



GCSE Media Studies - Key Exam Information

Subject	Media Studies
Exam Board	OCR
Examination Details	Paper 1 - (Component One) 1 hour 45 mins - 35% (Duration includes 30 minutes' viewing time) Paper 2 - (Component Two) 1 hour 15 mins – 35%
Controlled Assessment	Creating Media - Non-exam assessment 30% (January – March) <ul style="list-style-type: none">• Students must respond to one of five set production briefs: two audio/visual, two print and one online.• Students will also be required to submit research, planning and production notes alongside their finished product. (These notes are not assessed separately)
Exam Paper Details	Paper 1: (Component One) Television and promoting media – Written Paper Section A Television: Students will engage with one in-depth study covering contemporary and historic television products, responding to questions covering the whole of the theoretical framework and a range of media contexts.



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Section B Promoting Media: Students will study media products from the same global conglomerate producer illustrating the media forms of film, advertising and marketing, and video games.

Paper 2: (Component Two) Music and news

Section A: Music Learners will engage with one in-depth study covering magazines. Learners will also engage with music videos and radio. Learners will respond to questions covering the whole of the theoretical framework.

Section B: The News Learners will engage with one in-depth study covering online, social and participatory media. Learners will also engage with newspapers. Learners will respond to questions covering the whole of the theoretical framework and a range of media contexts.

Key Topics

Television: Cuffs, Series 1, Episode 1, BBC 1 and The Avengers, Series 4, Episode 1, ITV
Social, cultural and historical contexts

Advertising and marketing: The Lego Movie poster campaign and UK TV trailer
Media language; Media representations; Media audiences; Social, cultural contexts

Film: The Lego Movie film Media industries
Social, cultural contexts

Video games: The Lego Movie video game



DENBIGH SCHOOL

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	Media industries; Media audiences; Media language; Social, cultural contexts Component 01 Section B
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