

## Student Learning Reflection & Personalised Learning Checklist

<b>Subject/Course:</b>	<b>GCSE Media Studies Eduqas</b>
<b>Student Name:</b>	

Topic	Key knowledge/skills	Self-Assessment		
		Red	Amber	Green
Introduction to Media Language	I can understand and apply key media terms: Semiotics (the study of reading signs) and denotation/connotation			
Introduction to mise-en-scene	I can undertake textual analysis by breaking down the mise-en-scene of an image: people, props, costume, expressions, setting, lighting, shot type, camera angle, text/language.			
<b>Quality Street Poster</b> (Media Language)	<b>Component 1 Section A</b> I can apply media language (denotation/connotation, mise-en-scene, images/language/layout & design) to analyse the <b>Quality Street</b> set text.			
<b>Quality Street Poster</b> (Representation)	<b>Component 1 Section A</b> I can use contextual research (1950s Britain) to analyse the representation in the <b>Quality Street</b> set text.			
Analysis of a short film sequence	I can use my knowledge of media language, mise-en-scene and shot types/camera angles to analyse a scene from the film <b>No Time to Die</b> set product.			
Filming and Premiere Pro-Skills building	I can apply my knowledge of shot types/camera angles and genre to plan, shoot and edit a short sequence from a horror/thriller film in a group of my peers.			
<b>This Girl Can</b> (Media Language)	<b>Component 1 Section A</b> I can apply media language (denotation/connotation, mise-en-scene, images/language/layout & design) to analyse the <b>This Girl Can</b> set text.			
<b>This Girl Can</b> (Representation)	<b>Component 1 Section A</b> I can use contextual research (2010s Britain) to analyse the representation in the <b>This Girl Can</b> set text.			
Canva Skills building – DVD Cover	I can apply my knowledge of representation and mise-en-scene to photograph a subject for an original DVD cover. I can create an original album cover using basic Canva skills.			
Advertising and Marketing of Films – Bond Franchise	<b>Component 1 Section B</b> I understand the various ways that films can be marketed and promoted. I can use my knowledge of media language and representation to analyse the No Time to Die poster (James Bond)			
<b>The Man with the Golden Gun</b> (Media Language, Representation, Context)	<b>Component 1 Section A</b> I can analyse <b>The Man with the Golden Gun</b> poster using key media terminology and my understanding of media language, representation and contextual analysis (1970s Hollywood)			
<b>No Time to Die</b> (Media Language, Representation, Context)	<b>Component 1 Section A</b> I can analyse <b>No Time to Die</b> film poster using key media terminology and my understanding of media language, representation and contextual analysis (2021 New Hollywood)			
<b>GQ Magazine</b> (Media Language, Representation, Context)	<b>Component 1 Section A</b> I can analyse the <b>Rahim Sterling GQ magazine</b> front cover using key media terminology and my understanding of media language, representation (ethnicity, masculinity) and contextual analysis			
<b>Pride Magazine</b> (Media Language, Representation)	<b>Component 1 Section A</b> I can analyse the <b>Naomie Harris PRIDE magazine</b> front cover using key media terminology and my			

	understanding of media language, representation (ethnicity)			
<b>Pride Magazine</b> (Context)	<b>Component 1 Section A</b> I can analyse the <b>Naomie Harris PRIDE magazine</b> front cover using my knowledge of its context. Context: product context (Pride magazine) social and cultural context, historical and political context.			

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Canva Skills building – Magazine Cover	Using Canva, I can apply my knowledge and understanding of media language and representation to produce a front cover for a new magazine publication.			
<b>Fortnite</b> - Audiences	<b>Component 1 Section B</b> I can apply the Uses and Gratifications theory to Fortnite when analysing why audiences play the game.			
<b>Fortnite</b> – Industry	<b>Component 1 Section B</b> I understand the historical and social context of videogames and the current gaming industry. I understand that Fortnite is an example of cross-media and technical convergence.			
<b>Fortnite</b> - Regulation	<b>Component 1 Section B</b> I understand the need for a central regulatory body for videogames (PEGI) and how they operate.			
<b>The Archers</b> - context	<b>Component 1 Section B</b> I understand the historical context of the radio programme, The Archers			
<b>The Archers</b> – Radio Industry	<b>Component 1 Section B</b> I understand the BBCs remit for Radio 4, the programmes on its schedule and that the BBC is a Public Service Broadcaster.			
<b>The Archers</b> – Audience	<b>Component 1 Section B</b> I can categorise BBC4s main target audience profile (demographic/psychographic data)			
<b>The Archers</b> - Website	<b>Component 1 Section B</b> I can confidently apply the Uses and Gratifications theory to The Archers website. I understand that The Archers is an example of technological convergence. Users can access the live broadcast, podcast, social media, catch-up/on-demand, omnibus edition using a variety of technology: Radio, DAB, phone, tablet, internet, car radio.			
<b>The Archers</b> – Key episode	<b>Component 1 Section B</b> I can confidently refer to the 'Helen & Rob' storyline as an example when writing about The Archers.			
<b>Component 3</b> Research Task	I understand what is required for a successful coursework project. I can confidently select from the four exam briefs and produce a mood board as a starting point.			
Component 3 Research Task: Analysis of Existing product	I can analyse an existing media product (TV, Magazine, Film marketing, Music Marketing) using my knowledge of media Language and representation.			
Component 3 Research Task: Analysis of website	I can analyse an existing media product website (TV, Magazine, Film marketing, Music Marketing) using my knowledge of media Language and representation.			
Component 3 – Audience profile	I can create an audience profile for an existing media product using demographic and psychographic data.			

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<b>Newspaper Unit</b>	<b>Component 1 Section A + B</b> Introduction to newspapers, news values and newspaper formats.			
Newspaper Unit – <b>The Guardian</b>	<b>Component 1 Section A + B</b> Analysis of The Guardian front cover (set text) using media language, representation and contextual knowledge.			
Newspaper Unit – <b>The Sun</b>	<b>Component 1 Section A + B</b> Analysis of The Sun front cover (set text) using media language, representation and contextual knowledge.			
Newspaper Unit – <b>The Sun</b>	<b>Component 1 Section B</b> Analysis of The Sun Website considering pros and cons over print and social interaction (Uses and Gratifications)			
<b>Music Videos</b>	<b>Component 2 Section B</b> Apply knowledge of media language, representation, media industries and audiences to two contemporary videos and one older music video.			
<b>TV Crime Drama</b>	<b>Component 2 Section A</b> Apply knowledge of media language, representation, media industries and audiences to two TV Crime dramas from different decades; Luther (2010) and The Sweeney (1975)			