

Media Studies Personal Learning and Revision Checklist

Use this checklist to make sure that all topics are covered in your revision and to ensure you know what your focus areas are.

Subject: Media

TIER: GCSE

Component 1: Exploring the Media

Section	Advance information: Areas of Theoretical Framework/Media Contexts and/or Media Forms/Products
Section A: Exploring Media Language and Representation	This section will assess: <ul style="list-style-type: none">• Media Language: print Advertisement• Media Contexts and Representation: Magazines – <i>Pride</i> front cover and 'unseen' magazine front cover
Section B: Exploring Media Industries and Audiences	This section will assess: <ul style="list-style-type: none">• Media Industries: Film – <i>Spectre</i>• Audiences: Video Games – <i>Fortnite</i>; includes synoptic assessment

Section A Q1 Media Language - Quality Street AND This Girl Can

Topic	Quality Street	This Girl Can	Further support required?
Be able to identify and analyse how various forms of media language are used to create meanings - denotation and connotation			
Demonstrate an understanding of theories of narrative, including Propp.			

Section A Q2(a) Media Contexts - Pride Magazine

Topic	Pride Magazine	Further support required?
How the product reflects the time, society and politics in which it was made (in respect of media language, conventions, representations, themes, messages and viewpoints).		

Section A Q2(b) Media Representation - Pride Magazine

Topic	Pride Magazine	Further support required?
Be able to identify and analyse the choices made about how to represent particular events, social groups and ideas including: How gender is represented How race and ethnicity is represented The functions of stereotypes Underrepresentation and misrepresentation How representations reflect the social, historical and cultural contexts in which they were produced.		
Demonstrate an understanding of theories of representation including gender and feminist approaches e.g. Laura Mulvey		

Section B Q3 Media Industry - Spectre

Topic	Spectre	Further support required?
Discuss the production process of films.		
Discuss the effect of ownership and control of media organisation, including conglomerate ownership, diversification and vertical integration.		
Discuss the impact of media and technological convergence.		
Discuss how the media industries operate on a global scale and reach large and specialised audiences.		
Demonstrate knowledge of the regulation of the film industry.		
The challenges for regulation presented by digital technologies.		

Section B Q4 Media Audiences - Fortnite

Topic	Fortnite	Further support required?
how and why media products are aimed at a range of audiences, from small, specialised audiences to large, mass audiences		
the ways in which media organisations target audiences through marketing, including an understanding of the assumptions organisations make about their target audience(s)		
how media organisations categorise audiences		
the role of media technologies in reaching and identifying audiences, and in audience consumption and usage		
theoretical perspectives on audiences, including active and passive audiences; audience response and audience		

interpretation e.g. Blumberg & Katz Uses and Gratifications theory		
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Component 2: Understanding Media Forms and Products

Section	Advance information: Areas of Theoretical Framework/Media Contexts and/or Media Forms/Products
Section A: Television – Crime Drama or Sitcom	<p>This section will assess:</p> <ul style="list-style-type: none"> • Media Language: Television – <i>Luther</i> or <i>The IT Crowd</i> • Media Contexts: Television – <i>Luther</i> or <i>The IT Crowd</i>
Section B: Music	<p>This section will assess:</p> <ul style="list-style-type: none"> • Representation: Music Videos – <i>Roar</i> (Katy Perry) or <i>Bad Blood</i> (Taylor Swift) and <i>Uptown Funk</i> (Bruno Mars) or <i>Freedom</i> (Pharrell Williams) • Media Industries: Music Websites – Katy Perry or Taylor Swift

Section A Q1 - Media Language - Luther

Topic	RAG Rate	Further support required?
Analysing how all aspects of mise en scene create meaning in any scene including costume and setting		
Analysing how sound creates meaning in any scene		
Analysing how cinematography creates meaning in any scene		
Analysing how editing creates meaning in any scene		
Understanding conventions of the Crime Drama genre and narrative techniques		

Section A Q2 - Media Contexts - Luther

Topic	RAG Rate	Further support required?
<p>How the product reflects the time, society and politics in which it was made - in respect of media language, conventions, representations, themes, messages and viewpoints</p> <p>in respect of ownership, production, distribution, marketing, regulation, circulation and consumption</p> <p>How the product is shaped by particular cultural references, such as genre, technologies or the works of other media producers</p> <p>How audiences respond to and interpret media products may change over time.</p>		

Section B Q1 - Media Representation - Roar and Freedom

Topic	Roar	Freedom	Further support required?
<p>Be able to identify and analyse the choices made about how to represent particular events, social groups and ideas including:</p> <p>How gender is represented</p> <p>How race and ethnicity is represented</p> <p>The functions of stereotypes</p> <p>Underrepresentation and misrepresentation</p> <p>How representations reflect the social, historical and cultural contexts in which they were produced.</p>			
Demonstrate an understanding of theories of representation including gender and feminist approaches.			

Section B Q2 - Media Industries - Katy Perry Website

Topic	Spectre	Further support required?
Discuss the effect of ownership and control of media organisation, including conglomerate ownership, diversification and vertical integration.		
Discuss the impact of media and technological convergence.		
Discuss how the media industries operate on a global scale and reach large and specialised audiences.		
Demonstrate knowledge of the regulation of the film industry.		

The challenges for regulation presented by digital technologies.		
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