Subject: Media Studies   Year group: 10   Exam board: EDUQAS

Summer Term:

Topics Covered	Keywords	Useful Resources	Assessment opportunities	Revision ideas
Radio – BBC Radio 4 and The Archers	1. Broadcasting 2. Transmission 3. Radio waves 4. Frequency 5. AM (Amplitude Modulation) 6. FM (Frequency Modulation) 7. Digital radio 8. Analogue radio 9. Public service broadcasting 10. Commercial radio 11. Community radio 12. National radio 13. Local radio 14. Radio drama 15. Talk radio 16. Music radio 17. Jingles 18. Sound effects 19. Presenter 20. DJ (Disc Jockey) 21. News bulletin 22. Interview 23. Phone-in show 24. Audience engagement 25. Advertising	**BBC Radio 4 Website**: The official website of BBC Radio 4 provides access to a wide range of content, including news, drama, comedy, and documentaries. **BBC Sounds App**: The BBC Sounds app offers a convenient way to access BBC Radio 4 content on mobile devices. **Podcasts**: Examples include "The Radio Academy Podcast," "The Radio Today Podcast," and "The Radio Production Podcast." **BBC Archive**: The BBC Archive website provides access to a wealth of historical radio content, including clips, interviews, and documentaries. **Books and Articles**: "Understanding Radio" by Andrew Crisell offers a comprehensive introduction to the principles of radio	2x Stepped Questions embedded within the topic structure.	**Character Analysis Podcast**: Assign a character from "The Archers." Creatie a short podcast episode where they analyze their character's role, development, and impact on the storyline. They can discuss character traits, relationships, and memorable moments. **Storyboarding Exercise**: Select a pivotal scene from "The Archers" or create a new one. Ask students to create a storyboard depicting key moments in the scene, considering camera angles, character expressions, and visual storytelling techniques. **Media Analysis Presentation**:

	26. Sponsorship 27. Regulation (e.g., Ofcom in the UK) 28. Broadcasting standards 29. Censorship 30. Ethical considerations 31. Audiences 32. Radio audience demographics 33. Audience research methods 34. Radio ratings 35. Listening habits 36. Podcasting 37. On-demand radio 38. Streaming radio 39. Radio format 40. Genre conventions	broadcasting and its role in contemporary media landscapes. "Radio Production" by Robert McLeish provides practical guidance on radio production techniques, including scripting, sound design, and studio operation. Academic journals such as the "Journal of Radio & Audio Media" and "Radio Journal: International Studies in Broadcast & Audio Media" offer scholarly articles on various aspects of radio studies. **Online Articles and Essays**: Websites like The Conversation, Radio Today, and RadioINFO publish articles and essays on current trends, issues, and developments in radio broadcasting. **Documentaries and Case Studies**: "The Radio Chronicles" documentary series by the		Have students research and analyze the promotional strategies used by BBC Radio 4 to promote "The Archers." In small groups, ask them to prepare a presentation discussing the effectiveness of these strategies in attracting and retaining listeners. **Radio Documentary Project**: Task students with creating a short radio documentary exploring a topic or issue relevant to "The Archers," such as agricultural practices, rural communities, or family dynamics. They can conduct research, interview experts or community members, and produce the documentary using audio recording software. **Interactive Storytelling Game**:

| | | British Library explores the history and cultural impact of radio broadcasting in the UK.

Case studies on BBC Radio 4 programs and "The Archers" can be found in academic journals, media textbooks, and online resources.
BBC Bitesize:
The BBC Bitesize website offers educational resources and revision materials specifically tailored to GCSE Media Studies students. media analysis.
Educational Podcasts:
Podcasts such as "Media Studies Revision Pod" and "GCSE Media Studies Podcast" may cover topics related to radio broadcasting and media analysis, providing additional learning resources and exam preparation support.
Teacher Resources:
Eduqas GCSE Media Studies teacher handbooks, guidance documents, and exemplar materials can | | Challenge students to design an interactive storytelling game inspired by "The Archers," using platforms like Twine or PowerPoint.

The game should allow players to make choices that affect the outcome of the story, similar to the branching narratives found in radio dramas. |

		provide teachers with additional support and ideas for lesson planning, classroom activities, and assessment preparation.		
Video Games - Fortnite	1. Video game 2. Console 3. PC gaming 4. Mobile gaming 5. Gaming platform 6. Game development 7. Game design 8. Gameplay 9. Graphics 10. Sound design 11. Narrative 12. Characters 13. Player agency 14. Immersion 15. Interactivity 16. Player experience 17. Game mechanics 18. Difficulty level 19. Game genres (e.g., action, adventure, RPG, puzzle) 20. Multiplayer gaming 21. Online gaming 22. Microtransactions	**Video Game Websites:** Websites like IGN, GameSpot, and Kotaku offer news, reviews, and analysis of video games, including Fortnite. **Fortnite Official Website:** The official website of Fortnite provides access to game updates, patch notes, and developer insights. **YouTube Channels:** YouTube channels such as The Game Theorists, Extra Credits, and Inside Gaming produce educational content on video games, including analyses of game design, storytelling, and cultural impact. **Documentaries and Films:**	2x Stepped Questions built in to the lesson sequence	**Historical Context Research:** Provide an overview of the history of video games, including key milestones and technological advancements**.** Explore the emergence of the battle royale genre and its significance within the gaming industry. Investigate the cultural impact of Fortnite since its release, including its role in shaping gaming trends and popularizing esports**.** **Genre Analysis:** Define the characteristics of the battle royale genre and how Fortnite fits within this category**.**

	23. In-game purchases 24. Downloadable content (DLC) 25. Esports 26. Gaming community 27. Streaming platforms (e.g., Twitch, YouTube Gaming) 28. Gaming influencers 29. Game marketing 30. Gaming culture 31. Gaming conventions and events 32. Gaming journalism 33. Game reviews 34. Gaming controversies 35. Gaming addiction 36. Regulation (e.g., PEGI ratings) 37. Ethics in gaming 38. Representation in games 39. Diversity in gaming 40. Video game industry	Documentaries like "Free to Play" and "The Rise of eSports" offer insights into the world of competitive gaming and the rise of games like Fortnite within the esports scene. **Books and Articles:** "Reality is Broken: Why Games Make Us Better and How They Can Change the World" by Jane McGonigal explores the psychological and social benefits of gaming, providing perspectives on the positive aspects of gaming culture. Academic journals such as "Games and Culture" and "Journal of Gaming & Virtual Worlds" publish scholarly articles on various aspects of gaming studies, including game design, player behavior, and industry analysis. **Online Articles and Essays:** Websites like Polygon, Eurogamer, and Game Informer publish articles and		Compare and contrast Fortnite with other popular video game genres such as first-person shooters, sandbox games, and multiplayer online battle arenas (MOBAs). **Narrative and Worldbuilding:** Examine the narrative elements and worldbuilding aspects of Fortnite, including its backstory, characters, and in-game events. **Marketing and Promotion:** Investigate the marketing strategies used by Epic Games to promote Fortnite, including social media campaigns, partnerships, and events. Analyze the impact of influencer marketing and community engagement on the success of Fortnite. **Player Community and Culture:**

		essays on gaming topics, including discussions on game design, player communities, and industry developments. **Podcasts:** Podcasts such as "Game Maker's Notebook" and "The Polygon Show" offer discussions and interviews with game developers, providing insights into the creative process behind game development. **Teacher Resources:** Eduqas GCSE Media Studies teacher handbooks, guidance documents, and exemplar materials		Explore the Fortnite player community, including demographics, player behaviors, and fan culture. Discuss the role of online communities, forums, and social media platforms in shaping the Fortnite player experience. **Regulation and Ethical Considerations:** Discuss the controversies surrounding Fortnite, including concerns about addiction, in-game purchases, and online safety. Explore the regulatory frameworks governing video game content, age ratings, and microtransactions.