

Course Title – Mass Media

Implement start year – 2018-2019

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Unit # 3 , Audio Entertainment

Transfer Goal – Students will be able to independently use their learning to analyze, evaluate, and then apply different perspectives on audio entertainment industry.

Stage 1 – Desired Results

Established Goals

NJSLSA.SL2. Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

NJSLSA.SL5. Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.

NJSLSA.L3. Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening.

NJSLSA.SL2. Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

SL.11-12.2. Integrate multiple sources of information presented in diverse media or formats (e.g., visually, quantitatively, qualitatively, orally) evaluating the credibility and accuracy of each source.

NJSLSA.R5. Analyze the structure of texts, including how specific sentences, paragraphs, and larger portions of the text (e.g., a section, chapter, scene, or stanza) relate to each other and the whole.

NJSLSA.R6. Assess how point of view or purpose shapes the content and style of a text.

NJSLSA.W3. Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details, and well-structured event sequences.

RL.11-12.6. Analyze a case in which grasping a point of view requires distinguishing what is directly stated in a text from what is really meant (e.g., satire, sarcasm, irony, or understatement).

NJSLSA.SL3. Evaluate a speaker's point of view, reasoning, and use of evidence and rhetoric.

RI.9-10.7. Analyze various perspectives as presented in different mediums (e.g., a person's life story in both print and multimedia), determining which details are emphasized in each account.

21st Century Themes (www.21stcenturyskills.org)

- Global Awareness
- Financial, Economic, Business and Entrepreneurial Literacy
- Civic Literacy
- Health Literacy
- Environmental Literacy

21st Century Skills

Learning and Innovation Skills:

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Communication and Collaboration

Information, Media and Technology Skills:

- Information Literacy
- Media Literacy
- ICT (Information, Communications and Technology) Literacy

Life and Career Skills:

- Flexibility and Adaptability
- Initiative and Self-Direction
- Social and Cross-Cultural Skills
- Productivity and Accountability
- Leadership and Responsibility

<p><u>Enduring Understandings:</u> <i>Students will understand that . . .</i></p> <p><i>EU 1</i></p> <ul style="list-style-type: none"> the audio industry has evolved with technology and content <p><i>EU 2</i></p> <ul style="list-style-type: none"> the audio entertainment industry can provide a window into a society and culture. 	<p><u>Essential Questions:</u></p> <p><i>EU 1</i></p> <ul style="list-style-type: none"> How has technology changed the format of the audio industry? How has technology changed the genres of music? How has the history of the audio industry repeated itself? How has technology created accessibility for various forms of audio shows? <p><i>EU 2</i></p> <ul style="list-style-type: none"> How does the history of audio entertainment help us understand the history of the civil rights movement? How does the history of audio entertainment help us to understand the history of society? How has the content and format of audio entertainment driven or been driven by culture?
<p><u>Knowledge:</u> <i>Students will know . . .</i></p> <p><i>EU 1</i></p> <ul style="list-style-type: none"> the advancement in technologies that changed audio formats the inventions that helped change music genres and formats the similarities and differences of audio entertainment in American history. the importance of accessibility in creating new forms of content in the audio industry <p><i>EU 2</i></p> <ul style="list-style-type: none"> important eras in American history and the role audio entertainment played. how audio entertainment can be an agent for change in society. that milestones in audio entertainment can serve as a window to 	<p><u>Skills:</u> <i>Students will be able to . . .</i></p> <p><i>EU 1</i></p> <ul style="list-style-type: none"> identify major breakthroughs in audio technology and discuss their contributions to different formats and genres discuss the differences in content based on the different technologies identify the similarities of content on different formats/vehicles over the years. evaluate the importance of technology to accessibility and its importance in the creation of new content <p><i>EU 2</i></p> <ul style="list-style-type: none"> identify important eras in American history and discuss works of audio entertainment relevant to those eras.

the past.

- discuss how audio entertainment has evolved alongside culture.
- discuss how audio entertainment has spurred cultural evolution.

Stage 2 – Assessment Evidence

Other Recommended Evidence: *Tests, Quizzes, Prompts, Self-assessment, Observations, Dialogues, etc.*

- Quizzes/Tests
- In-class discussions
- Journals/Reflections

Stage 3 – Learning Plan

Suggested Learning Activities to Include Differentiated Instruction and Interdisciplinary Connections: *Consider the WHERETO elements. Each learning activity listed must be accompanied by a learning goal of A= Acquiring basic knowledge and skills, M= Making meaning and/or a T= Transfer.*

- Lesson on the basic types of audio entertainment: music, talk radio, podcasts, stand-up comedy, interviews, etc. (A)
- Research the history of rock and roll(A)
- Listen to different podcasts (A)
- Listen and discuss early radio dramas and sitcoms (A)
- Listen to and discuss each type of audio entertainment and its cultural impact (A, M)
- Research important figures and programs in audio entertainment from historical eras and discuss their impact (A, M)
- Identify technological leaps that have spurred audio entertainment innovation (A, M)
- Identify current artists and programs that potentially have long-lasting cultural significance (A, M)
- Analyze different trends in music based on major cultural events and discuss the impact of the music (A, M)
- Discuss the importance of the radio on daily life throughout history and its value on the student's lives (A, M)
- Listen to different genres of current music and discuss their origins(A,M)
- Create a timeline of an era of US history with a comparison timeline focusing on one of the basic types of audio entertainment. (M)
- Create a song relevant to the current political/cultural/social climate (T)
- Create a podcast (T)
- Create an audio story (T)
- Listen to podcasts such as: *This American Life, Radiolab, Serial, Invisibilia, Freakonomics Radio, The Nerdist, Stuff You Should Know, Marc Maron's Barack Obama Interview, Fresh Air*