**GCSE Media Studies**

*Teachers: Mrs Walker (Head of Department), Mrs Frazer and Miss Blackbird*

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| **Methods of** **Assessment:** |  2 Exams at the end of Year 11 worth 70%1 Non-Exam Assessment project worth 30%**Exams**Component 1: Exploring the Media (1 hour 30 minutes) 40%Component 2: Understanding Media Forms and Products (1 hour 30 minutes) 30%**Non-Exam Assessment (Coursework)**Component 3: Creating Media Products 30% |
| **Course Outline:** | **Year 10: Component 1 and NEA**Adverts, Magazines, Film Posters, Newspapers, Radio, Video Games, Cross-media production. Students research, plan and produce a media product such as a magazine cover or film poster. **Year 11: Component 2**TV Crime Drama including Luther. Music Videos including Stormzy, Taylor Swift and TLC plus their websites and social media.  |
| **Progression routes:** | Media students achieve **excellent** results which can **open many doors**, wherever you want to go next! Some great post-16 options include: * A Levels in English, Psychology, History, Sociology, Media Studies – and many more!
* Vocational options such as the Creative iMedia CTEC, Criminology or Health & Social Care,
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| **How you will learn:** | * Lessons will combine **note-taking**, **small group tasks**, independent **computer research** and completing **practice exam questions**.
* We use booklets to guide you through lessons, giving you all the information you need without lots of copying out!
* All lessons are uploaded to **Teams** so you can follow along during the lesson and use these to catch up if you miss a lesson.
* **Practical tasks** for coursework, such as taking photographs, can be done **independently** or in **small groups**
* Seneca **online quizzing**
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| **Why choose Media Studies?*** We are an **excellent** Department and achieve **fantastic** GCSE **results**.
* We study modern and relevant topics such as **Fortnite**, **James Bond film posters** and GQ **magazine covers**.
* We have a range of **equipment** that students are **free to use** at any time including access to Adobe Creative Cloud, Ring lights, cameras, photographic backgrounds etc.
* The course develops analytical **skills** which **support progress** in subjects such as English and History.
* We offer the **creative** element of coursework which allows students to be innovative and showcase their **practical** skills.
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**Cambridge National Creative iMedia**

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| **Methods of** **Assessment:** | 2 Non-Exam Assessment assignments worth 60%1 Exam at the end of Year 11 worth 40%**Non-Exam Assessment (Coursework)**Characters and Comics 35%Visual Identity and Digital Graphics 25%**Exams**Creative iMedia in the media industry (1 hour 30 minutes) 40% |
| **Course Outline** | **Year 10:** **Characters and Comics** Plan, create and review characters and comics. **Visual Identity and digital graphics**Develop, plan and create visual identity and digital graphics. **Year 11: Creative iMedia in the media industry** Topics include: the media industry, factors influencing product design, pre-production planning, distribution considerations.  |
| **Progression routes:** | Media students achieve **excellent** results which can **open many doors**, wherever you want to go next! Some great post-16 options include: * Vocational options such as the Creative iMedia CTEC qualification, Criminology or Health and Social Care
* An A Level in Media Studies

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| **How you will learn:** | * Many lessons will focus on you completing work **independently** on the **computer** such as **producing** your own comic or **designing** a loading screen for a video game.
* All lessons are uploaded to **Teams** so you can follow along during the lesson and use these to catch up if you miss a lesson.
* **Practical tasks** for coursework, such as taking photographs, can be done **independently** or in **small groups**
* Know it all Ninja **online quizzing**
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| **Why choose Media Studies?*** We are an **excellent** Department and achieve **fantastic** **results**.
* The focus on assignments means **teachers can guide students to excellence** and relieves the pressure of exams.
* We have a range of **equipment** that students are **free to use** at any time including access to Adobe Creative Cloud, Ring lights, cameras, photographic backgrounds etc.
* Develops skills in **time management, organisation** and **independence**.
* We offer the **creative** element of coursework which allows students to be innovative and showcase their **practical** skills.
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