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	Topic title	SUMMARY OF KNOWLEDGE ACQUISTION	APPROXIMATE DURATION (Lessons)	1	2	3	4 5	6	7	8	1	2	3	1 5	6	7	1	2	3	4	5	5 1	2	2	1	5 6		1	2	3	1 5	1	2	3	4 5	6	7
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Tear IU	Introduction to th	Media Language- students will understand how the media communicates	24																													-					
	Analysing print adverts			-														-					-	-						-		-		+	+-	+	
2	Analysing film posters	To understand and identify the code and conventions of print media prod		-				_															-			-				+		_	+		+	+	
3	Analysing magazine	Revisiting narrative theoretical framework to underpin knowledge of Film revisiting narrative theoretical framework to underpin knowledge or		-				_						_																+		_	+		+	+	
4	covers	magazines	18	-				_								-	-	_				_	-		_							-	+	+	—	_	
Ę	Newspapers	Students must understand the impact of industry (ownership, audience and	15	<u> </u>	$\left \right $			-						_			-	_					-			_	_			_		4	┢─┢	+	_	-	
6	Coursework	Develop practical production skills	21	<u> </u>				_						_				_					_							\rightarrow		_	4	_	_		
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Year 11																																					
1	Coursework	Develop practical production skills	15																																		
	Film	Students will explore media products in-depth in relation to Film	12																										11								
	Television	Develop an understanding of audio- visual forms of media.	18																																		
	Music Videos and	Study of contemporary and historical music videos and artists. Student wi																					1														
	Online Participatory Gaming			+																										-		-	\vdash				
	Radio	Study of the gaming industry in terms of regulation, audience, profit and p		\square				-									-											-		+		-	+	+	+	+	
6	Revision	Students will explore media products in-depth in relation to radio industry		-				_						_			-	_					-												+	+	
7	Revision	Film, Television, Music Video, Gaming, Radio, Print adverts, Newspapers	3_3_3_3_3_3	-				_								-	-	_					-				-			-		_	┡─┼	-	—	_	
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Year 12																																					
1	Advertising	Develop a knowledge and understanding of media industries through set	45																																		
2	Newspapers	Media Language, Representation and Industry	30																																		
3	Film	Develop knowledge and understanding of key aspects of media industries	36																																		
4	Music Videos	All aspects of the media framework: media language, representation, aud																																			_
Ę	Radio	To develop knowledge and understanding of key aspects of the radio indu															T																	Τ			
6	Coursework	Develop practical production skills. Respond to a brief set.	24																																		
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Year 13																														-		_	\square	-	_		
<u> </u>	Coursework	Develop practical production skills. Respond to a brief set.	16															+					_					_	\square	+			+		4	_	
2	Magazines	Students are required to study one set edition of a historical magazine in																										_	\square	\rightarrow		_	\vdash	+	4	_	
3	Television	Study a media form in depth, covering all aspects of the media framework	k 36							1																				\bot							

4	Gaming	Students must have knowledge and understanding of a contemporary acti	15															
	Blogs and Online Media	Explore the emergence of new online media forms and its growing cultura	14															
e	Revision	Advertising, Newspapers, Film, Music Videos, Radio, Magazineš, TV, Gaming, Blogs, Online Media.	5_5_5_5															