Making Media Manageable:

A Public Awareness Campaign How-to







The Learning Materials is a division of LEARN, funded by the Ministère de l'Éducation, du Loisir et du Sport du Québec through the Canada-Québec Agreement for Minority Language Education and Second Language Instruction.



This project was funded by:

- 2002/2003 Professional Development and Pedagogical Innovations Grant by the Ministère de l'Éducation, du Loisir et du Sport du Québec
- Learning Materials, a division of LEARN

Copyright ©2006 LEARN. All rights reserved. No part of this publication other than the Tools for Students pages may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without prior written permission of LEARN through the Learning Materials Division.

Printed in Canada in the 1st semester of 2006 Imprimé au Canada au 1^{er} trimestre 2006

Legal Deposit Bibliothèque nationale du Québec, March 2006 National Library of Canada, March 2006 ISBN 0-9780289-0-8

Making Media Manageable

Overview	4
PEP Connections	5
Preparing the Campaign	8
Brochure or Pamphlet	10
Public Service Announcement (PSA)	13
nteractive Display	16
Resources for Teachers	20
ools for Students	21
Brainstorm!	22
Project Map	23
Project Timeline	24
Project Planner	25
What makes a good?	26
Research Notes	27
What makes a good brochure?	28
Brochure Design and Layout	29-37
What makes a good PSA?	38
PSA Production Planner	39
Storyboard	40-41
What makes a good Interactive Display?	42
Interactive Display Planner	43

Credits

Editor in Chief: Michel Lafontaine Project Coordinator: Stephanie Vucko Content Development: Shelley Longney, Tim Romanow , Sharon Woodman Instructional Design: Sylwia Bielec, Josie Salvatore Subject-Matter Expert Review: Karen Rye Linguistic Review: David Mitchell Graphic Design: Maryse Boutin, Mélanie Chabot - Turbine graphique Edits: Doris Kerec, Ginette Latulipe Printing: Imprimerie GG inc.

A Public Awareness Campaign How-to

Overview

This project is the result of work initiated by teachers from Central Québec School Board: Shelley Longney and Tim Romanow. Throughout this document you will see the processes Shelley and Tim used to guide their students in developing a Public Awareness Campaign. These processes are highlighted for you in boxes titled "Shelley and Tim's Story." Also provided for you are: links to the QEP, tools suggested to guide students in a similar media-based learning process and pedagogical suggestions. We hope you have as much success with launching a pub-<u>lic awareness ca</u>mpaign as Shelley, Tim and their students did.





Overall Project Description

One of the challenges of learning about information and research is communicating the results. Many questions arise. How to communicate? To whom? For what purpose? Mounting a real multi-modal public awareness campaign in your school is one real-life way to introduce students to a variety of ways of communicating information for a specific audience and with an intended purpose. Using multiple communication modes allows students to experience how information can be transformed into a message, and how that message can be disseminated in different ways. The main goal of this project is to take students through the process of making media to communicate a specific message about an issue that is deemed important to the community by creating an awareness campaign.



What is a public awareness campaign?

A public awareness campaign can be described as a series of communications in a variety of modes that all focus around the same issue. For instance, the Canadian government's anti-smoking campaign includes posters, television spots, a website and a pamphlet with information about how to quit. Some campaigns also include a guest speaker, or a series of activities in a specific timeframe (e.g. Black History Month). The goal of an awareness campaign is to bring an important issue to the attention of the people most affected by it or in a position to do something about it.

QEP Connections

This project is rooted in the Québec Education Program. Arising out of the Broad Areas of Learning, specifically Media Literacy, and engaging all Cross-curricular Competencies, the activities that make up the project lend themselves easily to content from the Subject Areas, and specifically address competencies from English Language Arts, Français, langue seconde and the Arts.

Broad Areas of Learning (BAL)

The five Broad Areas of Learning (Health and Well-being, Personal and Career Planning, Environmental Awareness and Consumer Rights and Responsibilities, Media Literacy, and Citizenship and Community Life) represent the main lenses through which to view our world. Exploring each BAL leads to the discovery of important issues confronting our society today, many of which are of direct interest to students. A multi-modal awareness campaign can be structured around any issue that emerges in a classroom or school. For instance, if students are concerned about the natural environment of their region, an issue arising out of the Environmental Awareness and Consumer Rights and Responsibilities BAL, they can focus on different ways of preserving that environment through concrete actions, such as reducing energy consumption, recycling and reusing objects and resources. Educating others about these concrete actions can be the main goal of their awareness campaign.

i.

Cross-curricular Competency	To use information	To solve problems	To exercise critical judgment	To use creativity
In action during the	ley for- the	prob- come eness	rrious s and sctive They	on of such : risks ing in
awareness campaign	Students gather information from various sources when they do research on a specific topic or question. They put information to use in a new context during the production of the different components of the awareness campaign.	specific n. They he awan	n examining various pamphlets, PSAs and at makes an effective on these criteria. They	Students use creativity when engaged in the production of the various components of the awareness campaign, such as the brochure, PSA or interactive display. They accept risks and unknowns, especially if it is their first time engaging in media production.
Cross-curricular Competencies	gather information from various s ch on a specific topic or question use in a new context during the components of the awareness car	best to solv n concrete a reinvested	nt when uch as par for what i based on class.	dents use creativity when engaged in the producti various components of the awareness campaign, he brochure, PSA or interactive display. They accept unknowns, especially if it is their first time engagi dia production.
Real-life learning situations	tion ic to cont	ss how through will be	judgmer products su slop criteria eir opinion t eir with the o	creativity when omponents of th e, PSA or intera s, especially if it tion.
invariably engage all the cross-	orma becif iew of ts of	unity that v	cal j proc blop eir o rs w	vity nents A or ecia
curricular competencies as described in the QEP. Here is	a sp a r nen	iems inmr ins th	e critical media pro y develop give their o opinions w	reati , PS, , esp on.
a breakdown of each CCC	athei ise ir mpo	sk th com lutio	use of me They und giv	use c us con ochure owns, oductic
and the specific way in which	its grearclearclearclearclearclearclearclearc	dents ask therr in their comm with solutions npaign.	its us les of 's. The 't and t and s their	its u ious broc knov prod
it is engaged during this project.	Students gather information do research on a specific to mation to use in a new cont different components of the	Students lem in the up with s campaign	Students use critical judgme examples of media products s displays. They develop criteria product and give their opinion discuss their opinions with the	Students use creativity wher the various components of t as the brochure, PSA or inter- and unknowns, especially if media production.

Subject Areas

In the Subject Areas, the most obvious links are found within English Language Arts and Français, langue seconde, with some pertinent links to the Arts (see table below). However, depending on the issue chosen by your class or school, other subject-specific competencies can be developed through the awareness campaign project.

Subject-Specific Competencies

English Language Arts

- To read and listen to literary, popular and information-based texts
- ► To write self-expressive, narrative and information-based texts
- To represent her/his literacy in different media
- To use language to communicate and learn

Français, langue seconde

Interagir en français en se familiarisant avec le monde francophone / en découvrant le monde francophone par ses textes et ses disciplines

ī.

Produire des textes variés

Arts Education - Visual Arts

- To produce media works in the visual arts
- To appreciate works of art, traditional artistic objects, media images, personal productions and those of classmates

Arts Education - Drama

► To invent dramatic scenes

Mathematics

- To reason using mathematical concepts and processes
- ► To communicate using mathematical language

To adopt effective work methods	To use ICT	To construct his/her identity	To cooperate with others	To communicate appropriately
Students adopt effective work methods when organizing, planning and monitoring their project or production. They understand the larger picture of each task to be performed and are aware of the timeframe involved and the resources they will need.	Students use ICT when producing the brochure and when editing their PSA. Some students can also use ICT to design and produce their interactive display, or to make tables and charts to communicate specific information.	Students open up to their surroundings when examining an issue in their community. They become aware of their place among others as they work together to find solutions to problems or to produce media messages. They make use of their personal resources during the project and become aware of their strengths and limitations.	Students work in small groups and in the larger context of the class as a whole. They assess their contribution to the group as well as that of their peers.	When conducting an awareness campaign, students estab- lish the purpose of their communication and the intended audience. They examine the characteristics of their audience and tailor their production accordingly. They explore how dif- ferent modes of communication can convey different aspects of their message. They carry out their communica- tion by producing different media products.
1			1	

How they are developed through the project

- Students read and listen to literary, popular and information-based texts when they are doing research, examining brochures and pamphlets, watching PSAs and commercials.
- Students write self-expressive, narrative and information-based texts when:
 a) writing the copy for their brochure and
 b) writing instructions or slogans for their Interactive Display.
- Students represent their literacy in different media when producing the brochure and PSA.
- Students use language to communicate and learn when doing research, as well as when planning, conferencing, reflecting, discussing and brainstorming.
- Les élèves interagissent en français en se familiaristant avec le monde francophone lorsqu'ils regardent des messages publicitaires à la télévision, explorent des sites Internet et lorsqu'ils examinent des brochures ou des dépliants.
- Les élèves produisent des textes variés lorsqu'ils produisent leur dépliant et leur message.
- Students produce media works in the visual arts when they use media language in the design and production of the PSA.
- Students appreciate works of art, traditional artistic objects, media images, personal productions and those of classmates when watching and critiquing their classmates' PSAs.
- Students invent dramatic scenes if their PSA includes a narrative dramatic component.
- Students reason using mathematical concepts and procedures in the design and interpretation of a survey. They communicate using mathematical language when they produce mathematical messages such as graphs and tables.

shelley and Tim's story

helley and Tim are two Cycle 3 teachers at Everest Elementary School in Québec City. For a few years now, they have been increasingly concerned with the health of their students in terms of their fitness and nutrition. Their Cycle Team has decided that this issue would be a primary focus this year. Shelley and Tim begin by raising awareness as to the students' existing levels of fitness and health through daily food and exercise logs as well as a health questionnaire that explores current knowledge that students have about the issue. The Phys. Ed. teacher is involved as well, administering the fitness test and discussing individual fitness plans with students. Everyone is excited about this issue, as it touches each student and their families! Students begin to feel empowered that they can take control of their own fitness through concrete actions such *as exercise and food choices. They explore other* health issues that are important to them, such as smoking or fast food. But what about the rest of the school? How to share this new information with other members of the school commu-

Shelley, Tim and their Cycle 3 students decide to wage a Public Awareness Campaign to inform people about health and fitness and to help them make better choices for themselves and their families. The campaign will have three parts – an information brochure, a video Public Service Announcement and an interactive display during a Health Fair to be held in the school as the grand finale.

Preparing the Campaign

Finding an Issue

In order to create an awareness campaign, your students have to decide on an issue around which to rally. You can choose to allow the issue to emerge through student brainstorming and discussion, or you can direct students' attention to events or situations going on in the school, community, town, city – the world! Because the campaign spans a fairly long time in the school year, it is important to choose an issue that will keep students motivated for many weeks. Issues can be big or small, as long as they are motivating for your students.

Ways of deciding on an issue include:

- Brainstorming as a class on a large sheet
- Looking through newspapers and clipping out articles every day for a week
- Looking online every day and keeping track of important events
- Looking through magazines for articles and images
- Brainstorming in small groups and having each group informally explain one idea to the class
- Deciding by consensus or by vote

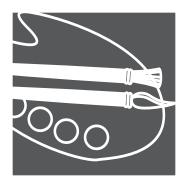
Sample issues include:

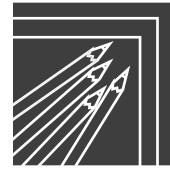
- Waste (Reduce, Reuse, Recycle)
- Pollution (air, water, soil)
- Nutrition (food choices, obesity, media)
- Physical Fitness (sports, physical activity)
- Body Image (eating disorders, psychological trauma, peer group, media)
- Health (diseases, allergies, chronic conditions, prevention, treatments)

Research Phase

Once your class has chosen an issue, it is time to explore in depth. What questions do students have about this issue or what interests them about it? To what are they drawn most about this issue? Below, you will find a suggested classroom process for the research phase.

Activity or project phase	Students plan out their research process, including the types of sources they will consult. They consult sources and take notes for each source, including bibliographic information. They examine their chosen questions or ideas and make sure that what they are finding fits in with their chosen focus.	Suggested tool	Brainstorm page 22
Activ	Some student research will go beyond the consulting of existing sources. Some students may explore surveys as a way of gathering primary information about an issue that affects their classmates, fami- lies or community.		
	Brainstorm the issue you have chosen as a class on large paper. Leave the brainstorm up on the wall throughout the project.		
	Students select a specific angle on the issue chosen by the class and work in pairs to brainstorm ideas and questions that they have. Ex.: if the issue chosen was Physical Health, some students might look at smoking, others at healthy eating, etc. Students then narrow down their brainstorm into a few main ideas or questions.		Focus 3 (2003) Tools page 118







A Brochure <u>or Pamp</u>hlet



Description

Brochures and pamphlets are some of the most common forms of advertising and communication around today. They not only serve the needs of advertisers, but can also convey useful, precise information on a variety of subjects related to health, safety and the public good. Some examples include the recycling pamphlets distributed by cities and towns or the pamphlet about the flu vaccine that appears in CLSCs around November. Scout troupes and summer camps also publish pamphlets. Brochures or pamphlets are mainly characterized by the following attributes:

- A clear message
- A specially planned layout, typography and illustrations
- A versatile one-piece format, often with folds to create several panels

Purpose

Brochures and pamphlets are used when important information about a specific topic needs to be conveyed quickly to a specific target audience. The main purpose is to inform and educate and, in the case of advertising brochures and pamphlets, to sell a product or a service.

Mini-lesson ideas

- Changing the font on the computer
- Writing a catchy slogan
- One picture, one word
- Layout basics on the computer
- Bibliography / citing sources

> In the classroom

Together as a class, look at and discuss several of the professional brochures available in your community. These could be from the local clinic, nurse's office, local offices as well as the camp and scout brochures that can be found in your school.



Discussion can be focused around the following questions (order is not really important):

- Message What message is the brochure or pamphlet trying to convey? How does it convey its message? What are the most important parts of the brochure? How do we know that they are important? What kind of message is it?
 - Layout Examine the typography. What fonts are used? Are they large or small? Thin or thick? Why were those fonts chosen? What messages do different fonts convey? On the computer, play with different fonts and discuss what nonverbal information they can convey. For example:

Solid

Delicate Wanted Comics

Classic

What are some of the different sections of text? What makes them different from each other? Why are they different?

Look at the illustrations in the brochure or pamphlet. Are they photographs, drawings or shapes? Graphs or tables? Where are they placed (in relationship to the text)? How big or small are they? What amount of the space do they take up? How do the illustration and the text go together?

- Format Does the pamphlet have one page, 3 folds, 2 folds, and one panel only? Why was that format chosen? What are the benefits of such a format? Why is it convenient? What are the drawbacks? What makes it inconvenient?
- Audience Who is being addressed through the brochure or pamphlet? Who is the target audience? How do you know? What clues are there which lead you to figure out the target audience?
- Purpose What is the intention behind the pamphlet? What is the pamphlet urging you to do? What action does it want you to take? Does it want you to buy something? Go somewhere? Do something differently? Not do something?



helley and Tim were ready to have their students put their research findings to use in the first phase of the Health Awareness Campaign that they were waging at Everest Elementary School. Activity or project phase

criteria.

Working in groups of two, students transformed the information they had gathered and distilled it into a brochure format using the wordprocessing program on the computer. They looked at other nutrition and health brochures that they had collected from the pharmacy, from clinics and from the nurse's office. Then, as a class, they brainstormed criteria for what makes a good brochure. These criteria would be used to create a checklist that the students could use for self-evaluation of their first and subsequent drafts.

Students used a paper outline to brainstorm the layout of their brochure, keeping things rough. This outline later served as a guide when they were creating their brochures on the computer. Their first draft was printed and together with another group, they examined their brochures in light of their checklists. Back to the drawing board for some groups and some finishing touches for others!

Production of the brochure

Based on your discussion, establish Building criteria: Suggested tool criteria for what makes a good brochure. What makes Your students will use these criteria as a good they design and produce their own Brochure? brochure. page 28 Students work in groups of 2 to plan Project out the different parts of the brochure Planner production process. page 25 Brochure storyboard Students examine the information they have collected in the research phase and page 29 :hure Design and Layou see how this information can be transformed for their brochure. This is the phase where students make graphs using statistics, find illustrations and come up with interesting and appropriate ways of sharing information in a brochure format. Students also sketch out a layout of their brochure which they will then use when working on the computer. Students work on the computer to produce their brochure. They experiment with layouts and fonts to find the one that best suits the message they want to communicate. Students print out a first draft of their What makes brochure and conference with peers or a good with their teacher to see how they have __? or have not met the criteria they had page 26 established as a class. Students take their annotated draft and re-work it to produce a final version, which they compare to the established

Public Service Announcement (PSA)



When thinking about video production with students, the link to commercials is made quickly in our minds. However, if the idea of sales and selling isn't the point you are trying to get across but you would still like to work on communicating with media, consider public service announcements (PSA) as a less business-oriented choice for students. In the world of television and radio, a PSA is an announcement serving the public interest and run by the media at no charge. For example, a utility company might do a series of PSAs on the subject of saving energy in the home. Or think back to the Participaction spots on television that encouraged us to lead more active lives.

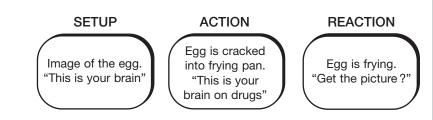
Public service announcements are mainly characterized by the following attributes:

- A clear, concise message with no superfluity in terms of words and visuals (called 'tight' in the industry)
- Matching visuals with audio (words and images) in the case of a video PSA
- A setup, action and reaction*
- Brevity they are usually approximately 30 seconds in length

* Example:

Who can forget the famous anti-drug PSA:

"This is your brain. This is your brain on drugs. Get the picture?" This is how it breaks down in terms of setup-action-reaction:



Purpose

The main purpose of a PSA is to inform the public via television or radio with the intention of changing behaviour and thus contributing to the common good of society.

Mini-lesson ideas

- Camera shots
- Using the video camera
- Using editing software



In the classroom

Bring in and watch PSAs and commercials that are aired on television today (or see the resources section for some free materials available on the web). You can even get students involved by having them tape PSAs and bring them in.

Discussion can be focused around the following elements:

- Message What message is being communicated? How is the message being communicated? Try to discern the setup, the action and the reaction in each PSA or commercial viewed.
- Media language Explain visual and non-verbal communication, what it means to tell a story with a picture, or with many pictures. Have students cut up magazines or download a picture from the Internet that they find really powerful and discuss why.
- Camera shots What is a camera shot? How many different shots are there in a commercial or PSA? What kind of camera shots are they? (This can also be the topic of a mini-lesson, with still examples.) How do different camera shots make you feel? What atmosphere do they create? Focus on camera technique.
- Media effects Are there media effects (also called special effects) in the PSA? What do they add to the message? What would the commercial or PSA be like without these effects?
- Audio What do you hear in the commercial or PSA? What words? What music? What sounds? How do the words, music and sounds contribute to the overall message?
- Audience Who is the audience for this PSA or commercial? How do you know? What specific clues are there?
- 7

Purpose – What is the intention behind the PSA? What is the PSA urging you to do? What action does it want you to take? Does it want you to buy something? Go somewhere? Do something differently? Not do something?

Recording PSAs at home -TIPS

- Tape during the afternoon, right after school when children's programming is on.
- Tape one channel for about 2 hours. There will be at least one PSA in that timeframe.
- Do not try to tape just the PSA, as you will cut off most of it —PSAs are often too short to tape selectively

Production of the PSA

Based on your discussion, establish criteria for what makes a good PSA. Your students will use these criteria as they design and produce their own PSA.	Suggested tool	Building criteria What makes a good? page 38
Students brainstorm different ideas for their PSA and decide on one idea to develop.	S	Brainstorm page 22
Use a planner to plan out the whole process of producing a PSA. Model it and have students work in their groups to fill it out. Students work in groups of 2 to plan out the different parts of the PSA production process.		PSA Production Planner page 39
Students use a storyboard to create their message using visual and sound language. Show students an example of a story- board. They are encouraged to keep their storyboard rough and not worry about the quality of the drawings. Stick figures are fine! Storyboards should include audio and credits.		Storyboard page 40
Students examine their storyboards in light of the criteria estab- lished by the class. They conference with peers or with the teacher. They revise their storyboard if necessary.		Building criteria What makes a good? page 38
Based on your discussion, establish criteria for what makes a good PSA. Your students will use these criteria as they design and produce their own PSA.		
Students transfer their video footage onto the computer and begin editing. They are encouraged to keep editing simple and special effects to a minimum unless absolutely necessary to their message. Extra audio is added during the editing process and credits can be generated using the editing software.		
A class viewing is scheduled so that everyone can enjoy each other's productions. Peer and/or teacher evaluations can be conducted at this time. Viewers can also respond to a PSA using the response process.		PRODUCTION DIRECTOR CAMERA DATE SCENE TAKE

shelley and Tim's story

eeling a bit apprehensive, Tim and Shelley decide to plunge into video production. They are assisted by their school board's ICT consultant and local RÉCIT animator, who lent them a couple of video cameras and will be helping students with the editing process. The two teachers have found a website that has copyright cleared commercials and clips that they will show their students. The discussion that ensues is lively as students eagerly give their opinions on a media so well known to them as consumers. Tim and Shelley's challenge? To turn their cycle 3 consumers of media into producers of media! The first step is to establish as a class what makes a good PSA.

Students begin storyboarding. Some groups are using a storyboard template with lots of prompts, while others are working with blank models, depending on their level of understanding of the process. Their storyboards contain stick figures and are in pencil – this is not the time for comic book worthy artwork! After conferencing with the teacher, groups go back and add camera shots and angles to their storyboard. They are keeping it simple and using the Setup-Action-Reaction formula that ensures that the PSAs are manageable as well as effective.

The big day is finally here! Students are excited as they pull down the blinds and dim the lights for a viewing session of their completed PSAs. The smell of popcorn fills the air, making the atmosphere even more festive as students turn their classroom into a movie theatre.

Interactive Display

> Description

An interactive display presents information visually as well as offering the opportunity for the visitor to interact with the information and to be actively involved in constructing his or her understanding of an issue. At school, science fairs abound with such interactive displays. In the community, we find interactive displays at conferences, county fairs and other exhibitions or shows.

Interactive displays are mainly characterized by the following attributes:

- Clear message
- Important visual component
- Engaging for the visitor

> Purpose

The main goal of an interactive display is to engage the visitor with the intention of introducing him or her to a new idea, product, service or lifestyle.

Mini-lesson ideas

Play board games and discuss how to use the board game idea into an interactive display

©LEARN 2006 ing Media Manageable

In the classroom

As a class, take a look at the different displays that exist in the school, such as bulletin boards and library displays. Take a walk through the neighbourhood and photograph different displays you encounter. Have students bring in display images if possible or talk about displays they have seen.



Discussion can be focused around the following:

- Purpose What is the display for? What purpose does it serve?
- Message -- What message is it trying to communicate? Does it even have a message? How is the message communicated? What means are used?
- Interactivity What is interactivity? Does this display encourage interaction between the viewer and the display? Does it engage the viewer in some way? If not, can you think of ways that it can?
- Audience Who is the audience for this display? How do you know? What specific clues are there?

Visual component - How important is the visual component of the display? What is the display made of?



Production of the Interactive Display

Activity or project phase

Based on your discussion, establish criteria for what makes a good Interactive Display. Your students will use these criteria as they design and make their own display.

Working with their partners, students brainstorm different ideas for their interactive display. They choose their favourite. If they cannot choose, they can pick two ideas and write out the pros and cons of each idea. That may help them make their final choice.

Students use a planner to plan out the different steps needed to complete their interactive display. They sketch out roughly what their display will look like once they are done.

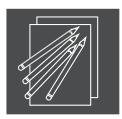
Students examine their planners and sketches in light of the criteria established by the class. They revise their sketch and ideas if necessary.

Students begin making their Interactive Display. Once they are done, they can show their display to another group in order to receive feedback. They can also conference with peers or with the teacher.

Students invite other classes, grades or schools to attend a fair, where they will be featuring their Interactive Display, as well as showing the PSAs and brochures. They hold a dry run as a class before opening the doors to their public.

The fair should be fun, a celebration of students' accomplishments!







Suggested tool	Building criteria: What makes a good? page 42	
S.	Brainstorm page 22	
	Interactive Display Planner page 43	
	Building criteria What makes a good? page 26	

Camera Shots

Camera Shot

Long Shot

The person or object in the shot (also called the 'subject') is surrounded by other material, which give it context. If the long shot is of a person, you will be able to see his or her whole body with background or foreground material around him or her.

Medium Shot

The subject of the picture has some other material around it which gives it further meaning. If the medium shot is of a person, you will see the upper body of the person with background or foreground material around him or her.

Close-up Shot

The subject of the picture is the only material in the picture. There is no other material to define the subject. If the close-up is of a person, you will see only the face or some other body part. A close-up shot usually carries more emotional weight, because the subject fills up so much of the frame. A close-up shot is literally in your face.

Extreme Close-up Shot

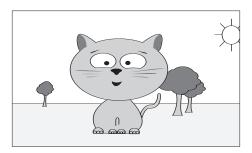
We see only a piece of the subject in the picture. When the subject is a person, this carries incredible emotional weight, especially if the focus is on the eyes.

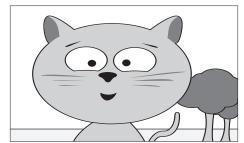
shelley and Tim's story

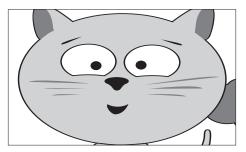
receive the second seco

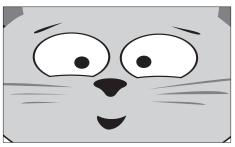
Some groups have chosen to design a game that visitors can play. Others are making large posters with intriguing questions. Others yet are preparing experiments or making models. They have chosen their interactive display ideas based on the criteria they developed for what makes a good interactive display. They also have to make sure that what they choose to make corresponds well with their topic or issue.

Visual









Resources for Teachers

Resources (Some resources include PSA and brochure samples)

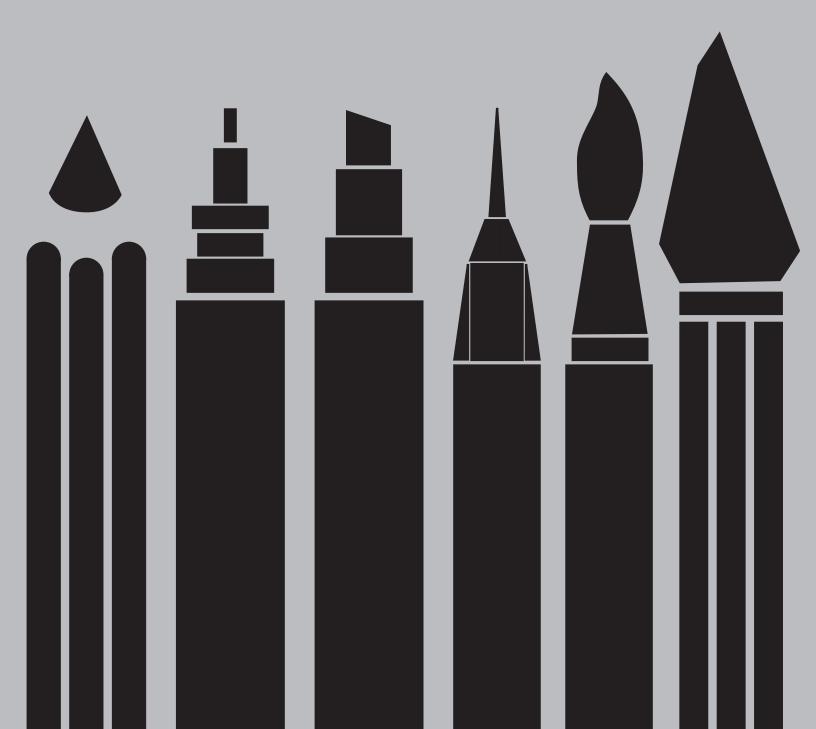
- Media Awareness Network http://www.media-awareness.ca
- Health Canada Youth http://www.hc-sc.gc.ca/jfy-spv/index_e.html
- Smoking (Health Canada) http://www.hc-sc.gc.ca/hl-vs/tobac-tabac/youth-jeunes/index_e.html
- Drugs PSA http://www.mediacampaign.org/mg/television.html

References

- Camera shot descriptions adapted from the Ontario Media Literacy Homepage
- http://angelfire.com/ms/MediaLiteracy/Camera.html

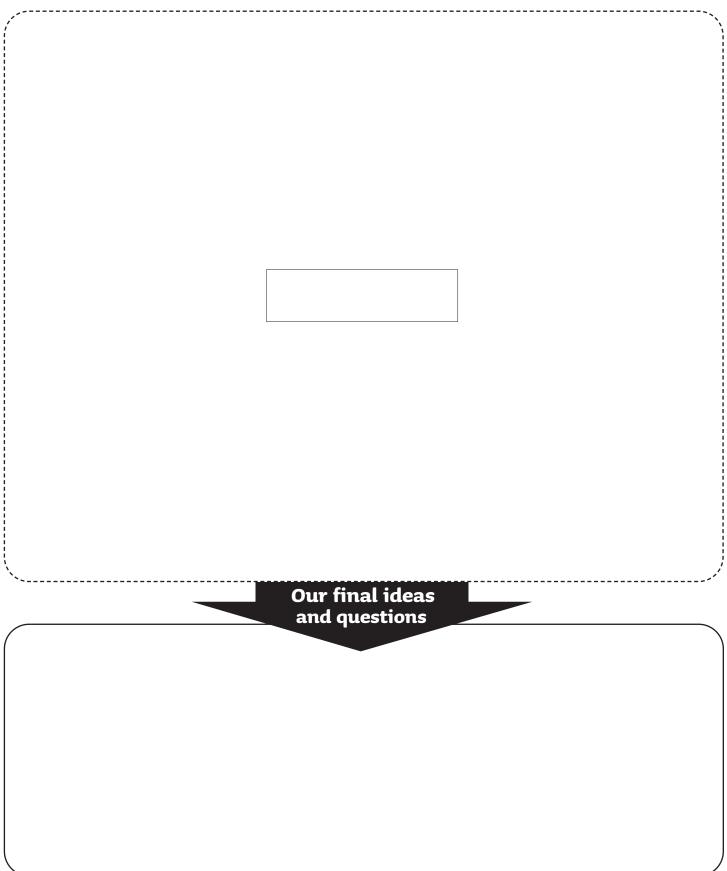


Tools for Students

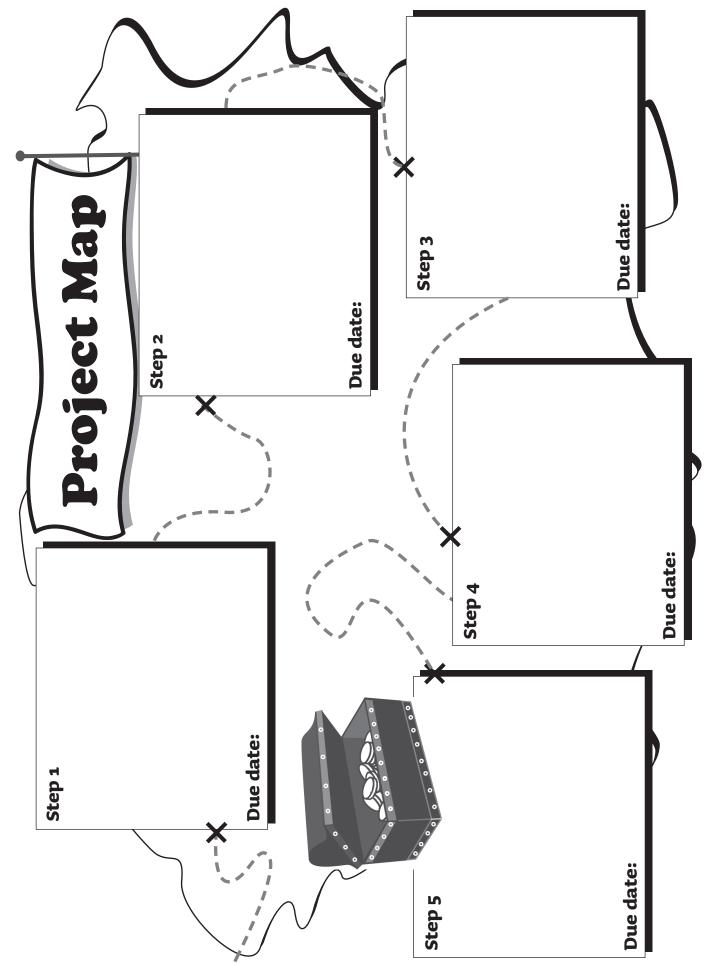


Names: _____ Date: _____

Brainstorm!







the plan rack with es it need vised?		
Revising the plan Are we on track with our plan? Does it need to be revised?	te 	Due Date
	Date	
hed, do.	Date	
u are finis ill need to		
when. When you are finished, for what you still need to do.		
do when. iter for wh	Date	
s you will a		
line what tasks sted. Use a		
to plan v e comple	Date	
Project Timeline Use the timeline below to plan what tasks you will do when. When you are finished, check off what you have completed. Use a highlighter for what you still need to do.		Start Date
TOJe the timeli k off wha	t	Star
Chec Use	Date	

Date:

Names:

Names: _____

_____ Date: _____

Project Planner

	Project title	
Step 1 What do we do first?	Step 2 What is next?	
What do we need?	What do we need?	
What is next?	What is next?	
What do we need?	What do we need?	
We're done!		

Names:	Date:
What makes a good	?
How do you know something is good or works well? Write the evaluation criteria for your in the spaces below.	How does your work measure up? Check to see if you have met the criteria or if you still need to do more work.
Criteria	Our / My Work
	· · · · · · · · · · · · · · · · · · ·

Conferencing with: _____ Date: _____

Names: _____

____ Date: _____

Research Notes

Taking notes while searching for answers

Questions I have about my topic: Title of source or URL: Author: Year: Notes Title of source or URL: Author: Year: Notes Title of source or URL: Author: Year: Notes		My topic:		
Author: Year: Notes			vic:	
Author: Year: Notes				
Author: Year: Notes				
Author: Year: Notes				
Title of source or URL: Author: Year:			Year:	
Title of source or URL: Author: Year:	Notes			
Author: Year:				
Author: Year:	•••••			
Author: Year:	•••••			
Author: Year:				
Author: Year:				
Author: Year:	•••••			
Author: Year:		Title of source or LIRL:		
Notes			Year:	
	Notes			
	NOLES			
	•••••			
	•••••			
	•••••			
Title of source or URL: Author: Year:			Voor	
		Authol.	real.	
Notes	Notes			
	•••••			
•••••••		•••••••••••••••••••••••••••••••••••••••		
		•••••••••••••••••••••••••••••••••••••••	••••••	

Names: _____ Date: _____

What makes a good pamphlet?

Use the criteria below when creating your pamphlet. Are there any other criteria you can think of?

How does your pamphlet measure up? Check to see if you have met the criteria or if your pamphlet still needs more work.

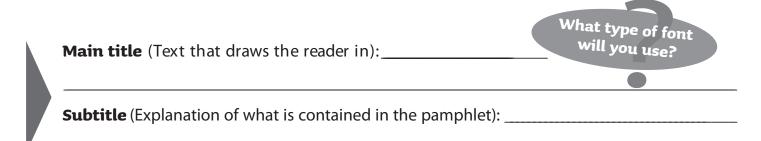
Criteria	Our pamphlet
The message (opinion) is clear to the reader.	
The information is organized and makes sense.	
The layout is interesting and eye-catching.	
Fonts have been chosen to add meaning to the message or layout.	
The illustrations go with the information presented.	
If quotes were used, credit is given to the source.	
Resources from books, magazines and websites are clearly listed.	
The pamphlet is free of errors, including spelling, grammar, punctuation and capitalization.	

Conferencing with: _____ Date: _____

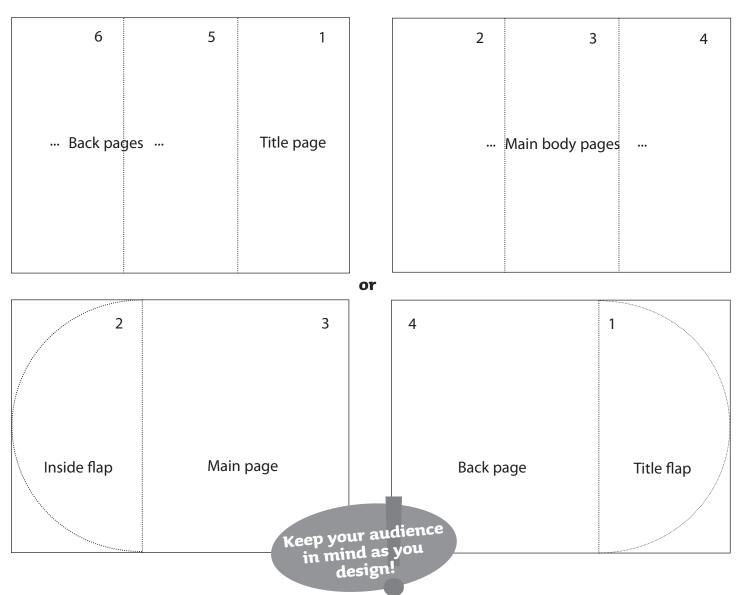
Names: _____ Date: _____

Pamphlet Design and Layout

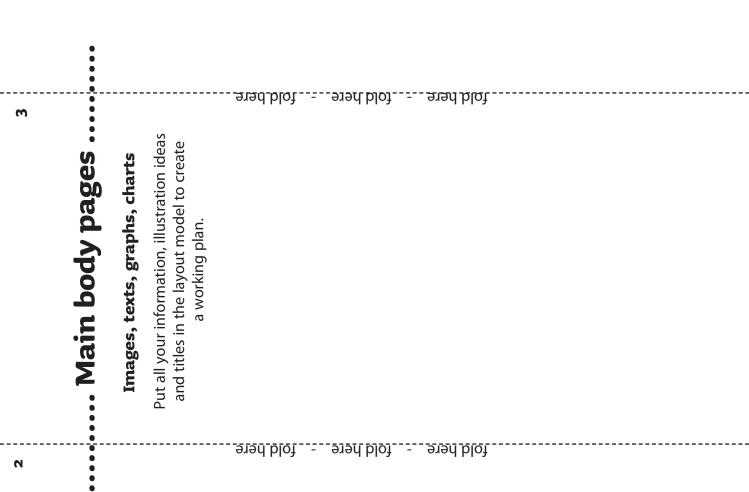
Before creating the final version of your pamphlet, use this design and layout tool to help you gather all your ideas, information and illustrations so that you are ready to go!



Put all your information, illustration ideas and titles in the layout model below to create a working plan.



1	Title page	Pamphlet Design and Layout	Main Title Text that draws the reader in.	Subtitle Explanation of what is contained in the pamphlet.		What type of font will you use?
 G			<u>fold here.</u>	<u>fold here</u>	fold here	
	•					
	: S	s or ere.				
	Back pages	Images, texts, graphs, charts, interesting lihks, books or resources would go here.				
 ы	ckŢ	exts, gr cing lihk es wou	<u>told here</u>	<u>fold here</u> -	əıəy ploj	
	Ba	nages, t interest resourc				
	•					



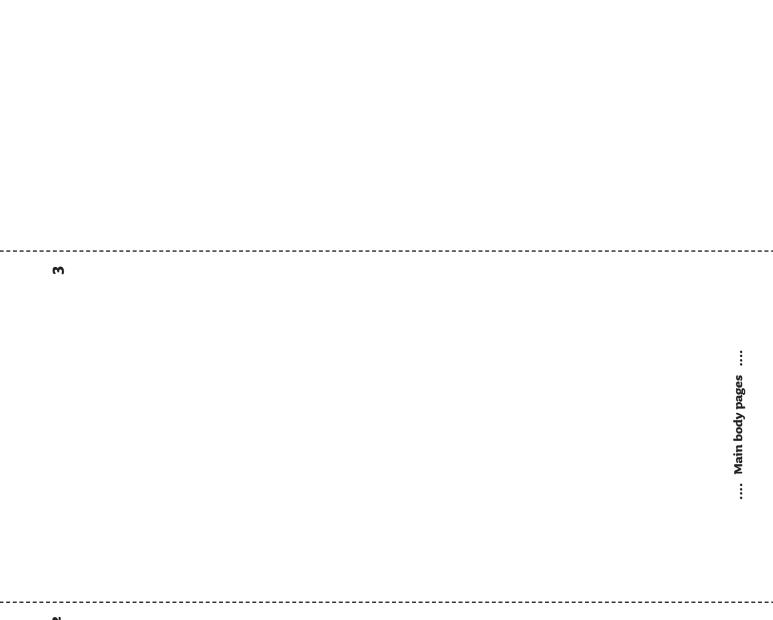


H

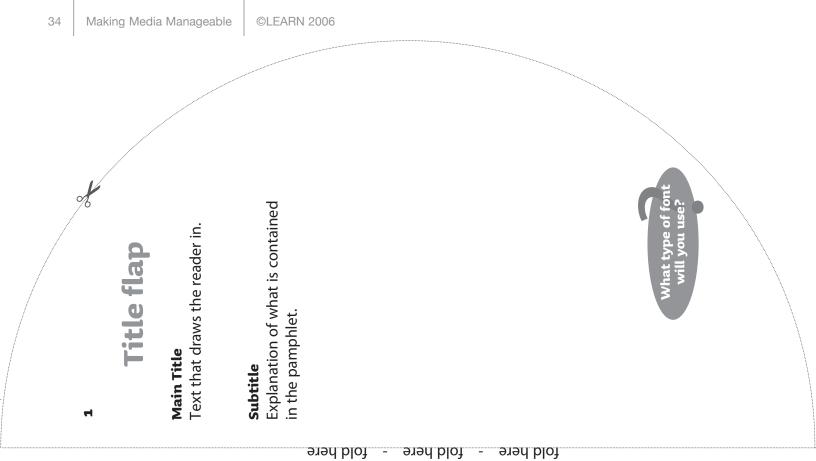
Title page

9

IJ

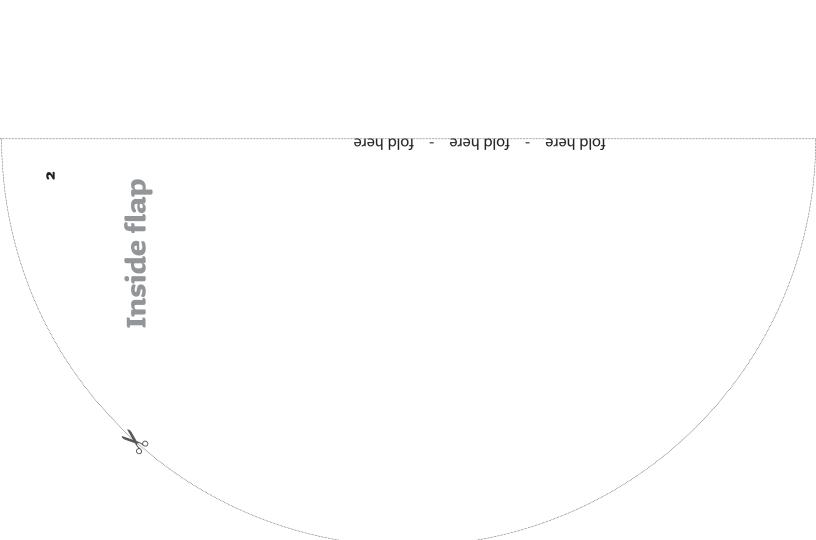


4



Back pages

Images, texts, graphs, charts, interesting links, books or resources would go here.

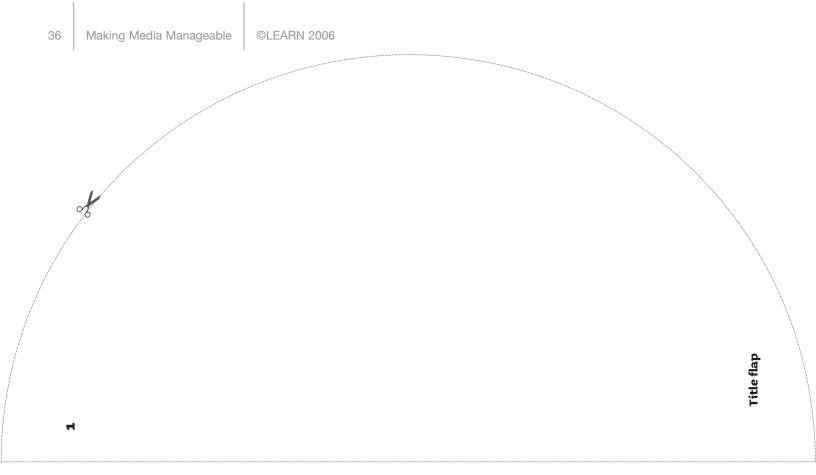


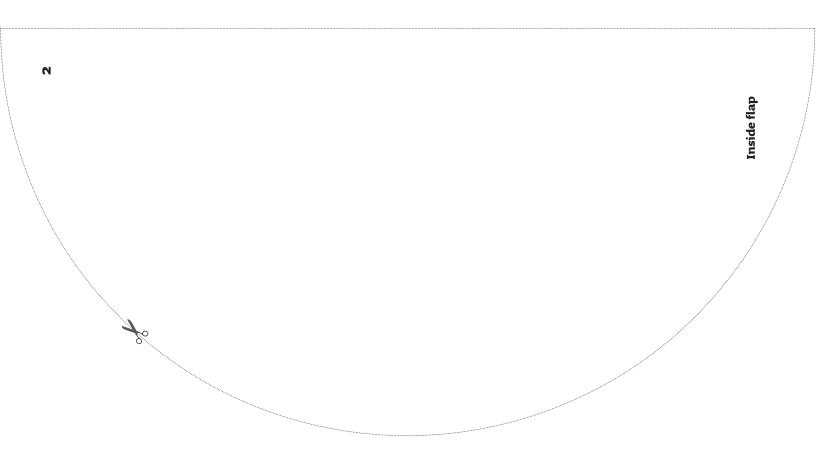
Main body pages

Images, texts, graphs, charts

Put all your information, illustration ideas and titles in the layout model to create a working plan.







Names: ___

Date: _____

What makes a good PSA?

Use the criteria below when creating your PSA. Are there any other criteria you can think of?

How does your PSA measure up? Check to see if you have met the criteria or if your PSA still needs more work.

-

Conferencing with: _____ Date: _____

Notes		

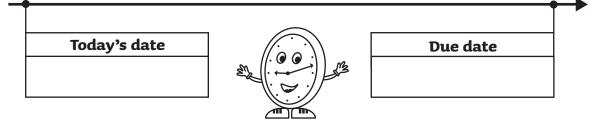
Names: _____ Date: _____

PSA Production Planner

(Public Service Announcement)

Timeline

When are things due?



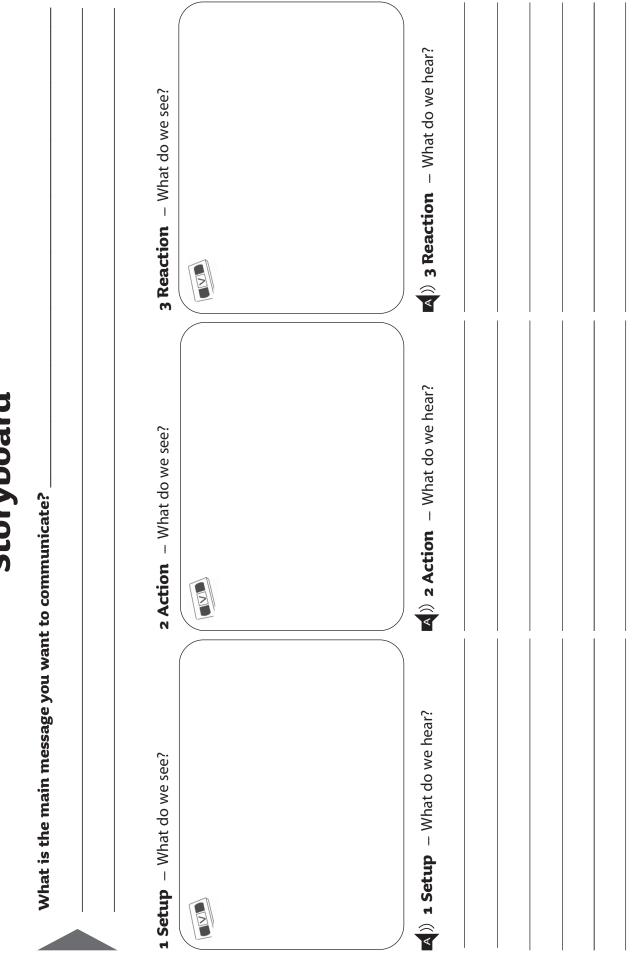
Props

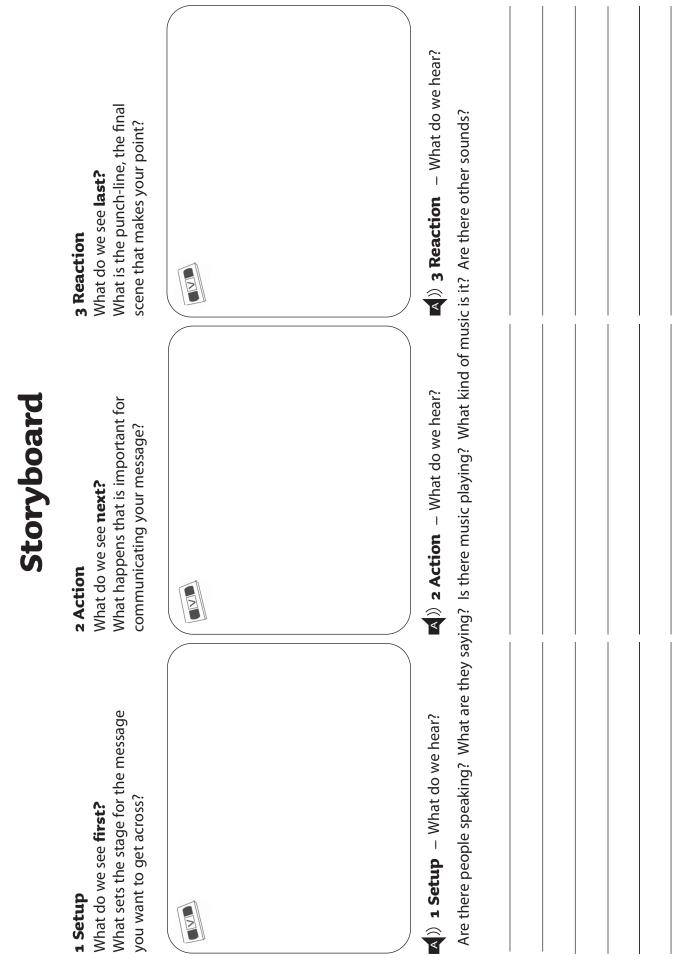
What objects and special clothing will we need?

	Who is bringing it?	
	Who is bringing it?	
Locations		
Where will we be videotaping?	Do we need permission?	
	No 🚺 Yes 🔄	
	No 🚺 Yes 🗌 ———————————————————————————————————	
	No 🚺 Yes 🛄 ———————————————————————————————————	

- No 🔄 Yes 🗌

___ Date: _





Date:

Names:

Names:

_____ Date: ____

What makes a good Interactive Display?

Use the criteria below when creating your Interactive Display. Are there any other criteria you can think of?

How does your display measure up? Check to see if you have met the criteria or if your display still needs more work.

Criteria	Our PSA
The display catches the eye.	
The display has an interesting or memorable slogan or title.	
The display engages the visitor through an activity.	
The display funtions even when you are not there to take visitors through it – it stands alone.	

Conferencing with: _____ Date: _____

Notes	

Names: _

_____ Date:

Interactive Display Planner

Use this planner to guide you in the preparations for your Interactive display.

0	Title or name of display:	
Basic Info	Catchy slogan	
	Sketch out your Interactive display in the box below. Keep in mir as you design.	nd the questions asked
Interactivity	What will people SEE at your display?	What will people DO at your display?
	Do you have to be there? Can the display function on its own?	WHO will come to see your display?
Resources	What Resources do you need to create your display?	Where will you get these resources?
Reso	→	
	▶	

