



Getting Ahead – Pre-course Work

#ThinkBrock

Media Studies A Level

Welcome to A Level Media Studies. In preparation for the start of the course, please complete these tasks and have them with you to hand in during your first week of college in September.

These tasks should take you approximately four and a half hours to complete and are designed to give you an introduction to the subject, and the expectations we have for you to complete at least four and a half hours of independent study, per subject, per week.

Task 1: MEDIA RESEARCH QUESTIONS

This year we will be examining all areas of the media, both traditional/legacy media and modern/digital media. It will be important to assess your own media habits and explore areas you may be less familiar with.

Please answer the following questions:

1. What real-world issues does Beyoncé highlight in the *Formation* music video?
2. What is unusual about the way the music video, *Riptide* by Vance Joy shows the lyrics on screen?
3. How does the Tide poster advert show women in the 1950s?
4. What does the *Kiss of the Vampire* poster suggest about gender roles in 1960s horror films?
5. Why was *Black Panther* seen as an important film for representation?
6. How can the owners of newspapers influence what stories are published?
7. What issues does the film *I, Daniel Blake* focus on?
8. What kinds of topics does the radio show, *Woman's Hour* on BBC Radio 4, usually talk about?
9. What makes George the Poet's podcast different from many other podcasts?
10. Why is Aveline, the main character in *Assassin's Creed: Liberation*, important for representation in games?

You can use the internet to research, and we will be discussing the answers in our first week.



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Task 2: THE MEDIA TODAY ESSAY

Write a 500-word essay (roughly one A4 page, size 12 font) about the '*The Media Today*'.

This is a free writing task, which means you can write about anything you like, as long as you refer to current events in the Media.

Example Topics:

- **TikTok & Viral Trends** - How trends spread, why they go viral, and how news outlets react to them.
- **Influencer Culture** – The rise of Youtubers, Streamers or TikTok creators shape opinions and products.
- **Gaming News & Esports** - How games like Fortnite, Roblox, or EA FC appear in the media and shape youth culture.
- **Film & TV Hype** - How new movies, streaming shows, and fandoms create huge media buzz.

Sentence Starters:

- "Today's media is full of stories about..."
- "One thing everyone seems to be talking about online is..."
- "Recently, social media has been buzzing with posts about..."
- "A big trend in the media right now is..."
- "Something that keeps appearing on my feed lately is..."