Year 10 – Half	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Term 6							
R093 Creative							
iMedia in the							
media industry							
What?							
When?							
Why?							
Weeks 1 - 7	R093 Creative iMedia	Lesson 1	Lessons 1	Lesson 1	Lesson 1	Lesson 1	Work Experience
	in the media industry						
		Students will be able to	Students will be	Students will be able	Students will be	Students will be able	
	Lesson 1	identify the purpose of	able to identify the	to evaluate how to	able to describe the	to explain what	
		mind maps.	users of mind	improve the	hardware and	makes mood boards	
	Students will be able		maps.	effectiveness of	software used to	effective.	
	to Identify the purpose	Lesson 2		mind maps.	create mood		
	of work planning.	0	Lesson 2		boards.	Lesson 2	
	1	Students will be able to	Students will be	Lesson 2			
	Lesson 2	list the components	able to describe	Students will be able	Lesson 2	Students will be able	
	Students will be able	and conventions of mind maps.				to evaluate how to	
		illillu illaps.	when mind maps	to identify the	Students will be	improve the	
	to describe the	Lesson 3	are appropriate for	purpose of mood	able to identify the	effectiveness of	
	advantages of	L633011 3	use.	boards.	users of mood	mood boards.	
	workplans.	Students will be able to	Lesson 3	Lesson 3	boards.	Loopon 2	
	Lesson 3	describe the hardware	20000110	20000110	Lacana a	Lesson 3	
	20000110	and software used to	Students will be	Students will be able	Lesson 3	Students will be able	
	Students will be able	create mind maps.	able to explain what	to list the	Students will be	to identify the	
	to explain how		makes mind maps	components and	able to describe	purpose of scripts.	
	workplans are used to		effective.	conventions of	when mood boards	parpose or soripts.	
	manage time, tasks,			mood boards.	are appropriate for		
	activities and				use.		
	resources for						
	individuals and large						
	teams.						