

A Level Media: Year 13 Overview

Time Frame	Main Topic Areas	Skills and Activities	Assessment
Year 13 Study			
Autumn Half-Term 1			
Teacher 1	NEA print based final pieces and AV.	- Retrieval: We will begin Y13 with retrieval tasks and interleaved material to recall key Y12 content. Not all lessons should be spent on NEA- the teacher should continue to use at least 1 hour out of 5 on core retrieval; this may increase to 2 hours nearer the end of October, to fully prepare for mock exams. - NEA print based or online tasks must be completed - Students develop creative skills using software such as Photoshop or websites like Wix. - Footage/ scripts for audio/visual must start to come together- homework should prepare students with time to do this.	AFL- teacher to monitor NEA and ensure students are hitting requirements of the brief.
Teacher 2	3 weeks -Magazines Early October- Online	- Component 2 skills continue to develop detailed essay responses. - Begin with media language and representation. - Theories set by the board to be applied to set texts and evaluation questions to be explored through discussion/ written responses/ I, we, you modelling. - Debating: stereotypes. - All areas of theoretical framework to be studied.	Component 2 response
Autumn Half-Term 2			
Teacher 1	NEA to be finalised by late Nov/ early Dec Watch the TV episodes before the Christmas break.	- Discussions: stereotypes and use of media language to create meanings after 1st viewing. - All areas of theoretical framework to be studied. 1 hour of retrieval per fortnight.	AFL- teacher to monitor NEA and ensure students are hitting requirements of the brief. After viewing the episodes, there will be AFL opportunities to discuss meanings/ narratology/ representations as a class. Mocks: Full com 1 Com 2: Magazines- industry or audience Online- media language and/or reps.
Teacher 2	Online continued.	- Component 2 skills continue to develop- longer essay responses. - Moving into industry and audiences - Theories set by the board to be applied to set texts and evaluation questions to be explored through discussion/ written responses/ I, we, you modelling. - All areas of theoretical framework to be studied.	15-mark examination question Mocks: Full com 1 Com 2: Magazines- industry or audience Online- media language and/or reps.
Spring Half-Term 1			
Teacher 1	TV	- Component 2 skills continue to develop- longer essay responses. - Beginning with media language and representations - Theories set by the board to be applied to set texts and evaluation questions to be explored through discussion/ written responses/ I, we, you modelling. - All areas of theoretical framework to be studied. All areas of theoretical framework to be studied.	

		1 hour of retrieval per fortnight.	
Teacher 2	Radio Video Games.	Industry and Audience	Whole class discussion/ investigation: Question to explore today: To what extent does Woman’s Hour meet the BBC remit to inform, educate and entertain?
Spring Half-Term 2			
Teacher 1	Finish TV by end of March. NEA completion and hand in Retrieval begins: music videos, newspapers, TV.	- Component 2 skills continue to develop- longer essay responses. - Moving into industry and audiences - Theories set by the board to be applied to set texts and evaluation questions to be explored through discussion/ written responses/ I, we, you modelling. - All areas of theoretical framework to be studied. 1 hour of retrieval per fortnight. - Retrieval lessons to focus on unseen elements for Component 1.	Mocks: Full com 1 Full Com 2: Magazines- Online- TV- NEA to be marked with support of teacher 2. SOA must be marked prior to this deadline by Teacher 1 (as outlined in Y12 SOL).
Teacher 2	Video Games continuation Retrieval: adverts, film, magazines, online, radio.	Industry and Audience	Formative feedback opportunities: - Discuss the significance of fan culture (and in particular online fan communities) when exploring the success of video games. - Explain how producers of video games target audiences. Refer to Assassin's Creed Franchise to support your points. - Video games must be regulated to protect vulnerable audiences. How far do you agree? Mocks: Full com 1 Full Com 2: Magazines- Online- TV-
Summer Half-Term 1			
Teacher 1	Exam preparations	- Recall quizzes - Model examples - Student voice to be used to support the class’s needs.	Final Exams
Teacher 2	Exam preparations.	- Recall quizzes - Model examples - Student voice to be used to support the class’s needs.	Final Exams
Summer Half-Term 2			

Teacher 1	Final exam preparation	Final exam preparation	Final Exams
Teacher 2	Final exam preparation	Final exam preparation	Final Exams