Brockington College

Media Studies

Personal Learning Checklist



<u>Topic</u>	RAG Rate	Further support required?	
Component 1: Exploring the Media (Exam: 1 hour 30 minutes - 40% of qualification)			
Section A: Exploring Media Language and Representation This section assesses media language and representation in relation to two of the following print			
media forms: magazines, marketing (film posters), newspapers, or print advertisements from our set			
products.			
media language (analysis) in relation to one			
set product in regards to meaning created by			
elements of image, language and design.			
Potential to also address context here.			
one two-part question assessing			
representation in relation to one set product			
based on media contexts including:			
Historical Context			
Social and Cultural Context			
Political Context			
One question on an unseen resource in the			
same media form. which requires comparison			
through an extended response in regards to			
the <u>representations</u> presented.			
Section B: Exploring Media Industries and Audiences			
This section assesses two of the following media forms: film, newspapers, radio, video games.			
 one stepped question on media industries 			
including:			
 Specific industry regulation and regulators 			
 Organisation of industry – i.e. conglomerates 			
Public Service Vs Commercial			
one stepped question on <u>audiences</u> – including			
application of audience theory, such as Uses			
and Gratifications theory; active/passive			
audiences; two-step flow and Stuart Hall's			
Audience Response theory			
(preferred/negotiated/oppositional readings).			
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Component 2: Understanding Media Forms and Produc	 ts (Fxam:1 hour 30 minutes- 30	/ % of qualification)	
Section A: Television: TV Crime Genre			
one question on either media language or			
representation, which will be based on an			
extract of <i>Luther</i> (BBC, Episode 1, series 1) to be			
viewed in the examination(reference to relevant			
contexts may be required).			

one question on <u>media industries</u> , <u>audiences</u>			
or media contexts – question could address			
Luther or The Sweeney.			
Section B: Music (music videos and online media) – including industry websites and artist social media			
 one question on either <u>media language</u> or 			
<u>representation</u> (reference to relevant contexts			
may be required) for one of our three set music videos.			
 one question on <u>media industries</u>, <u>audiences</u> 			
or media contexts in relation to the set music			
artists that have been covered in lesson.			