

# MEDIA STUDIES Learning Journey



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



Music Videos



Progress to  
GCSE or BTEC

Storyboarding!

Path  
ways



Develop  
photography  
skills!

Propp's Character  
Theory

Alvarado's Theory  
of Ethnic  
Representation

Magazines



Mulvey's Male  
Gaze Theory

Film Marketing



Advertising

Create a film  
poster!

Media Language,  
Representation,  
Audience & Industry

Design a  
website!

Year  
9

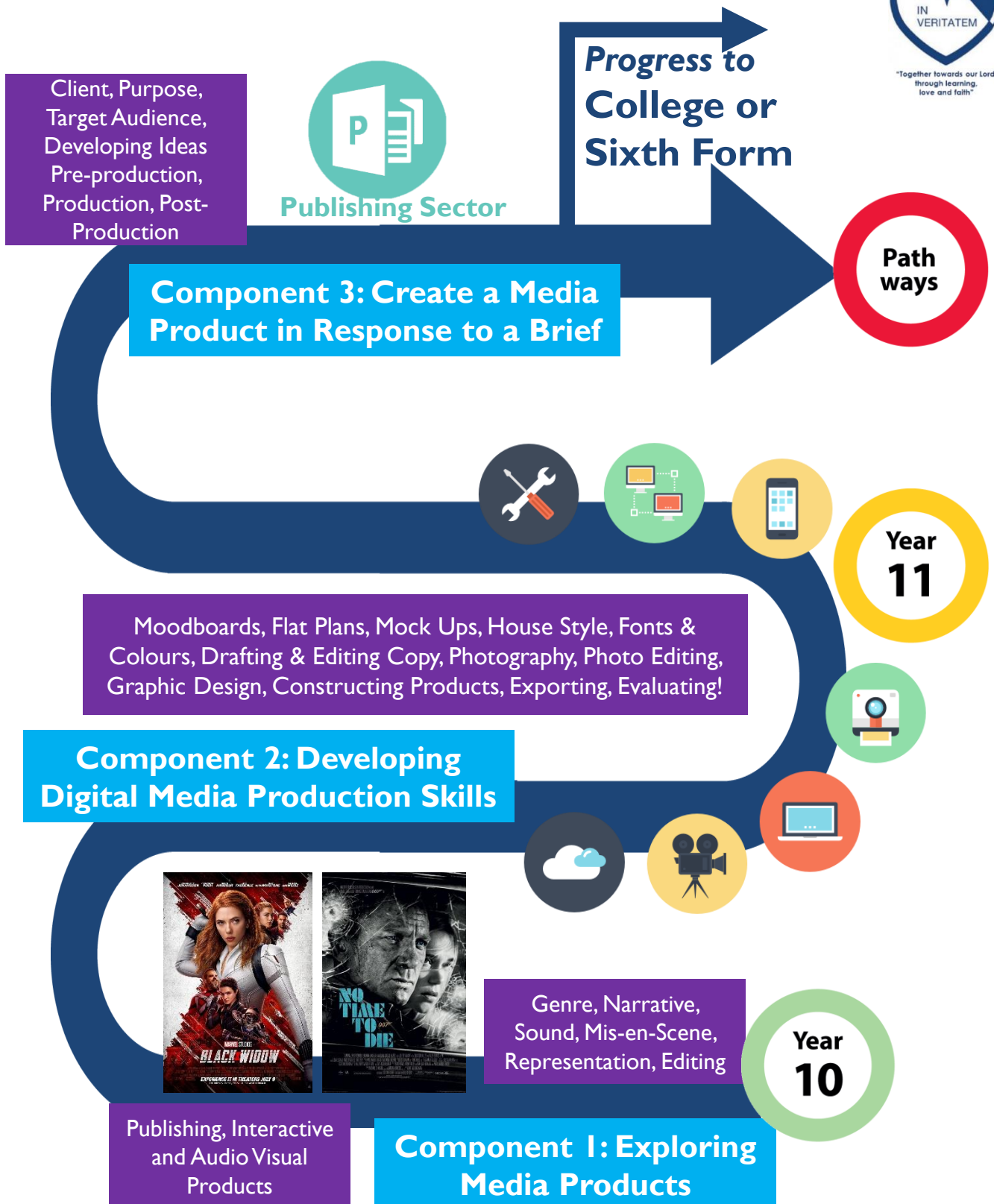


Introduction  
to Media  
Studies

## SUBJECT AIM

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

# BTEC MEDIA STUDIES Learning Journey



## SUBJECT AIM

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

# GCSE MEDIA STUDIES Learning Journey



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Progress to  
**A Level Media**

**Section B: Music Video  
and Online Media**



**Path  
ways**

**THE  
SWEENEY**



**Section A: TV  
Crime Drama**

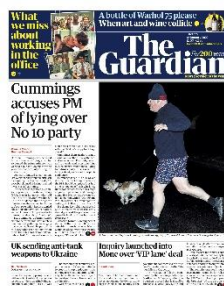


**Component 2: Understanding  
Media Forms and Products**

**Year  
11**

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**

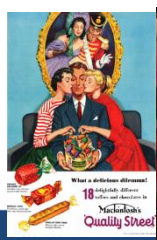
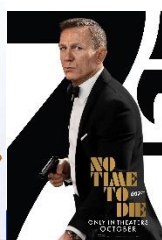


**Media Studies  
2023 NEA**  
Non-Exam Assessment  
Research and Planning Tasks



**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**

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# A LEVEL MEDIA STUDIES Learning Journey



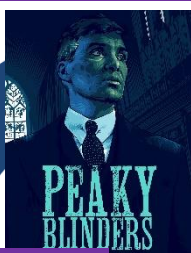
"Together towards our Lord,  
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## Section B: Magazines Mainstream & Alternative



## Section C: Media in the Online Age



## Section A: TV in the Global Age

**Progress to  
University or  
Apprenticeships**

**Path  
ways**

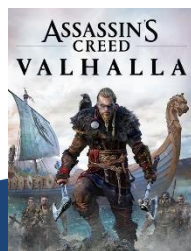
Storyboarding!

## Component 2: Media Forms and Products in Depth

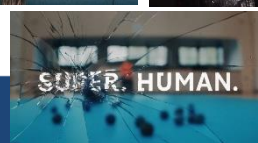
Language, Representation,  
Audience and Industry Theories

## Component 3: Cross- Media Production

**Year  
13**



## 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

**Year  
12**

## SUBJECT AIM

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