



ENGLISH

Contents

1. Media Literacy – Grade 10
2. Writing Process – Grade 10
3. Media Literacy – Grade 12
4. Between the Blue Lines – Language and Literacy
5. Media Literacy – Film Presentation

Grade 10

MEDIA LITERACY

Preamble:

The media has conditioned Canadians as to the way they look at hockey. As a result, the game has now become a form of drama that manipulates the spectator with its suspense and excitement.

Pre-Visit Activity:

Watch a hockey game without the sound. Make up your own play-by-play commentary. Consider the following questions:

How many voices will be used?

How do the voices sound (tone, volume etc...)?

Will music be used for a background? If so, what kind of music?



Hall Visit Activity:

While at the Hall, check out the TSN/RDS Broadcast Zone and the Tim Hortons Theatre. Make note as to the language, tone and style that the various announcers bring to the game. Call out your own play-by-play of a famous goal. Recorded play-by-plays can even be e-mailed to a personal e-mail address.

Post-Hall Visit Activity:

Transcribe commentary from a hockey game and then read in a normal voice rather than the excited voice everyone is accustomed to. Discuss the differences. What emotions does the live commentator elicit, and how does he go about doing so?

Grade 10

WRITING PROCESS

Preamble:

Before the development of Radio, TV, and the Internet, newspaper writers were the storytellers of the game. They created the myths and legends we see in the Hockey Hall of Fame.

Pre-Visit Activities:

1. Bring in Hockey articles from various newspapers or online sources and analyze the writing styles. Focus on the following points:
 - Byline
 - Figures of speech (pun, simile, metaphor, etc...)
 - Character (important player)
 - Event (5Ws; who, what, where, when and why)
2. Discuss the importance of the above points and select specific examples from the articles.
3. Consider the components of myth in literature. Are any of these elements of myth in the article: Heroism; Symbolism; Conflict; Cultural Importance?
4. What they think a “modern” myth would be?

Hall Visit Activities:

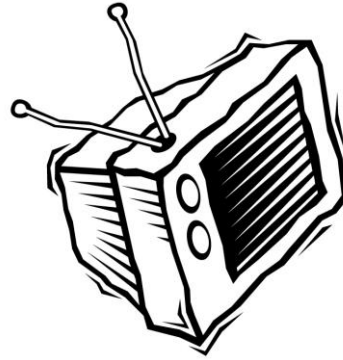
1. Visit the TSN/RDS Broadcast Zone and choose one of the dramatic goals shown there. Describe what you enjoyed most. Keep in mind the 5 Ws (who, what, when, where and why) when gathering information.

2. When searching through the Hall, you will come across many players that are often called 'Legends'. Their names are mythical and known all over the world. Choose two players you consider to be Legends and describe some of their accomplishments:

3. What made them the players they were? How are the players larger than life, and is there one event that raised them to that level?

Post-Hall Visit Activities:

1. Based on your work to date, write your own hockey article. It can be fictional, or based on a true event. Keep in mind the style and structure required.
2. Based on a player you chose for your mythical hero, create a presentation that shows how your player could be considered mythical?



MEDIA LITERACY

Preamble:

Every year, events such as the NHL All-Star Game and Stanley Cup Playoffs receive extensive media coverage. They are especially suited to television coverage.

Pre-Visit Activity:

To examine how effective television is in covering these events. Discuss the following questions with the class:

How well does TV cover these events? _____

To what extent do you feel like a “participant” in these events?

Some people claim that TV coverage gives them a more real experience than being at the game. Why do you think they would say that? What is your opinion on this topic?

Post-Hall Visit Activity:

Choose any three or four hockey games shown during a given week. At the present time, games can be viewed on the following networks: TSN/RDS, CBC, FOX, and SPORTSNET. Construct a comparison based on the following criteria:

Announcers _____

Commentary _____

Camera placement _____

Sponsors _____

Introduction _____

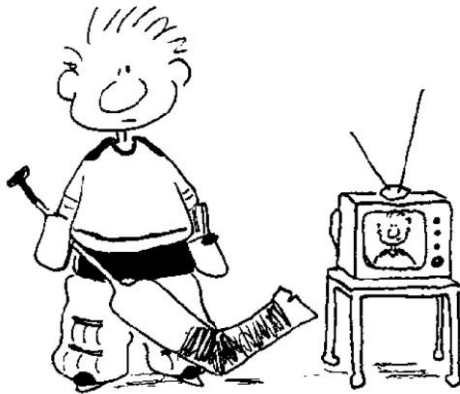
Special features _____

Commercials _____

From your notes, choose the television network that provides the most effective coverage for the audience.

Were many diverse groups represented in the broadcast or in the commercials?

List 3 or more purposes of television in your opinion:



Between the Blue Lines

LANGUAGE AND LITERACY

Pre-Visit Activity:

Review the following terms and definitions related to the elements of fiction.

Literacy/term	Definition
Compare & Contrast	To compare is to show the ways in which things are alike or different. To contrast is to show the ways which unlike things are different.
Irony	A device used by writers whereby the intended meaning of the words used is the opposite of their normal or apparent meaning. An ironic result is one that is the opposite of what might reasonably be expected. It is often used to mock or to convey sarcasm.
Simile	A special kind of metaphor. It is an image in which the writer suggests a connection between two normally distinct things and use "like" or "as" to make the comparison.
Metaphor	A metaphor is an image that the writer creates by making a link between two things not normally associated with each other.
Foreshadowing	Foreshadowing is giving an indication of warning of what is to come so that the reader can anticipate the mood or action.
Conflict	Conflict is a struggle. Every story includes at least one of the four main types of conflict. Man vs. Man Man vs. Nature Man vs. Society Man vs. Himself
Flashback	An interruption in a story to permit the author to relate to an event from the past.
Acronym	A word composed of the initial letters of the words in a title or the name of an organization.
Mood	The feeling an author wishes to create for the reader. Mood may be created by means of setting, situation and description, separately or by any combination of these three elements.
Symbol	An object, person, place or event that can be used to stand for, represent, or suggest something else because of traditional association emotional content, or accidental resemblance. E.g. an apple suggests school and a 4 leaf clover is good luck!
Tone	Tone is the style or manner of expression in speaking or writing. It reflects the author's attitude toward the spoken or written material.
Fact/Opinion	A <i>fact</i> is a statement that has been or can be proved to be true. An <i>opinion</i> is a statement that is believed but cannot be proven.
Main Idea	To write the text for any paragraph, you need a topic or main idea, as well as details to support the idea.



Literacy/term	Definition
Author's Purpose	Author's purpose is his or her intention writing a piece of prose or poetry.
Sequencing Plot	The plot is the sequence of events in a story. Sequencing means putting the events in chronological order or the order in which they actually occurred.
Cause-Effect	The effect is what happened as a result of something; the cause is the reason for what happened. e.g. He enjoyed challenging athletics so he took up hockey.
Drawing Conclusions	Drawing conclusions means reaching a decision or making a judgment based on a body of evidence of a group of facts.
Inference	An inference is an educated guess based on facts on premises. In the inference process, reasoning is used to come up with a single judgment based on the available evidence.
Point of View	Point of View is the voice the author uses to tell the story and tells it from his or her point of view.
Antagonist Protagonist	The protagonist is the leading character or hero of a story. The antagonist is an opponent, the adversary of the protagonist.
Characterization	There are five methods of characterization: 1) What the character says 2) What the character does 3) What other characters say about the character 4) How others act towards the character 5) What the author says about the character.
Climax	The climax of a story is the turning point, the moment at which the conflict is resolved.
Setting	Setting is the time and place in which an event occurs.
Theme	The theme is the subject or topic of discourse or artistic representation. It is an idea about life expressed by an author or an artist in a literary or artistic work.
Figurative Language	Fig. Lang. is any language that is used creatively and imaginatively to evoke vivid images and fresh insights.

Hall Visit Activity:

As you walk through the Hockey Hall of Fame, select 10 different terms and make note of specific examples where hockey applies.

Post-Hall Visit Activity:

In the classroom, have students share examples. How is hockey an effective metaphor for literature? Is every game a story within itself?

Media Literacy – Film Presentation

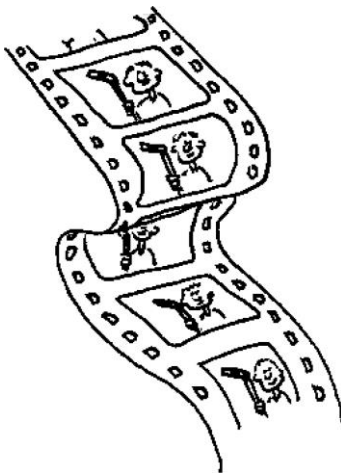
Hall Visit Activity:

Watch the film presentation *Stanley's Game Seven (3D)* in the TSN Theatre and answer the following questions.

1. Briefly describe what the film is about – make notes or points.

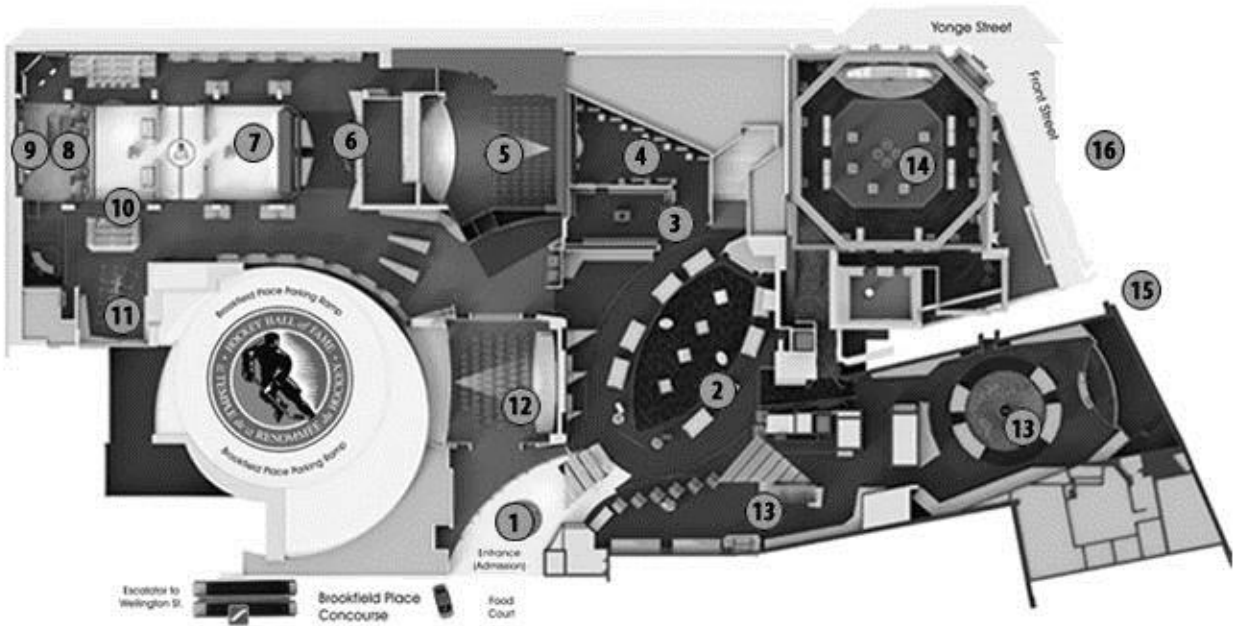
2. What is the most interesting part of the film and why? Explain your views.

3. The film combines a stunning mix of original live action, computer generated 3D animation, and classic archival footage of some of the most renowned playoff moments in Stanley Cup history. Which moment was your favourite/most memorable?



GREAT MOMENTS GUIDE MAP

Floor plan of the Hockey Hall of Fame



1. Entrance Foyer Displays
 2. Honda NHL Zone
 3. Canadiens Dressing Room
 4. Via Rail Stanley Cup Dynasties
 5. TSN Theatre
 6. Scotiabank Hometown Hockey
 7. NHLPA Game Time
 8. TSN/RDS Broadcast Zone
 9. EA Sports NHL15 / PS4 Game Kiosks
 10. Shoot for a Cure Slapshot Trivia
 11. Upper Deck Collectors' Corner
 12. Tim Hortons Theatre
 13. Tissot World of Hockey
 14. Esso Great Hall & NHL Trophies
 15. Spirit of Hockey Retail Store
 16. Exterior Sculptures
- D.K. (Doc) Seaman Hockey Resource Centre