

GCSE MEDIA STUDIES Learning Journey



"Together towards our best, through learning, love and faith"



Section B: Music Video and Online Media



Progress to
A Level or CTEC Media



Pathways

THE SWEENEY

Section A: TV Crime Drama



Component 2: Understanding Media Forms and Products



Production Skills: Defining Aims, Designing Mock Ups, Fonts & Colours, Drafting & Editing Copy, Photography, Photo Editing, Graphic Design, Constructing Products, Exporting!

Component 3: Creating Media Products

Year 11



Media Studies
2026 NEA
Non-Exam Assessment
Research and Planning Tasks



Magazines

Section B: Industries and Audiences
Newspapers, Radio, Film, Video Games



Year 10

Section A: Media Language and Representation
Magazines, Film Posters, Adverts, Newspaper front pages

Component 1:
Exploring the Media

SUBJECT AIM

"Be doers of the word, and not merely hearers who deceive themselves." James 1:22

A LEVEL MEDIA STUDIES Learning Journey



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Progress to University or Apprenticeships

Section B: Magazines Mainstream & Alternative

Section C: Media in the Online Age



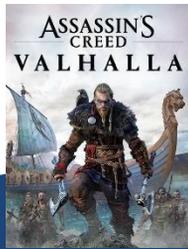
Evaluation of theory

Section A: TV in the Global Age

Component 2: Media Forms and Products in Depth

Language, Representation, Audience and Industry Theories

Component 3: Cross-Media Production



Section B: Industries and Audiences
Newspapers, Radio, Film, Video Games, Advertising



Section A: Media Language and Representation Advertising & Marketing, Music Video, Newspapers

Component 1: Media Products Industries & Audiences



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