

<p>Year 10 – Half term 6</p> <p>R093 Creative iMedia in the media industry</p> <p>What?</p> <p>When?</p> <p>Why?</p>	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<p>Weeks 1 - 6</p>	<p>R093 Creative iMedia in the media industry</p> <p>Lesson 1</p> <p>Students will be able to Identify the purpose of work planning.</p> <p>Lesson 2</p> <p>Students will be able to describe the advantages of workplans.</p> <p>Lesson 3</p> <p>Students will be able to explain how workplans are used to manage time, tasks, activities and resources for individuals and large teams.</p>	<p>Lesson 1</p> <p>Students will be able to identify the purpose of mind maps.</p> <p>Lesson 2</p> <p>Students will be able to list the components and conventions of mind maps.</p> <p>Lesson 3</p> <p>Students will be able to describe the hardware and software used to create mind maps.</p>	<p>Lessons 1</p> <p>Students will be able to identify the users of mind maps.</p> <p>Lesson 2</p> <p>Students will be able to describe when mind maps are appropriate for use.</p> <p>Lesson 3</p> <p>Students will be able to explain what makes mind maps effective.</p>	<p>Lesson 1</p> <p>Students will be able to evaluate how to improve the effectiveness of mind maps.</p> <p>Lesson 2</p> <p>Students will be able to identify the purpose of mood boards.</p> <p>Lesson 3</p> <p>Students will be able to list the components and conventions of mood boards.</p>	<p>Lesson 1</p> <p>Students will be able to describe the hardware and software used to create mood boards.</p> <p>Lesson 2</p> <p>Students will be able to identify the users of mood boards.</p> <p>Lesson 3</p> <p>Students will be able to describe when mood boards are appropriate for use.</p>	<p>Lesson 1</p> <p>Students will be able to explain what makes mood boards effective.</p> <p>Lesson 2</p> <p>Students will be able to evaluate how to improve the effectiveness of mood boards.</p> <p>Lesson 3</p> <p>Students will be able to identify the purpose of scripts.</p>