

Meden School Curriculum Planning							
Subject	BTEC Media	Year Group	10	Sequence No.	6	Topic	C1 LB: Narrative
Retrieval	Core Knowledge			Student Thinking			
What do teachers need to retrieve from students before they start teaching new content ?	What specific ambitious knowledge do teachers need to teach students in this sequence of learning?			What real life examples can be applied to this sequence of learning to develop our students' thinking, encouraging them to see the inequalities around them and 'do something about them!'			
<p>Knowledge of prior learning is assessed as it all links to the same component i.e. Component 1 Learning aim A. This includes students' K+U of:</p> <ul style="list-style-type: none"> • Media Language skills • Target Audience • Representation • Purpose of Media Products • Genre codes + conventions <p>Building on this foundation, students are then assessed on their prior K+U of narrative such as:</p> <ul style="list-style-type: none"> • What is narrative? • How is a story structured in its most simple way? • How do stories usually begin, build up suspense and end? • What media products can be linked to narrative? 	<p>Core narrative knowledge includes:</p> <ul style="list-style-type: none"> • storytelling, e.g. story and plot in a film, inverted pyramid in a newspaper article, visual representations to reinforce the text on an app • narrative structures, e.g. linear, non-linear, circular, interactive, open/closed, single/multi-strand • point of view (POV), e.g. third-person narrator in a radio documentary, editorial in a newspaper, first-person shooter computer game • characterisation, e.g. character functions in film, print advertisements, computer games o themes, e.g. dystopia in science fiction films, identity in music magazines, apocalypse in zombie games • setting, e.g. location in a film, photographs in a magazine, open-world diegesis of a computer game • mode of address, e.g. formal style of TV news, the direct address of a magazine cover, the informal address of a computer game. • Key narrative theorists such as: Todorov, Propp and Strauss. Applying their theories to a variety of media related products covering all 3 media sectors. <p>Tier 2 Vocab:</p> <ul style="list-style-type: none"> • Narrative structure i.e. a spoken or written account of connected events; a story. • Storyline/Plot i.e. see above 			<p>This component will give them an understanding of media practitioners' work, techniques and technology, which are used to contribute to the creation of media products.</p> <p>Students study a variety of contemporary products from different genres to see how traditional narrative theories can be applied. Products include:</p> <ul style="list-style-type: none"> • Looper (Film: Multi-tiered narrative) • Comet (Film: Open narrative) • Harry Potter (Closed/Linear narrative) • Inception (Multi-stranded narrative) <p>Key questions to promote student thinking include:</p> <ul style="list-style-type: none"> • What is narrative theory? • Why is narrative important to media producers? 			

	<ul style="list-style-type: none"> • Point of view I.e. Point of view determines who tells the story, as well as the relationship that the narrator has to the characters in the story. A story can have a much different feel depending on who is doing the telling. • Connotes/Implies • Mode of address • Multi-stranded/multi-tiered <p>Tier 3 Vocab:</p> <ul style="list-style-type: none"> • Vladimir Propp’s 8 character types • Levi Strauss’ Binary Opposites theory • Open narrative I.e. Open narrative structures usually have no apparent beginning, middle or end, in terms of the actual events, many of them use 'cliffhangers' to end their episodes so they can carry on from there when creating more episodes and series'. • Closed narrative I.e. When you have a closed ending, your character finishes his quest. He makes it to the end of his journey. He achieves his goal—or he fails. • Linear narrative I.e. A story which may contain stylistic or temporal discontinuities such as flashbacks, but which is nevertheless conventionally read or told from the beginning. • Non-linear narrative I.e. A non-linear narrative is a narrative technique in which the storyline is told out of chronological order. • Open world diegesis I.e. The narrator presents the actions (and sometimes thoughts) of the characters to the readers or audience. • Meta narrative I.e. a narrative account that experiments with or explores the idea of storytelling, often by drawing attention to its own artificiality. <ul style="list-style-type: none"> • Todorov’s 5 narrative steps (see below): <ol style="list-style-type: none"> 1. Equilibrium: In this stage, it is explained about the condition that happens with a character. The condition where the main character 	<ul style="list-style-type: none"> • How can a narrative message be created across a website or publishing product? • How can narrative theory/concepts be applied to media products across the media platforms? • How can media production techniques/mise-en-scene be used to help construct a narrative for the audience? • How can narrative be applied to a trailer? Poster? Website? • What different types of narrative theory/concepts exist and are they still relevant to the way we consume media today?
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	<p>having a normal life and still able to do the daily activities that the character usually does.</p> <ol style="list-style-type: none">2. Disruption: This is when the state of equilibrium is disturbed by an event occurring.3. Recognition: here is recognition of the disruption occurring.4. Attempt to repair: there is an attempt to repair the damage/disruption.5. Resolution: there is a conflict/climax where the disruption ends and everything returns to a state of 'new' equilibrium.	
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