DNA retrieval task from Component 1 <u>Knowledge:</u> exploring and analysing the different representations constructed Character stereotypes, gender roles: masculinity and femininity			AO1 2a and 2b demonstrate knowledge and understanding of contexts of media and their influence on media products and processes AO2 1a and 1b Analyse media products using LIAR to make judgements and draw conclusions	
Week 4 Key Learning <u>Retrieval knowledge:</u> DNA retrieval task from Component 1 <u>Knowledge:</u> study set episode of historical TV sitcom 'Friends' and conduct SWAT analysis of mise en scene, settings, characters. Analyse representations of place, character, gender comparing it to MF. Assessment: Q1b How stereotypical are the representations of men in this extract? [10]			AO1 2a and 2b demonstrate knowledge and understanding of contexts of media and their influence on media products and processes AO2 1a and 1b Analyse media products using LIAR to make judgements and draw conclusions	
Week 5 Key Learning <u>Retrieval knowledge:</u> DNA retrieval task from Component 1			AO1 2a and 2b demonstrate knowledge and understanding of contexts of media and	

<u>Knowledge:</u> analyse and explore how TV organisations target and categorise audiences, understand the TV industry in particular Channel 4; its remit and broadcasting			their influence on media products and processes AO2 1a and 1b Analyse media products using LIAR to make judgements and draw conclusions		
<u>Week 6 Key Learning</u> <u>Retrieval knowledge:</u> DNA retrieval task – sitcom conventions, U&G theory <u>Knowledge:</u> to understand how audiences engage with Sitcoms – U&G theory <u>Assessment:</u> Paper 2 Mock exam: Sitcoms AND Music Artists			AO1 2a and 2b demonstrate knowledge and understanding of contexts of media and their influence on media products and processes AO2 1a and 1b Analyse media products using LIAR to make judgements and draw conclusions		
Key Vocabulary					
Conventions Visual humour Verbal humour Characters Narrative Themes Settings Laughter Circular narrative messages	SWAT Analysis Technical codes Audio codes Diegetic sound Non-diegetic sound Iconography Framing Mise en scene	Representations Ethnicity Gender Stereotypes Diversity Issues Themes Geek/nerd Conform Subvert/challenge	Industries Regulation Production Commercial PSB Distribution Marketing	Audiences Uses and Gratifications theory Niche Specialised Mainstream Millennials Fourth wall intertextuality	Theories Todorov – narrative Propp – character Blumler & Katz – U&G

Future Learning (including real – life)

Revisit: all topics and set texts from Y10, music artists, final GCSE exams, AS level content – theories

This unit of work will support you with: mini assessments, mocks, final GCSE exams. It will also prepare you for future studies A Level Media Studies: exploring a range of media texts (newspapers, magazines, video games, music artists)

You will be media savvy individuals able to understand and critique the media and the way it influences our lives.

Homework

Homework will be set once a fortnight by each teacher. This will be retrieval work, creative activities and exam style questions. Students will be expected to spend 30 minutes completing the work. Details of individual homework can be found on synergy and students will also have printed copies. Failure to complete homework will result in a 25-minute detention after school. The first half term's homework is a booklet consisting of weekly activities aimed to introduce students to media terminology and review their consumption of a range of media products.

You can support your child by encouraging them to review their media theory regularly at home as well as complete homework thoroughly. Students can find useful support on BBC Bitesize and by completing Seneca tasks to review and recall topics covered in lessons. [GCSE Media Studies - BBC Bitesize](#)