

Year 11	Half Term One (Autumn)	Half Term Two (Autumn)	Half Term Three (Spring)	Half Term four (Spring)	Half Term Five (Summer)	Half Term Six (Summer)
Scheme of work	Component 3: Creating Media Products	Component 1: Section B: Exploring Media Industries and Audiences	Component 1: Section A: Exploring Media Language and Representations Component 1: Section B: Exploring Media Industries and Audiences	Component 3: Creating Media Products	Revision for Components 1 and 2	Revision for Components 1 and 2
Aim	To be able to apply prior knowledge when planning and creating a media production.	To be able to analyse video games codes and conventions.	To be able to analyse newspaper front covers and contexts of media influence.	To be able to apply prior knowledge when planning and creating a media production.	To revise for external exams.	To revise for external exams.
Suggested resources	Lesson PowerPoints on TEAMS Eduqas Media Studies GCSE website Eduqas GCSE Media Studies textbook	Lesson PowerPoints on TEAMS Eduqas Media Studies GCSE website Eduqas GCSE Media Studies textbook	Lesson PowerPoints on TEAMS Eduqas Media Studies GCSE website Eduqas GCSE Media Studies textbook	Lesson PowerPoints on TEAMS Eduqas Media Studies GCSE website Eduqas GCSE Media Studies textbook	Eduqas Media Studies GCSE website Eduqas GCSE Media Studies textbook	Eduqas Media Studies GCSE website Eduqas GCSE Media Studies textbook
Assessment Objectives	AO3	AO1 1a AO1 1b	AO1 2a AO1 2b AO2 1a AO2 1b	AO3	AO1 2a AO1 2b AO2 1a AO2 1b	AO1 2a AO1 2b AO2 1a AO2 1b
Suggested Assessment Title	Creating the practical element of their chosen coursework	An audience focused question based on the video game studied	A representation question based on the front covers of the newspapers studied	Completing the practical element of their chosen coursework		