

A LEVEL Media Studies

2026 Summer Homework

Solihull Sixth Form College

PLEASE READ THROUGH THE BOOKLET BEFORE STARTING THE HOMEWORK. DO NOT PRINT THIS BOOKLET UNTIL IT IS FULLY COMPLETED.

Warning: Selected Clips and Examples may include Violence and Parental Advisory Notifications. If you are Uncomfortable with this, please Select your own Examples and note on your Handout the YouTube Link.

At the MIT department, we offer the following subjects:

- A Level Film

- A Level Media Studies
- BTEC Double Award in Creative Media: Film and Television Production (note: students taking this course can only choose one additional A Level)

If you are enrolled in more than one of these subjects, you only need to complete Task 1 once. However, Task 2 must be completed for each subject you are taking.

Cinematography

Analysing the use of technical aspects of moving images.

Technical aspects that convey meaning for the audience.

Task 1: Watch and then write out detailed definition. Not all definitions will be available through the videos, any left you will have to research independently. If the links stop working, please find the definitions independently.

CLICK ON THE DEFINITION AND IT WILL LINK TO A VIDEO THAT EXPLAINS WHAT THE TERM MEANS.

<u>Camera/Cinematography.</u>	
<u>Extreme Long Shot:</u>	<u>Point-of-View Shot (POV):</u>
<u>Establishing Shot:</u>	<u>Extreme Close-Up (ECU):</u>
<u>Long-Shot (LS):</u>	<u>Tracking Shot:</u>
<u>Medium-Shot (MS):</u>	<u>Tilt:</u>

<u>Medium Long-Shot (MLS):</u>	<u>Zoom:</u>
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<u>Medium Close-Up (MCU):</u>	<u>Arc Shot:</u>
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<u>Two Shot:</u>	<u>Crane Shot:</u>
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<u>Close-Up (CU):</u>	<u>Pan:</u>
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<u>Wide Shot:</u>	<u>Low Angle:</u>
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<u>Over-the-Shoulder:</u>	<u>High Angle:</u>
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<u>Birds-Eye-View:</u>	<u>Aerial Shot:</u>
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<u>Overhead:</u>	<u>Full Shot:</u>
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<u>Dolly/Track:</u>	<u>Dutch-Tilt:</u>
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<u>Crab:</u>	<u>Eye Level Framing</u>
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<u>Pedestal:</u>	<u>Framing/Shot Composition: <u>Leading Line</u></u>
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<u>Shallow Focus</u>	<u>Rule of Thirds:</u>
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<u>Deep Focus</u>	<u>Hand-Held:</u>
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<u>Bridging Shot</u>	<u>Whip Pan:</u>
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<u>Reverse Zoom:</u>	<u>Long Take</u>
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Editing

Provide a definition and briefly explain the use of each one. If not in the video, research and find an example.

CLICK ON THE DEFINITION AND IT WILL LINK TO A VIDEO THAT EXPLAINS WHAT THE TERM MEANS.

Editing.	
<u>Jump Cut:</u>	<u>Parallel Editing:</u>
<u>Match on Action cut:</u>	<u>Fade In:</u>
<u>Cut Away:</u>	<u>Fade Out:</u>
<u>Dissolve:</u>	<u>Cross fade</u>

<u>Cut Away:</u>	<u>Cross Cutting:</u>
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<u>Wipe:</u>	<u>Elliptical Editing:</u>
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<u>L-Cut:</u>	<u>CGI:</u>
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<u>J-Cut:</u>	<u>Special Effects</u>
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<u>Smash Cut</u>	<u>Shot-Reverse-Shot:</u>
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<u>Slow Motion:</u>	<u>Split Screen:</u>
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<u>Continuity Editing:</u>	<u>Montage:</u>
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<u>Inserts:</u>	
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Sound

CLICK ON THE DEFINITION AND IT WILL LINK TO A VIDEO THAT EXPLAINS WHAT THE TERM MEANS.

Sound.	
<u>Rhythm:</u>	<u>Fidelity:</u> <u>Lack of Fidelity:</u>
<u>Non-Diegetic</u>	<u>Synchronous:</u>
<u>Contrapuntal Sound:</u>	<u>Asynchronous:</u>
<u>Sound Bridge:</u>	<u>Diegetic:</u>

<u>Breaking the 4th Wall:</u>	<u>Voice Over:</u>
<u>Sting:</u>	<u>Parallel sound</u>
<u>Volume</u>	

Mise-en-Scène

Mise-en-scène is a French term that refers to “what is put into a scene or frame”.

It applies to everything the director decides to include within a shot and the way they are arranged on-screen.

It includes these key elements:

- Costumes
- Lighting
- Actor blocking
- Props
- Sets
- Shot composition

Watch the opening sequence of [Scream](#) 3 times then fill in each of the sections based upon what you have seen for Mise-en-scene.

Costumes	
Lighting	

Acting	
Props	
Sets	
Shot Composition	

THE FOLLOWING TASK SHOULD ONLY BE COMPLETED BY THOSE STUDENTS STUDYING BOTH FILM STUDIES AND MEDIA STUDIES. REMINDER, AS A MEDIA AND FILM STUDIES STUDENT YOU ONLY NEED TO HAVE COMPLETED THE TECHNICAL DEFINITIONS ONCE. HOWEVER, YOU WILL NEED TO COMPLETE **TASK 2** FOR FILM STUDIES AND MEDIA STUDIES.

TASK 2: Watch the video 3 times [Iggly Azalea - Fancy ft Charli XCX](#). As you play through the sequence, annotate when you see examples of different camera, editing, sound and mise-en-scène features.

In your annotated analysis, you must identify:

- The technical area (e.g. Camera).
- Which technical element is used with the correct terminology (e.g. Mid-Shot)?
- When it is used and how long the element lasts for (give a time code).

CAMERA	EDITING
SOUND	MES

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