Bishop Heber High School

Subject	Year	Term
Media Studies	12	2

Topic

Media Industries and Media Audiences

Content (Intent)

Prior Learning (Topic) Media Language and Media Representations

Students will explore media industries and audiences, through media products set by OCR for:

- radio
- video games
- film

Future Learning (Topic) Making Media

What Knowledge and Skills will be taught (Implementation)	How will your understanding be assessed & recorded (Impact)
Students will be taught to; Film and Radio will be studied in relation to media industries and audiences including the economic contexts of the film and radio industries.	**Assessment 1** Two assessments will take place in this half term. One on each of the media forms that are studied. They will focus on how media industries construct their products to target certain audiences and will be marked against the exam marking criteria.
Video games must be studied in relation to media industries and media audiences, including a consideration of the economic and social contexts that influence the video game industry.	**Assessment 2** An assessment on the video games industry will be followed by an overall assessment on industry and audience covering all of the topics from this term.

How can parents help at home?

Encourage them to listen to *The Radio One Breakfast Show* when possible
Ensure that students are completing detailed research into the film and video games industries.

Helpful further reading/discussion (including Reading and Vocabulary Lists)

Reading
Media Theory for A Level: The Essential Revision Guide – Mark Dixon (2024)

Vocabulary Lists

BBFC	Conglomerate
PEGI	Diversification
OFCOM	Synergy