

Six Generic Learning Goals for Student-Created Media

This is a starting point for articulating goals NOT explicitly tied to a subject area. Each is expressed briefly, followed by an explanation and sub-goals. Copy what you want to stress, then edit as needed.

1. Show critical thinking

- Recognize problems and find ways to address them
- Recognize assumptions
- Recognize relationships between ideas
- Gather information, interpret data, appraise evidence and evaluate arguments
- Draw conclusions and make generalizations
- Learn more about critical thinking

2. Locate existing media

- Appropriate for the task
- Legally usable (with permission, public domain, or CC licensed)

3. Capture new media

- At a good level of sharpness, volume, brightness, steadiness
- With minimal unwanted sounds or visuals

4. Manipulate media

- Crop/trim to appropriate size/length
- Add titles and other graphic elements
- Combine (remix) media using layers or tracks

5. Show media expertise

- Work neatly, carefully, smoothly (vs. settling for sloppy or rough work)
- Apply design conventions - contrast, spacing, balance, typography, lighting, levels, ...
- Cite sources

6. Show creativity

- Synthesize - combine (remix) in a novel way, use a metaphor
- Take a risk - seek out an untested idea or approach
- Embrace contradiction - integrate an alternate or divergent concept
- Be original - diverge from examples, provide a surprising response
- Explore - incorporate techniques or ideas NOT covered in class or required materials

