

CREATE ← SYNTHESISE ← EVALUATE ← ANALYSE ← UNDERSTAND ← ACQUIRE KNOWLEDGE

Term 3
Apply, analyse, evaluate and create

<p>NEA Overview of NEA with summer research task set</p> <ul style="list-style-type: none"> Magazine product focus Production work to be completed in Autumn term Year 13 	<p>Advertising and Marketing Representation and Media Language</p> <ul style="list-style-type: none"> Tide Tokyo Paralympic Games AV 	<p>Media in the Online Age Audience and Industry</p> <ul style="list-style-type: none"> Zoe Sugg Attitude 	<p>Video Games continued... Audience and Industry</p> <ul style="list-style-type: none"> Assassin's Creed Franchise <p>To be introduced as Easter HL project</p>
<p>AO3 Create media products for an intended audience by applying knowledge and understanding of theoretical framework</p>	<p>AO1/AO2 Component 2 Section A Develop knowledge and understanding of theoretical framework Analyse and reflect critically on media</p>	<p>AO1/AO2 Component 2 Section B Develop knowledge and understanding of theoretical framework Analyse and reflect critically on media</p>	<p>AO1/ AO2 Component 2 Section B Develop knowledge and understanding of theoretical framework Analyse and reflect critically on media</p>

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ACQUIRE KNOWLEDGE → UNDERSTAND → ANALYSE → EVALUATE → SYNTHESISE

<p>Video Games Audience and Industry</p> <ul style="list-style-type: none"> Assassin's Creed Franchise <p>To be introduced as Easter HL project</p>	<p>Television in the Global Age Audience, Industry, Representation and Media Language</p> <ul style="list-style-type: none"> Peaky Blinders The Bridge 	<p>Magazines Audience, Industry, Representation and Media Language</p> <ul style="list-style-type: none"> Vogue Big Issue 	<p>NEA Introduction Begin to learn about the process of creating media products for an audience.</p> <ul style="list-style-type: none"> Magazine focus
<p>AO1/ AO2 Component 2 Section B Develop knowledge and understanding of theoretical framework Analyse and reflect critically on media</p>	<p>AO1/AO2 Component 2 Section A Develop knowledge and understanding of theoretical framework</p>	<p>AO1/AO2 Component 2 Section B Develop knowledge and understanding of theoretical framework</p>	<p>AO3 Create media products for an intended audience by applying knowledge and understanding of theoretical framework</p>

Term 2
Apply understanding of theoretical framework

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KNOWLEDGE ← EVALUATE ← ANALYSE ← UNDERSTAND ← ACQUIRE KNOWLEDGE

Term 1
Introduction to Key Concepts

<p>Introduction to Key Concepts GCSE Catch Up</p> <ul style="list-style-type: none"> Key media concepts Media theorists Terminology 	<p>Film Cross media study, including film and marketing Audience and Industry</p> <ul style="list-style-type: none"> Black Panther I, Daniel Blake 	<p>Advertising and Marketing Representation and Media Language</p> <ul style="list-style-type: none"> Tide Tokyo Paralympic Games AV 	<p>Music Video Representation and Media Language</p> <ul style="list-style-type: none"> Riptide, Vance Joy Underdog, Alicia Keys 	<p>Newspapers Representation and Media Language</p> <ul style="list-style-type: none"> Daily Mirror The Times 	<p>Radio Audience and Industry</p> <ul style="list-style-type: none"> Woman's Hour
<p>AO1 Knowledge and understanding of theoretical framework of media</p>	<p>AO1/AO2 Component 1 Section B Knowledge and understanding of theoretical framework of media</p>	<p>AO1/AO2 Component 1 Section A Analyse critically and compare how media products construct and communicate meaning</p>	<p>AO1/AO2 Component 1 Section B Develop knowledge and understanding of theoretical framework</p>		

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