Media Studies (Year 10)

Curriculum Map - 2026 - 2027

Year 10 – Term 1

Key Concept: Applying theory to media products.

- Fortnite: Creation, Synergy, Audiences, Website
- Applying U&G to Fortnite and Archers

Assess 2

Year 10 – Term 2

Key Concept: Production skills. Applying theory to media products.

- Study of Helen and Rob Episodes
- The Archers History and Context
- Industry: Radio and Video Game

Assess 1

- News Industry: The Sun Website

Year 10 – Term 3

Key Concept: Analysis of media language, representation, narrative, audience and context. Applying theory to media products.

- TV Crime Drama: Luther
- Crime Drama: Media Lang
- Reps: Gender & Ethnicity

Assess 5

Year 10 – Term 2

Key Concept: Analysis of media language, representation, narrative, audience and context. Applying theory to media products.

- Theory: Propp and U&G
- Exploration of Context

Assess 3

- Audience Issues

Year 10 – Term 1

Key Concept: Analysis of media language, representation, narrative, audience and context.

- News Industry: The Sun
- The Sun
- The Guardian
- Newspapers

Year 10 – Term 3

Key Concept: Production skills

- Second Product: The Sweeney
- Detailed Comparisons of Products

Assess 4

- NEA Production
- Research and Prep
- Statement of Aims
- Filming

Assess 6

- NEA Production
- Filming
- Editing