



## QPHS Year 11 Media Studies Curriculum Map

| Half term | Title  | Unit summary   | Assessment   |
|-----------|--|--|--|
| 1         | <p><b>Video Games</b></p> <p><b>NEA</b></p>          | <p><b>Blackpink The Game</b><br/> <b>Lara Croft Go</b><br/> <i>(Language, representation, audience and industry)</i></p> <p><b>Practical production</b></p>  | <p><i>How can video games be made commercially successful by their producers?</i><br/> <i>Answer with reference to Lara Croft Go.</i></p>  |
| 2         | <p><b>Radio</b></p> <p><b>Television</b></p>         | <p><b>Radio</b><br/> <b>Radio 1 Launch Day – The Tony Blackburn show</b><br/> <b>Kiss Breakfast on Kiss Radio</b><br/> <i>(Audience and industry)</i></p> <p><b>Television</b><br/> <b>His Dark Materials</b><br/> <b>Doctor Who</b><br/> <i>(Language, representation, audience and industry)</i></p>   | <p><i>How are young audiences positioned by music radio stations? Answer with reference to Radio 1 Launch Day, Tony Blackburn Breakfast Show</i></p> <p><i>'Science fiction on television always reflects the social and historical contexts in which it is produced.' How far do you agree with this statement?</i></p> |
| 3         | <p><b>Film</b></p>                                   | <p><b>Black Widow</b><br/> <b>I, Daniel Blake</b><br/> <i>(Industry)</i></p>   | <p><i>'Films need large production and marketing budgets to be successful.'</i><br/> <i>How far do you agree with this statement?</i></p>  |
| 4         | <p><b>Online, social and participatory media</b></p> | <p><b>Marcus Rashford</b><br/> <b>Kim Kardashian</b><br/> <i>(Language, representation, audience and industry)</i></p>   | <p><i>Analyse Kim Kardashian's Instagram post to explain how it represents gender and identity.</i></p>  |
| 5         | <p><b>Exam Practice and revision</b></p>             | <p><b>Paper 1</b><br/> <b>A: Language and Representations</b><br/> <i>Magazines, Advertising, Newspapers, OSPs, Video games</i><br/> <b>B: Audience and Industry</b><br/> <i>Radio, Music videos, Newspapers, OSPs, Video games, Film</i><br/> <b>Paper 2</b><br/> <b>A: All 4 key concepts</b><br/> <i>Television</i><br/> <b>B: All 4 Key Concepts</b><br/> <i>Newspapers, OSPs, Video Games</i></p> | <p><i>Full past papers:</i><br/>           2021<br/>           2022<br/>           2023<br/>           2024</p>  |
| 6         |  |  |  |