



Media Violence

How can we support our Young Learners

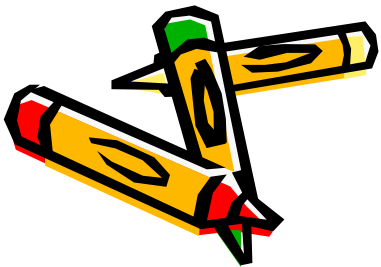


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Learning Target

- We will learn strategies for supporting young students as they develop critical media literacy skills



W a t i s



m e d i a

l i t e r a c y





It is **NOT**:

- media bashing...

...but it does involve taking a critical stance with respect to media

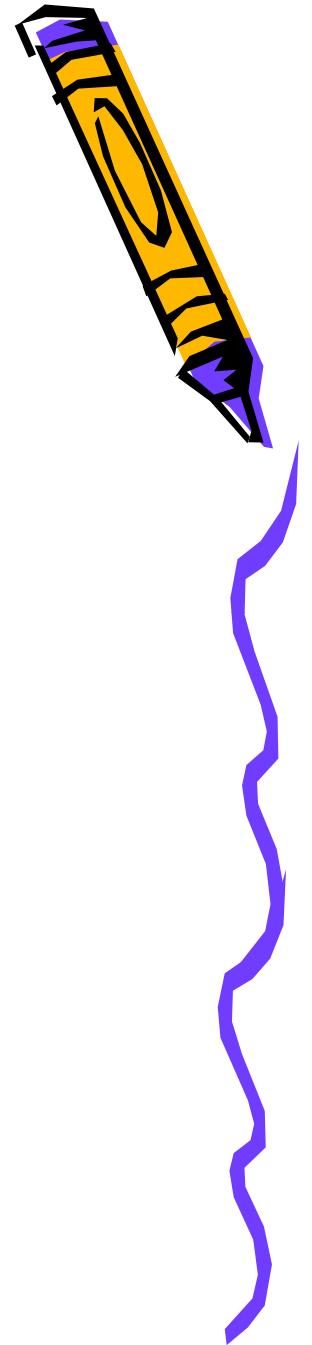




It is **NOT**:

- just about production...

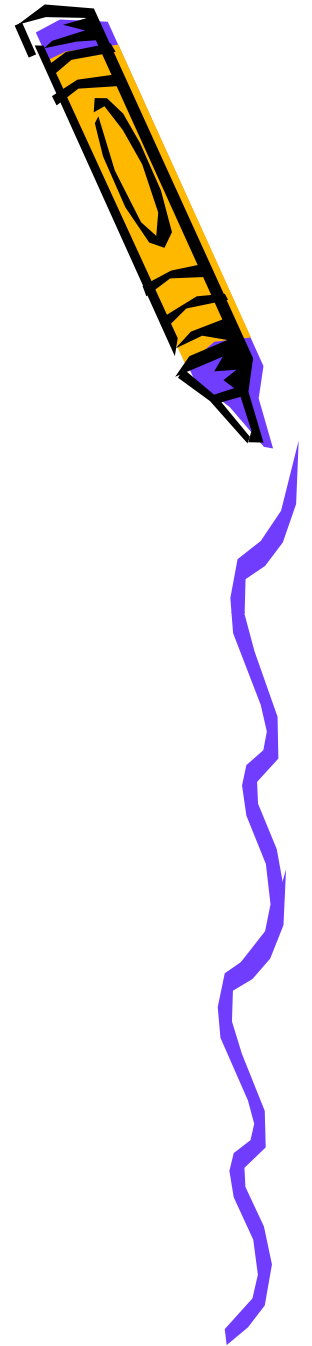
...but it does include media production





It is **NOT**:

- teaching *through* media...
*...but it is teaching about
media*



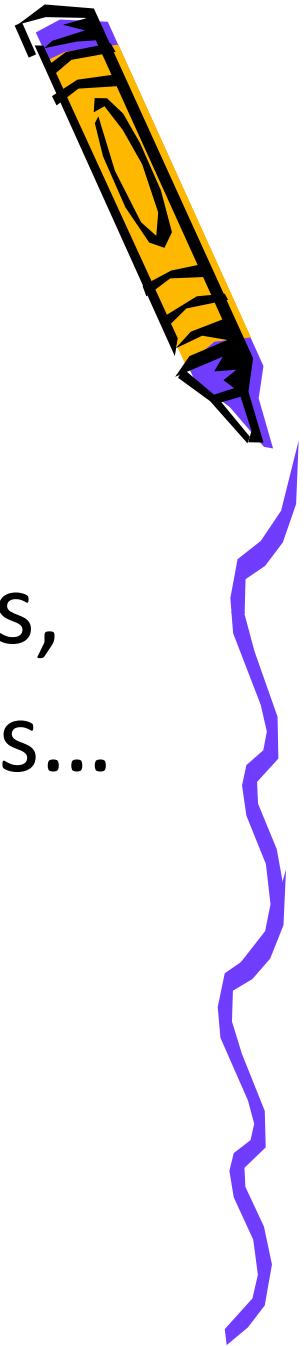


It is **NOT**:

- telling students “Don’t Consume”

...but equips students with the knowledge and tools to “Consume Wisely”

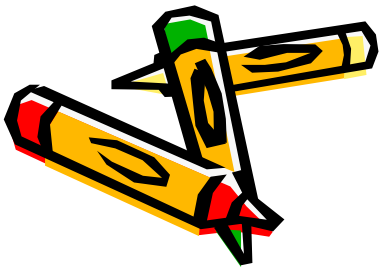




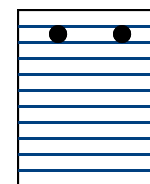
It is **NOT**:

- simply searching for stereotypes, misrepresentations and agendas...

...but questions how these come to seem “normal”



What is violence?



intimidation

fear

power

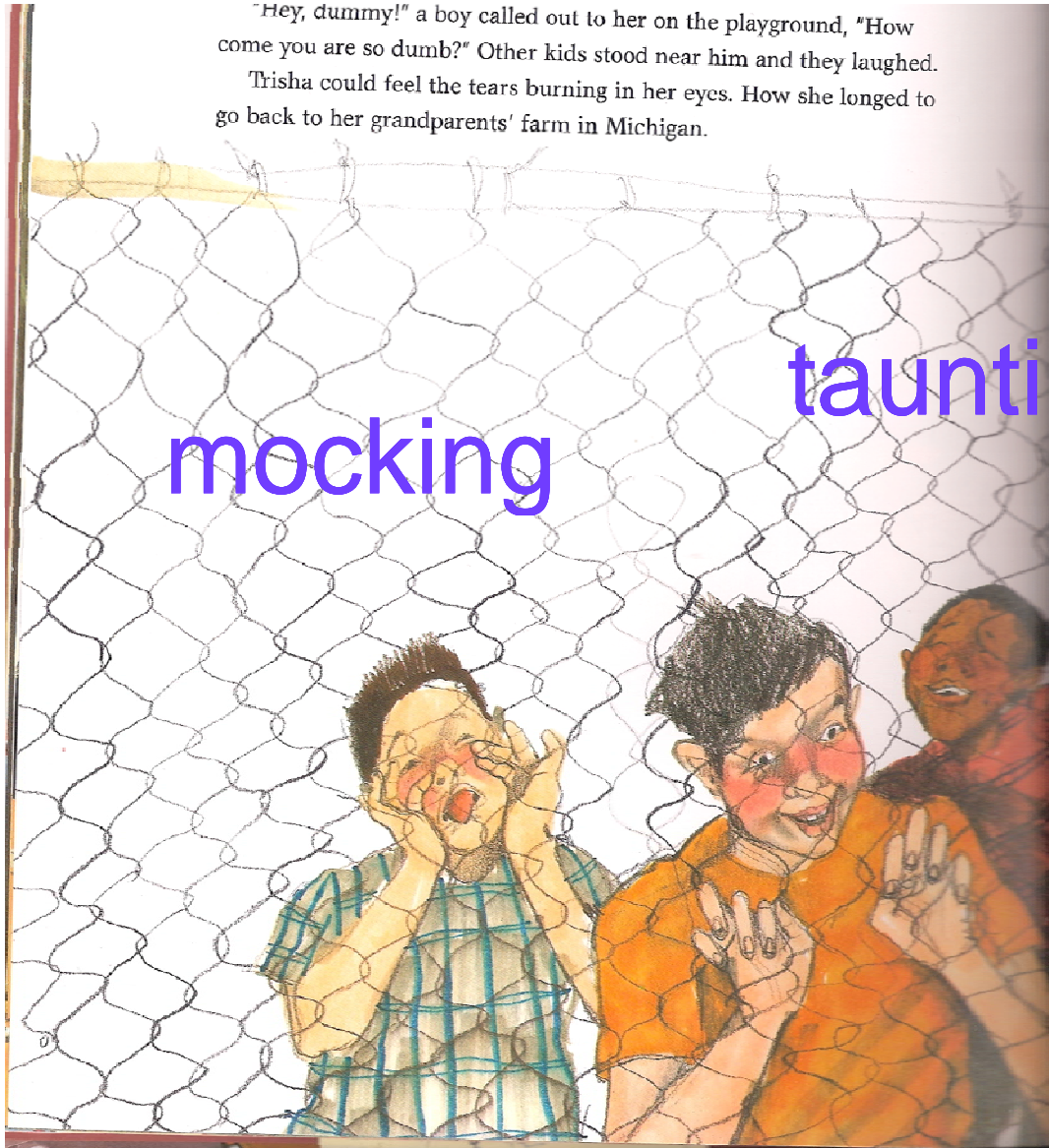




safe unsafe teasing joking

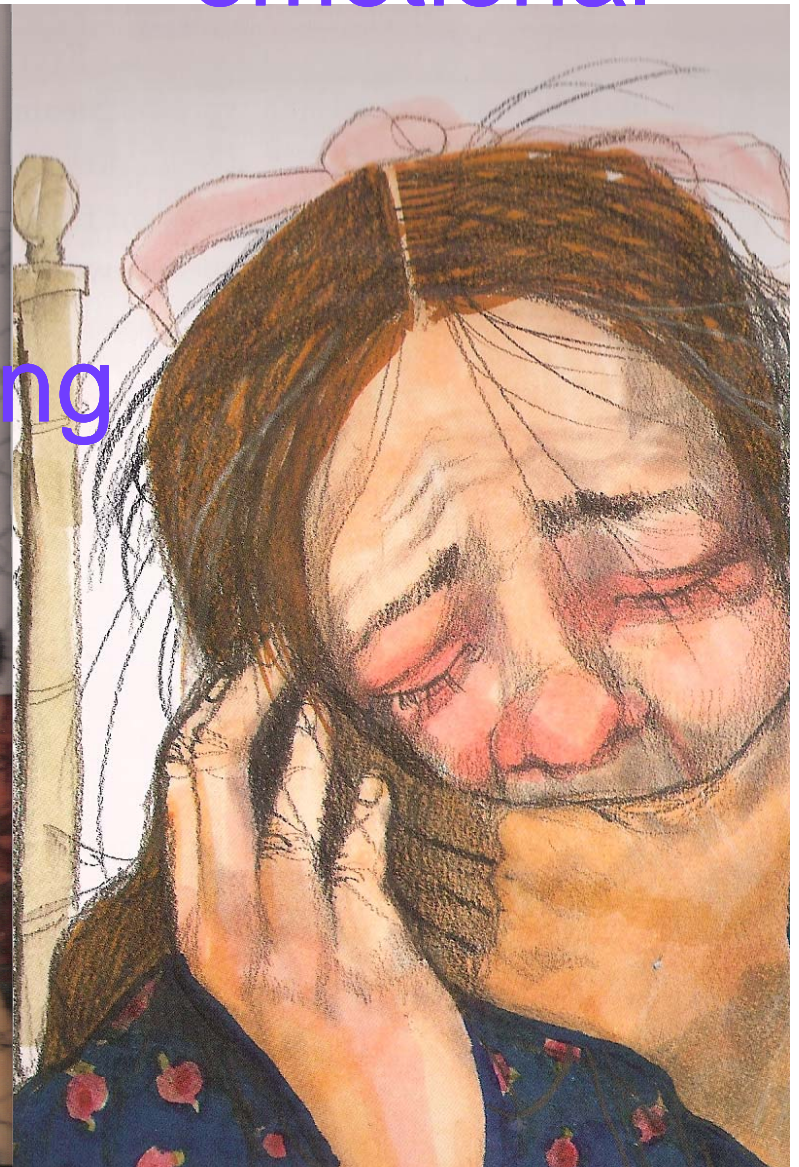
emotional

"Hey, dummy!" a boy called out to her on the playground, "How come you are so dumb?" Other kids stood near him and they laughed.
Trisha could feel the tears burning in her eyes. How she longed to go back to her grandparents' farm in Michigan.



mocking

taunting



bullying

teasing

killing





dark looking up

frown

Key Concepts

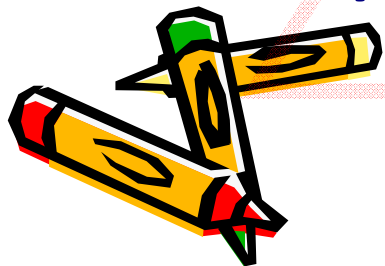
1. **Media construct versions of reality**

2. **Media contain beliefs and value messages**

3. **Audiences negotiate meaning from media**

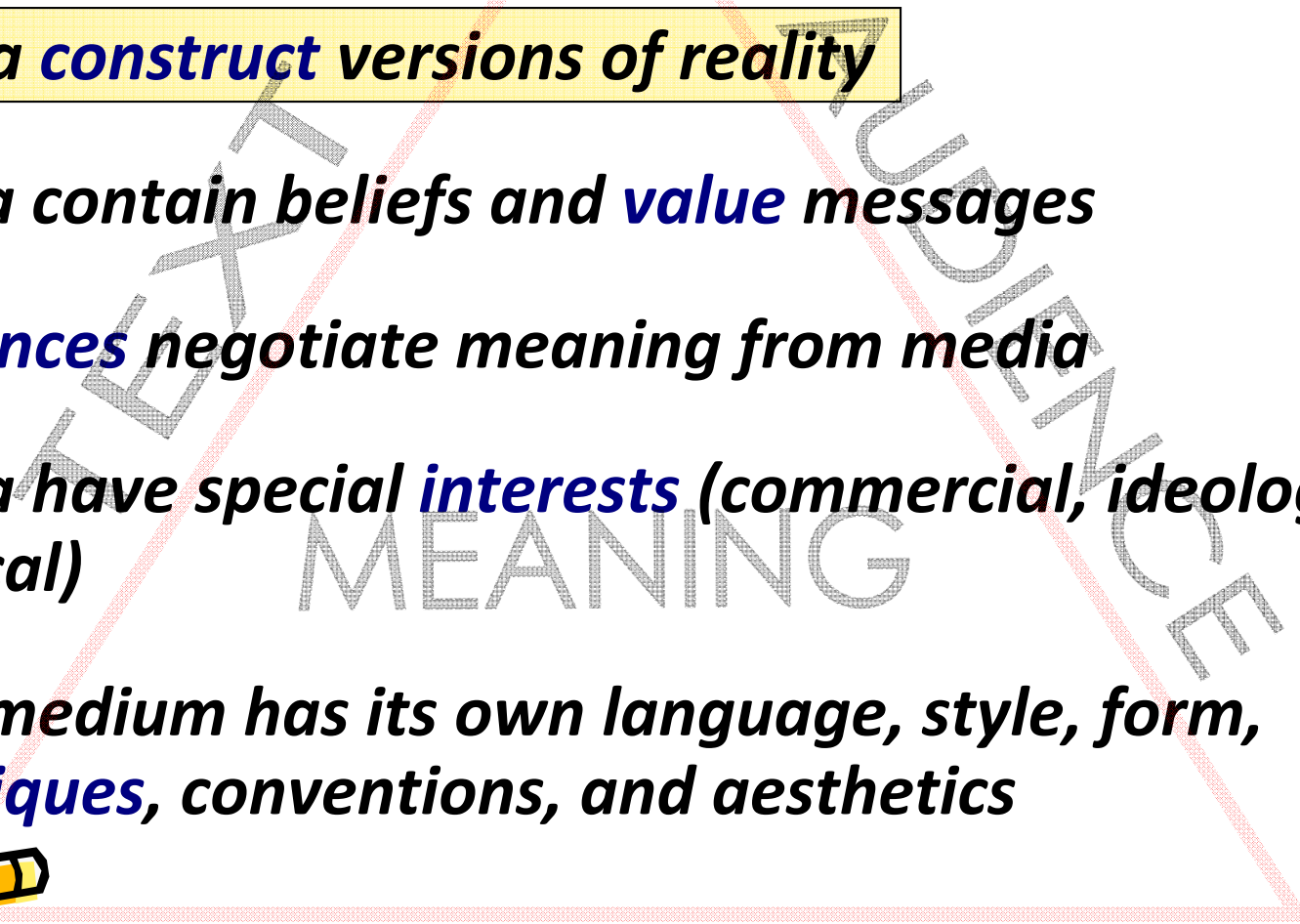
4. **Media have special interests (commercial, ideological, political)**

5. **Each medium has its own language, style, form, techniques, conventions, and aesthetics**



PRODUCTION

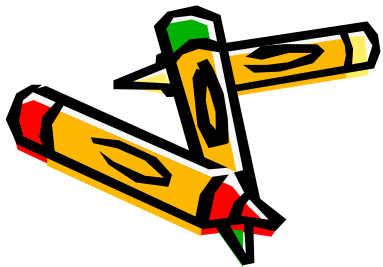
MEANING



GOOD



BAD



Key Concepts

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PRODUCTION

MEANING



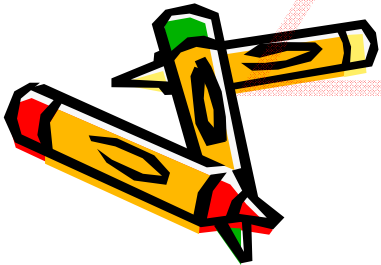
Spider-Man 2 Enter: Electro developer: Vicarious Visions publisher: Activision

MOON GAMEWALLPAPERS.COM



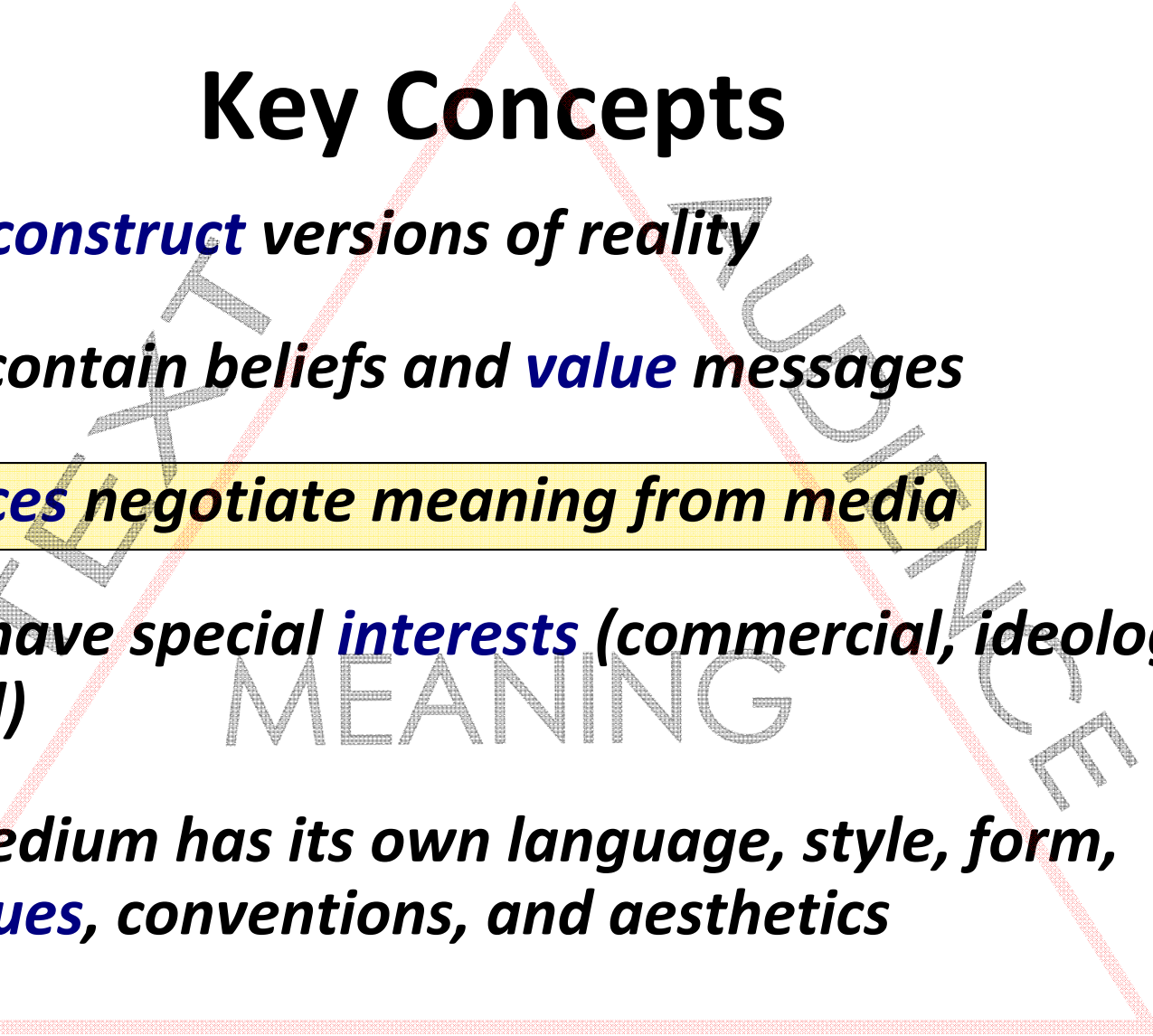
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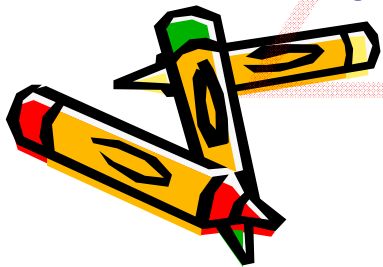
MEANING





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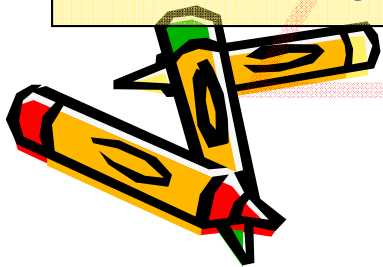
PRODUCTION



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PRODUCTION

MEANING

TEXT AUDIENCE

POW!

