Year 11	Half Term One	Half Term Two	Half Term Three	Half Term four	Half Term Five	Half Term Six
	(Autumn)	(Autumn)	(Spring)	(Spring)	(Summer)	(Summer)
Scheme of	Component 3:	Component 1: Section	Component 1: Section	Component 3:	Revision for	Revision for
work	Creating Media	B: Exploring Media	A: Exploring Media	Creating Media	Components 1 and 2	Components 1 and 2
	Products	Industries and	Language and	Products		
		Audiences	Representations			
			Component 1: Section			
			B: Exploring Media			
			Industries and			
A *	T. b b. l	T. b bl. b	Audiences	T. I I.I	T t. f	T
Aim	To be able to apply	To be able to analyse	To be able to analyse	To be able to apply	To revise for external	To revise for external
	prior knowledge when	video games codes	newspaper front	prior knowledge when	exams.	exams.
	planning and creating	and conventions.	covers and contexts of	planning and creating		
	a media production.	Lanca Daniela	media influence.	a media production.	Ed Mard's Ct. d's .	Ed NA. die Ct. die .
Suggested	Lesson PowerPoints	Lesson PowerPoints	Lesson PowerPoints	Lesson PowerPoints	Eduqas Media Studies	Eduqas Media Studies
resources	on TEAMS	on TEAMS	on TEAMS	on TEAMS	GCSE website	GCSE website
	Edugas Media Studies	Edugas Media Studies	Edugas Media Studies	Edugas Media Studies	Edugas GCSE Media	Edugas GCSE Media
	GCSE website	GCSE website	GCSE website	GCSE website	Studies textbook	Studies textbook
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	Edugas GCSE Media	Edugas GCSE Media	Edugas GCSE Media	Edugas GCSE Media		
	Studies textbook	Studies textbook	Studies textbook	Studies textbook		
Assessment	AO3	AO1 1a AO1 1b	AO1 2a AO1 2b AO2	A03	AO1 2a AO1 2b AO2	AO1 2a AO1 2b AO2
Objectives			1a AO2 1b		1a AO2 1b	1a AO2 1b
Suggested	Creating the practical	An audience focused	A representation	Completing the		
Assessment	element of their	question based on the	question based on the	practical element of		
Title	chosen coursework	video game studied	front covers of the	their chosen		
			newspapers studied	coursework		