

At St Cenydd...

- We believe homework is a key part of school life. It allows students to develop their skills and knowledge independently and can be the difference between good and excellent progress.
- We strive for all of the homework we set to be engaging and challenging, but above all worthwhile.
- We expect students to complete all their homework and contact their teachers if they have a problem with their homework.

You must complete either the core homework OR the challenge homework.

	Core Gwaith Cartref	Challenge Gwaith Cartref
Homework 1	Title: Introduction to key media terms: product/organisation/form	Title: Introduction to key media terms and media ownership
	Details: Complete the table for Homework 1 which you will find in our Google Classroom	Details: Complete the table for Homework 1 which you will find in our Google Classroom. Identify a media organisation which produces media products in more than one media form and present your findings. For example: the Fox Entertainment Group produces films and TV programmes.
Homework 2	Title: You as a media consumer	Title: You as a media consumer
	Details: Keep a diary of your media use over the next 7 days.	Details: Keep a diary of your media use over the next 7 days and produce a pie chart or graph which represents your media use in terms of how long you spend consuming different media forms.
Homework 3	Title: Audience profile of you	Title: Audience profile of you
	Details: Present an illustrated profile of yourself as a media consumer, including demographic, psychometric and VALS information.	Details: Present an illustrated profile of yourself <i>and of a family member</i> as a media consumer, including demographic, psychometric and VALS information.

Homework 4	Title: Camerawork	Title: Camerawork
	Details: Using the handouts on camera shots and angles, create a montage of your favourite media images which includes at least one example of: an extreme close-up/a close-up/a medium-close up/a medium shot/a medium-long shot/ a long shot/an extreme long shot/a low angle shot/a high angle shot/a canted angle/an establishing shot	Details: Using the handouts on camera shots and angles, create a short video which includes examples of: an extreme close-up/a close-up/a medium-close up/a medium shot/a medium-long shot/ a long shot/an extreme long shot/a low angle shot/a high angle shot/a canted angle/an establishing shot. Either use screen titles to label the shots/angles as they appear or add a voice-over which identifies them.
Homework 5	Title: Historical adverts	Title: Historical adverts
	Details: Find 2 historical print-based adverts (from before 1980) which feature male and female characters and which conform to (go along with) gender stereotypes	Details: Create a visual mini-timeline of historical print-based ads from 1930-1990 featuring at least one advert per decade.
Homework 6	Title: Print ad conventions	Title: Print ad conventions
	Details: Revise print ad conventions for a test	Details: Revise print ad conventions for a test by labelling your own examples of print ads with the correct terms
Homework 7	Title: Unleash the Chaos advertising campaign research	Title: Unleash the Chaos advertising campaign research
	Details: Choose any 2 ads from the Axe Anarchy Unleash the Chaos campaign (print and/or audio-visual ads) and identify 5 similarities between them.	Details: Watch Lynx "Boys Don't Cry" and and Lynx "Find your Magic". Use a Venn diagram to identify similarities and differences in the ways these advertising campaigns represent men.
Homework 8	Title: Exam-style question for Unit 1, Section A	Title: Exam-style question for Unit 1, Section A

	Details: Choose a print-based advert which targets either a male or a female audience and explain how colour is used to create meanings.	Details: Choose a print-based advert which targets either a male or a female audience and explain how written language (e.g. the brand name, slogan, copy) is used to create meanings. Look at both the language used and how it looks (typography/font styles).
Homework 9	Title: Connecting ads	Title: Connecting ads
	Details: Write 5 comparison sentences about the Axe Anarchy and Van Heusen Ads. At least 2 sentences should identify similarities. Use connectives such as Both/Also/In contrast/However to make it obvious that you are comparing.	Details: Write 5 comparison sentences about the Axe Anarchy and Van Heusen Ads. At least 2 sentences should identify similarities. Use connectives such as Both/Also/In contrast/However to make it obvious that you are comparing. Include the terms stereotypical, dominant ideology and the male gaze at least once.
Homework 10	Title: Video game research	Title: Video game research
	Details: Drag, drop and check the key dates in video game history using the following link to the WJEC website: http://resource.download.wjec.co.uk.s3.amazonaws.com/vtc/2016-17/16-17_1-39/eng/video-games/1c-key-dates.html	Details: Drag, drop and check the key dates in video game history using the following link to the WJEC website: http://resource.download.wjec.co.uk.s3.amazonaws.com/vtc/2016-17/16-17_1-39/eng/video-games/1c-key-dates.html In your book, add 3 more dates in video game history which you think are important.
Homework 11	Title: Masculine stereotypes in video games	Title: Masculine stereotypes in video games
	Details: Read "So You're a Tough Guy" Facebook article https://www.gameskinny.com/6e2xw/so-youre-a-tough-guy-male-stereotypes-in-video-games Identify 3 key points made by the	Details: Read "So You're a Tough Guy" Facebook article https://www.gameskinny.com/6e2xw/so-youre-a-tough-guy-male-stereotypes-in-video-games Write a post in response to this

	writer about male characters in video games.	article in which you explain what you think about male characters in video games and use examples to support your points.
Homework 12	Title: Female characters in video games	Title: Female characters in video games
	Details: Research the 10 best-selling video games of 2017. Which have female playable characters?	Details: Research the 10 best-selling video games of 2017. Which have female playable characters? Choose one of these characters and create a profile using headings: name/appearance/personality/role in the game/appeal for player
Homework 13	Title: Genre and music	Title: Genre and music
	Details: Complete the genre table/grid for a music genre of your choice.	Details: Complete the genre table/grid for a music genre of your choice and illustrate with annotated images from album covers/music videos.
Homework 14	Title: Music magazines	Title: Music magazines
	Details: Research 3 the following UK music magazines and answer the following questions: <ul style="list-style-type: none"> Who publishes the magazine? What music genres do they feature? Is the magazine available as a print or online version - or as both? 	Details: Research 3 the following UK music magazines and answer the following questions: <ul style="list-style-type: none"> Who publishes the magazine? What music genres do they feature? Is the magazine available as a print or online version - or as both? Choose one of the magazines and use it to explain why people read music magazines (print and online). Refer to the <i>Uses and Gratifications theory</i> .
Homework 15	Title: Design a music magazine	Title: Design a music magazine
	Details: Create a mock-up for a new music magazine in a genre of	Details: Create a mock-up for a new music magazine in a genre of

	your choice. Label its key conventions.	your choice. Label its key conventions. Take your own cover photograph.
Homework 16	Title: Research music radio shows.	Title: Research music radio shows.
	Details: Choose 3 different radio stations and listen to a music programme on each station for a minimum of 10 minutes. Think about what the key elements/ingredients (generic codes and conventions) are for music radio programmes. What do they have in common?	Details: Choose 3 different radio stations and listen to a music programme on each station for a minimum of 10 minutes. Think about what the key elements/ingredients (generic codes and conventions) are for music radio programmes. What do they have in common? Create an idea for a new music radio show targeting 11-14 year olds.
Homework 17	Title: Revise the following radio terms for test: brand identity/Broadcasting Code/house style/licence fee/media convergence/media platform/pirate radio/podcast/stream/target audience/zoo format	Title: Read about the history of radio and complete the test on GCSE Bitesize then learn the following radio terms for test: brand identity/Broadcasting Code/house style/licence fee/media convergence/media platform/pirate radio/podcast/stream/target audience/zoo format
	Details: https://www.bbc.com/education/guides/z2s97hv/revision/3	Details: https://www.bbc.com/education/guides/z2s97hv/revision/1 https://www.bbc.com/education/guides/z2s97hv/test https://www.bbc.com/education/guides/z2s97hv/revision/3
Homework 18	Title: Controlled Assessment First Steps	Title: Controlled Assessment First Steps
	Details: Find 3-5 media products which are similar in some way to what you intend to produce	Details: Find 3-5 media products which are similar in some way to what you intend to produce

Homework 19	Title: Revise Unit 1 Section A: Representation	Title: Revise Unit 1 Section A: Representation
	Details: Revise print advertising, video games for the mock exam.	Details: Revise print advertising, video games for the mock exam.
Homework 20	Title: Revise Unit 1 Section B: Music	Title: Revise Unit 1 Section B: Music
	Details: Revise music magazines, music radio programmes, music videos and use of social media by music artists for the mock exam.	Details: Revise music magazines, music radio programmes, music videos and use of social media by music artists for the mock exam.