



Year 12 curriculum: Term 6 week 5 – w/c 22.06.20
Subjects: English Language, English Literature, Media Studies

This document presents a summary of the Year 12 curriculum for the forthcoming week. It has been created to give parents and carers, as well as students, a clear overview of what is expected in the subject.

Subject	Week's focus	New knowledge / skills	Resource(s)	Assignment(s)
English Literature	Continued work on NEAs Continued revision of Paper 1	Revision of core Paper 1 skills: poetry comparative skills and thematic links between poetry anthology and prose text.	Poetry Anthology Copy of Atonement Copy of unseen poems Copies of NEA texts	1. Listen to PowerPoint with audio on Atonement. Select poems that link to given quotations and send to LFI. 2. Listen to PowerPoint with audio on unseen poetry. Complete plan and send to ALA. 3. Look at feedback from NEA and continue working on this. A full first draft (2500 words) should be submitted by end of week 6 (Friday 3th July) so feedback can be provided before the end of term. Redrafting to be completed before start of Year 13.
English Language	Understanding Old English and how the emigrational and societal developments impacted language use.	New content for Paper 2 which builds on students understanding of Language Change and how the English Language has been influenced over time.	PowerPoint Slides including narrated lecture. Knowledge Test on Old English.	1. Listen to the narrated PowerPoint and make notes on the new content covered for AO1 and AO2. 2. Complete the knowledge test to consolidate understanding on Old English timeline. Find lesson 2 in the PowerPoint and look through the new theory for Language Change. Consider how you can apply this to the new knowledge of Old English. 3. Write an exam response. Use the guided models in lesson 3 to support. 45 minutes to respond: 10



				minutes planning time (use notes from previous lessons) and 35 minutes writing time. Turn in to LEP by Friday 5pm.
Media Studies	The Video Game Industry (Part 2)	<p>Understanding of how the following factors influence the Video Game industry:</p> <ul style="list-style-type: none"> -Regulation -Individual Producers -Categorising Audiences -Targeting and Addressing Audiences -Audience Interaction and Prosumers <p>Using the set text (<i>Minecraft</i>) to help illustrate these concepts.</p>	<p>The power points listed below are all available on Teams:</p> <ul style="list-style-type: none"> 13. Regulation 14. Individual Producers 15. Categorising Audiences 16. Targeting and Addressing Audiences 17. Audience Interaction and Prosumers 	<p>The assignment has been set on Teams and includes a link to all necessary resources.</p> <ol style="list-style-type: none"> 1. Reading and note taking from all power points. 2. Knowledge Quizzes (set on Teams) 3. Consolidation activities 4. Comprehension tasks 5. Exam Style Response 6. NEA: Research and Planning (set by FMA) NEA Live Lesson on Monday <p>Students have the full week to complete all set tasks as and when they are able to do so.</p>