

# Active Revision – Media Studies

## Assessment Point 1 – Y10 End of Year exam

Research shows that students who do frequent chunks of revision across all 3 stages of revision below are more likely to reach their full potential.

- ✓ **Upload** – consolidate your knowledge
- ✓ **Process** – active retrieval practice
- ✓ **Download** – apply your knowledge



**upload**



**process**



**download**

TOPIC: Both papers: Online Media

- Annotate three posts from Rashford, focusing on media term + connotations and three posts from Kim Kardashian focusing on media term + connotations.
- Mind map how Rashford and Kardashian make money from their online presences.

- Make links between the two celebrities to explore how they both use social media for activism.
- Add criticisms of social media and online media to your mind map.

- Analyse how Marcus Rashford’s online presence has been constructed to create a positive representation of the footballer. [6 marks]
- Online media needs stronger regulation. How far do you agree? Answer with references to Rashford and Kardashian’s online presences. [20 marks]

TOPIC: Both papers: Video Games

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|---|--|--|
| <ul style="list-style-type: none"> <li>• List the 10 most important things to remember about each game.</li> <li>• Choose a key moment from each video game and screen shot it. Label it with at least 5 denotation + connotations.</li> </ul>  | <ul style="list-style-type: none"> <li>• Reduce this list down to 5 most important things to remember.</li> <li>• Draw a table giving the advantages and disadvantages of video games.</li> </ul>  | <ul style="list-style-type: none"> <li>• How can video games be made commercially successful by their producers? Answer with reference to Lara Croft Go (Close Study Product). [9 marks]</li> <li>• ‘It is very difficult for players to resist the harmful effects of video games.’ How far do you agree with this statement? In your answer you must refer to: • the social and cultural context of video games • Kim Kardashian; Hollywood (Close Study Product) • theories of active and passive audiences. [20 marks]</li> </ul>  |
| <p>TOPIC: Both papers: Newspapers</p>   |  |  |
| <ul style="list-style-type: none"> <li>• Annotate a blank copy of The Times front page and inside article. Make sure you identify the codes and conventions used and how these appeal to The Times’ audience.</li> <li>• Annotate a blank copy of The Daily Mirror front page and inside article. Make sure you identify the codes and conventions used and how these appeal to The Daily Mirror’s audience.</li> </ul> | <ul style="list-style-type: none"> <li>• Make links between the owners/producers of the newspapers and their political bias. Find evidence from your newspaper editions to support your links.</li> <li>• Use the class version of annotations to add anything missed to your copies.</li> </ul> | <ul style="list-style-type: none"> <li>• ‘Media products such as newspapers have always been strongly influenced by the ownership and control of the organisations that produce them.’ How far do you agree with this statement? Answer with reference to The Times and the Daily Mirror (Close Study Products). [20 marks]</li> <li>• ‘The presentation of a newspaper’s front page is designed to appeal to its target audience.’ How far is this true of The Times and the Daily Mirror (Close Study Products)? Refer to layout, use of images, typography and use of language. [20 marks]</li> </ul> |