

# Fareham Academy Media Studies Overview – Year 11

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic(s)	Non-examined assessment	Online, Social and Participatory Media	Radio Industry & Music Industry	Unseen Analysis & Revision	Revision	
Topic Objectives	Produce a media product inspired by a brief provided by AQA.	Analyse how video games and Zoella create meaning and represent society.  Evaluate how video games and Zoella appeal and represent industry developments.	Analyse how the radio industry and music industry have adapted and grown.  Evaluate how far radio and music videos appeal to audiences.	Analyse how unseen media products creating meaning.  Revise previous content from the GCSE specification.	Revise previous content from the GCSE specification.	
Acquired Knowledge/Skills	Creation of a media product.	Codes and conventions of video games and online media.  Analysis and evaluation of video game and online media industries.	Codes and conventions of music-based industries.  Evaluation of radio and music video industry.	Analysis of unseen products.	Revise previous content from the GCSE specification.	
Assessments	Non-examined assessment (marks subject to moderation)	20-mark essay on gender in video games  Media Studies Paper 1 mock examination	20-mark essay on the radio industry  20-mark essay on audiences and music videos	Media Studies Paper 1 mock examination  Media Studies Paper 2 mock examination	Final GCSE Exam	