

Media Curriculum Map 2025-26

Our curriculum aims to develop students' understanding of a broad range of media and hone their ability to think critically about the media they consume and create. By the end of the course they should be experts in media literacy as well as socially, culturally and politically aware.

	Autumn Term 2025															Spring Term 2026										Summer Term 2026														
Term	Term 1a								Term 1b							Term 2a						Term 2b					Term 3a						Term 3b							
Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	
Year 9	Language & Representations							LANGUAGE	Representations & Magazine Production						REPRESENTATION	Audience					AUDIENCE	Industries			INDUSTRY	Fashion Project					1A: Advertising & Marketing - L/R - Quality St & NHS 111									
Year 10	1A/B: Film Marketing & Industries - L/R/A/I- Bond							AUDIENCE	1A: Magazines - L/R - GQ & Vogue						INDUSTRY	1A: Newspapers - In-depth - The Guardian / The Sun					LANGUAGE	1A: Newspapers - In-depth - The Guardian / The Sun			REPRESENTATION	1B: Video Games - I/A - Fortnite			1A	Component 3: Creating Media Products										
																														1B: Radio - I/A - Desert Island Disks										
Year 11	Component 3: Creating Media Products				2A - TV - In-depth - Man Like Mobeen (Friends)				1B	2A - TV - In-depth - Man Like Mobeen (Friends)						2A	2B - Music Marketing - In-depth - Swift , Stormzy, TLC					2B	REVISION										COURSE COMPLETE							
Year 12	Language & Representations				1A: Advertising & Music Video: Language & Representations				LANGUAGE	1A: Advertising & Music Video: Language & Representations						REPRESENTATION	1B: Newspapers: Audience & Industry					AUDIENCE	1B: Radio and Film: Audience and Industry			INDUSTRY	NEA			1A	NEA									
																											2: TV: Full Theoretical Framework				2: TV: Full Theoretical Framework									
Year 13	NEA				2: OSP - Gaming: Full Theoretical Framework				1B	2: OSP - Gaming: Full Theoretical Framework				2: OSP - Online/Social: Full Theoretical Framework			2 GAMING	2: Magazines: Full Theoretical Framework					2 OSP	REVISION										COURSE COMPLETE						