



Media and Oral Communication Enduring Understandings

OVERARCHING QUESTIONS

- What are my ears for?
- Why should I listen?
- What does listening do for me?
- What does listening do to me?
- What does media do to me?

ENDURING UNDERSTANDINGS

1. Sound creates different meaning for different audiences (it persuades...).
2. Listening is essential to communication.
3. I can create/produce a variety of media that manipulate sound.
4. I recognize my strengths and weaknesses in interpreting a variety of media texts.

ESSENTIAL QUESTIONS

Enduring Understanding 1: Sound creates different meanings for different audiences.

- How does sound create meaning?
- How do I package something so that the audience will listen? Also applies to 2, 3 & 4
- What am I going to do to get people's attention? (set mood, persuade, purpose, comprehension strategies)

- A) What sounds create meaning? Why are sounds created?
- B) How do I understand the messages I hear?
- C) How does sound carry or create meaning?
 - How does sound serve a variety of purposes? e.g., persuade, entertain, etc.

- D) Are some sounds better than others and to who?
– What response will I get from a particular sound?
- E) What is the purpose of sound products?

Other ideas:

- How do I understand the messages I hear?
- What's the difference between noise and meaningful sound?
- How will different audiences interpret a particular sound?
- Who will the sound engage or who will respond to the sound and how?

Resources / Activities:

- Communication model
- Communication games
- Categories
- Telephone
- Cooperative game

Enduring Understanding 2: Listening is essential to communicating.

- A) What is listening?
How does listening fit into the communication model? (Review from grade 9)
- B) Why do I need to be able to listen?
– What happens to me when I don't/can't listen?
– What are my responsibilities as a listener?
– Why is listening a survival skill?
– What am I listening for? (purpose, focus,)
- C) How can I do it (listen) well?
– How can I demonstrate that I am listening?
– What are different approaches to listening?
– What makes me a good receiver? /What strategies can I use to help me listen in an intelligent way?
- D) What can I learn from the media by listening to it? (APPLY IT!)
– What can I learn from listening?
– Which media are designed to be listened to?
– What can I learn from the media by listening to it? I.e. what does the media do for me?

Resources / Activities:

- Schafer, R. Murray, "Ear Cleaning" (text)
- "I like noise", poem
- The art of foley –
- *Peter and the Wolf*
- *Star Wars* music

Enduring Understanding 3: I can create/produce a variety of media that manipulate sound.

- A) Why am I creating and who is it for?
 - Why am I creating this product?
 - Who is my audience?
 - Scope? Mass vs. Interpersonal

- B) What medium best suits my purpose and audience?
 - What techniques do I need to utilize to create this product?
 - What tools and skills do I need to create this product?
 - What is the best way to present my ideas?

- C) What process will I use to plan and create a clear and coherent product that...?

- D) How do I present something so that it will have the appropriate impact/the audience will listen appropriately?

Resources / Activities:

- Terry O'Reilly "The Age of Persuasion", CBC Radio One
- The Edge: The Ongoing History of New Music

Enduring Understanding 4: I recognize my strengths and weaknesses in interpreting a variety of media texts (Metacognition)

Strengths

- What are my strengths as a listener?
- What is the strongest component of my product and why?
- What strategies did I successfully use...?
- What am I most proud of?

Weaknesses

- For me, what do I find the most difficult part about listening?
- What is a weakness with my media product?
- What am I least satisfied with?

Next Steps

- How can I improve as a listener?
- What strategies do I need to improve in order to create a quality media product?

Specific Strategies

- Ticket out the door
- 3, 2, 1: 3 things you did well, 2 things to improve on, 1 actions to take to improve