iMedia Unit 2.1 (purpose) - homework questions

These are example exam-style questions

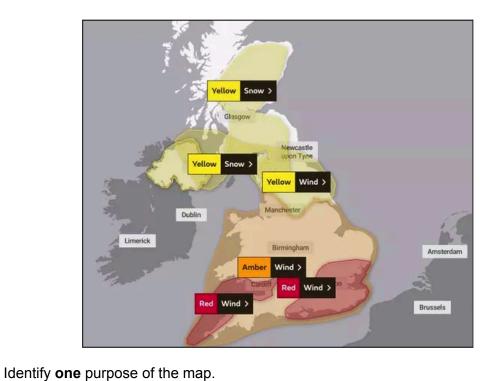
Start by working through the unit content for **section 2.1 – How style**, **content and layout are linked to purpose**. You can find these at https://tinyurl.com/4y7u3dk7 or scan the QR code



As usual, use this as a way of going back through the learning to remind you of the key points. Do this **before** you try the questions. Make notes. Create revision material. Read. Whatever works for you.

The	hen try answering the questions					
1 (a)	Identify one purpose of television programmes.					
(b)	Which of the following is not a purpose of computer games? Tick one box.					
		A to entertain B to educate C to accomplish				
		D to influence		[1]		
(c)		one way that the choice of forma k achieve its purpose.	or inform	nal language could help a GCSE science		

2 The diagram below is a weather warning map produced by the Met Office. It shows the weather warnings predicted in February 2022 as Storm Eunice approaching the United Kingdom.



(a)

		[1]
(b)	Describe one way that elements are positioned to meet the purpose of the map.	
		[2]
(b)	Explain how the use of colour on the map helps it to achieve its purpose.	
		LO.