

Autumn 1 Assessment 1 (See appdx 2 below)	Autumn 2	Spring 3 Assessment 2	Spring 4	Summer 5 Assessment 3	Summer 6 Assessment 3
TV Drama Paper 2 Life on Mars The Bridge Humans The Returned AO 1 AO 2 (See appdx 1 below)	Film Paper 1 Straight outta Compton I Daniel Blake Music Video Paper 1 Dizze Rascal Vance Joy AO1 AO2	Newspapers Paper 1 The Daily Mirror The Times AO1 AO2	Advertising Paper 1 Tide Water Aid Video Games Paper 1 Assassins Creed AO1 AO2	Radio Paper 1 Woman's Hour Magazines Paper 2 Vogue The Big Issue AO1 AO2	Online Media Paper 2 Pointless Blog Desimag AO1 AO2
Practical Two cross media products linked to an area of study	Non Examined Content Production (16 week project to be completed and submitted in March of Year 13 AO 3 (See appdx 1 below)				
Autumn 7	Autumn 8 Assessment 4	Spring 9	Spring 10 Assessment 5	Summer 11	Summer 12
TV Drama Paper 2 <ul style="list-style-type: none"> • Language • Representation • Industry • Audience AO 1 AO 2	Film Paper 1 <ul style="list-style-type: none"> • Film Industry Music Video Paper 1 <ul style="list-style-type: none"> • Language • Representation AO1 AO2	Newspapers Video Games Advertising Paper 1 <ul style="list-style-type: none"> • Language • Representation • Industry • Audience AO1 AO2	Radio Paper 1 <ul style="list-style-type: none"> • Industry • Audience Online Media Magazines Paper 2 <ul style="list-style-type: none"> • Language • Representation • Industry • Audience AO1 AO2	Revision of all topics and exam practice Submission of non- examined content AO1 AO2	Exams AO1 AO2

Appendix 1.

Assessment Objectives

Below are the assessment objectives for this specification. Learners must:

AO1

Demonstrate knowledge and understanding of:
the theoretical framework of media
contexts of media and their influence on media products and processes.

AO2

Apply knowledge and understanding of the theoretical framework of media to:
analyse media products, including in relation to their contexts and through the
use of academic theories
evaluate academic theories
make judgements and draw conclusions.

AO3

Create media products for an intended audience, by applying knowledge and
understanding of the theoretical framework of media to communicate meaning.
The table below shows the weighting of each assessment objective for each component
and for the qualification as a whole.

AO1 AO2 AO3 Total

Component 1 17.5% 17.5% - **35%**

Component 2 17.5% 17.5% - **35%**

Component 3 - - 30% **30%**

Total **35% 35% 30% 100%**

Appendix 2

Assessments

Assessment number and date	Component	Section	Topic
1 October 17	Component 2 Media Forms and Products in Depth	A	A Television
2 January 18	Component 1 Media Products, Industries and Audiences	A	A Unseen texts
3 March 18	Component 2 Media Forms and Products in Depth	B	B Magazines
4 June 18	Component 1 Media Products, Industries and Audiences	B	B Media Industries
5 December 18	Component 2 Media Forms and Products in Depth	A B C (Full paper)	A Television, B Magazines, C Online Media
6 March 19	Component 1 Media Products, Industries and Audiences	A B (Full paper)	A Unseen texts B Compare two media industries, one from each group below <ul style="list-style-type: none">• Advertising• Film• Newspapers Compare with <ul style="list-style-type: none">• Radio• Video Games