

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.

Then try answering the questions

1

(a) Identify **one** purpose of television programmes.

.....

..... [1]

(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) Explain **one** way that the choice of formal or informal language could help a GCSE science textbook achieve its purpose.

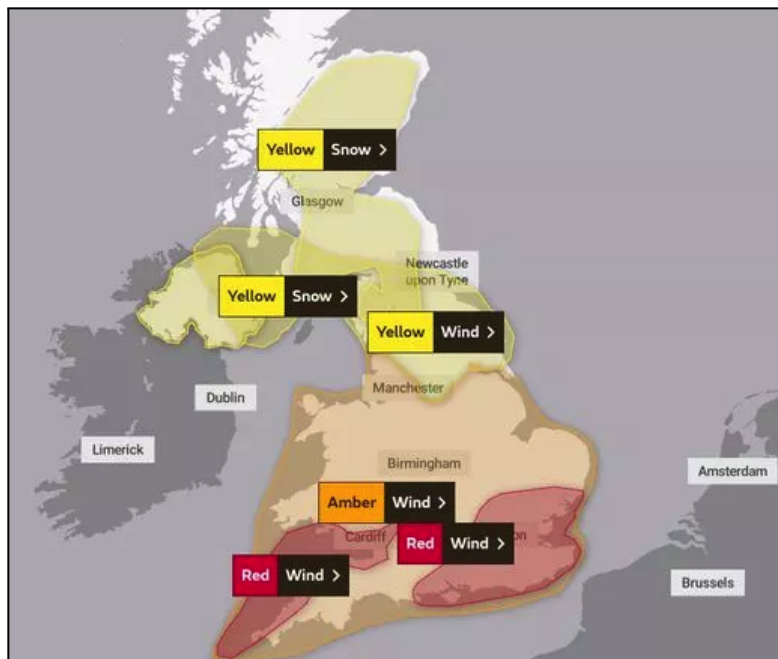
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.....

.....

..... [2]

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

Total marks: 9