

Liverpool John Moores University

Title: IMAGES OF CHILDHOOD
Status: Definitive
Code: **5001EDSTUD** (104030)
Version Start Date: 01-08-2016

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Elizabeth Taylor	Y

Academic Level: FHEQ5 **Credit Value:** 12 **Total Delivered Hours:** 24
Total Learning Hours: 120 **Private Study:** 96

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	20
Workshop	4

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Essay (1000 words)	40	
Essay	AS2	Comparative Analysis of Film Clips (1000 words)	40	
Essay	AS3	Group Presentation (1000 word equivalent)	20	

Aims

To explore how the popular media in all its facets responds to notions of childhood and the child. To explore and analyse how children respond to the media and the effects that the mass media may have on the child.

Learning Outcomes

After completing the module the student should be able to:

- 1 Identify and analyse contrasting views of children's relationships with the media in the context of notions of childhood and children's culture;
- 2 Recognise and use theoretical and methodological tools to analyse children's media;
- 3 Describe and analyse the socio-cultural and ethnic forces that inform representations of childhood in the media;
- 4 Use and exploit ICT tools and resources efficiently and effectively.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Essay	1	3		
Analysis	1	2	3	4
Presentation	2	3	4	

Outline Syllabus

Access to media

Representations of childhood in the media

Race, gender, childhood and the media

Children's television

Advertising, childhood and the child

Computer and game consoles

Images of childhood in film

The internet and the child

Children's comics and cartoons

Learning Activities

Lectures

Blackboard Activities

Seminar sessions within lectures (this will involve the analysis of films, computer games, stills, adverts and television programmes). Workshop sessions (students will plan and develop their own children's programme)

Notes

The module explores the child's relationship with the ever-growing electronic media such as computer games, film, television and the Internet. The module also examines how the media contributes to a construction of childhood that influences

both children and adults in their understanding of what it means to be a child.