

TPS Media Studies LEARNING JOURNEY



Paper 2 section A: Television.
Paper 2 section B: Newspapers OR online,
social and Participatory media and video
games.

Paper 1 section A: language and
representation/unsee texts
Paper 1 section B: Audience and
industry

Revision paper 1

Revision Paper 2

Revision all

Exam techniques practice.
Practice questions

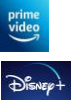


CSPs: Dr
Who/His Dark
Materials



What is
represented and
how?

Industry competition /
remit of BBC



TV Dramas and NEA completion

Application of
narrative theory

How has TV change over time? How has
technology impacted this? How have
audiences changed the way they enjoy
and consume TV?



Recap narrative and TV
codes and conventions



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Audience and industry:
newspapers



Radio



Print advert, TV/video, website, radio,
magazine/newspaper

NEA

Audience and Industry
CSPs (Section B)



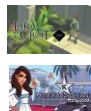
Music
videos



Film



Language and
Representation:
Lara Croft Go! and
Kim K Hollywood



Heat
and
Tatler



Language and
representation: OMO,
Galaxy, represent



Language and representation:
adverts, magazines, newspapers

Language and
representation:
newspapers

Audience and industry:
Marcus Rashford



Language and representation:
Marcus Rashford



Advertising,
branding and
marketing

Values and beliefs and
how these change
across time



Representation
of different
groups;
stereotypes



TV Drama case
study

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Explore how products
change across time



Media audience 2 promotion and marketing

Introduction
to context



Psychographics

Media audience
and industry

Star theory



Cereal
adverts



TV audiences and industry

Audience
theory



Stop animation



Narrative theories



Shot types and
angles



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Media language and representation

Demographics

Semiotic codes and
iconography



Mise-en-scene



Understanding narrative.

