



## Nevada Academic Content Standards - Resource Page

The resources below have been created to assist teachers' understanding and to aid instruction of this standard.

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| <p><b>College and Career Readiness (CCR) Anchor Standard</b></p>  | <p><b>Standard:</b> RL.6.7 - Compare and contrast the experience of reading a story, drama, or poem to listening to or viewing an audio, video, or live version of the text, including contrasting what they "see" and "hear" when reading the text to what they perceive when they listen or watch.</p>   |
| <p>R.CCR.7 Integrate and evaluate content presented in diverse formats and media, including visually and quantitatively, as well as in words.</p> | <p><u>Questions to Focus Learning</u></p> <p>How does your perception of a written text change after hearing/viewing a presentation of that text?</p> <p>We experience and understand texts differently depending on the mediums used to present them.</p> <p><u>Student Friendly Objectives</u></p> <p><i>Knowledge Targets</i></p> <p>I know text allows me the most freedom to perceive the elements of the story, poem, or drama.<br/>I know audio, visual, and live presentations convey the presenters' perceptions of the story, poem, or drama.</p> <p><i>Reasoning Targets</i></p> <p>I can compare the experience of reading a text to listening to or viewing a comparable audio, video, or live version.<br/>I can contrast what I "see" and "hear" when reading a written text to what I perceive while listening to or viewing a comparable version.</p> <p><u>Vocabulary</u></p> <p>perceive/perception<br/>version</p> <p><u>Teacher Tips</u></p> <p><a href="#">Media Literacy</a> - An activity in recognizing plot and setting in movies.</p> |

Vertical Progression

RL.K.7 - With prompting and support, describe the relationship between illustrations and the story in which they appear (e.g., what moment in a story an illustration depicts).

RL.1.7 - Use illustrations and details in a story to describe its characters, setting, or events.

RL.2.7 - Use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot.

RL.3.7 - Explain how specific aspects of a text's illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting).

RL.4.7 - Make connections between the text of a story or drama and a visual or oral presentation of the text, identifying where each version reflects specific descriptions and directions in the text.

RL.5.7 - Analyze how visual and multimedia elements contribute to the meaning, tone, or beauty of a text (e.g., graphic novel, multimedia presentation of fiction, folktale, myth, poem).

RL.7.7 - Compare and contrast a written story, drama, or poem to its audio, filmed, staged, or multimedia version, analyzing the effects of techniques unique to each medium (e.g., lighting, sound, color, or camera focus and angles in a film).

RL.8.7 - Analyze the extent to which a filmed or live production of a story or drama stays faithful to or departs from the text or script, evaluating the choices made by the director or actors.

RL.9-10.7 - Analyze the representation of a subject or a key scene in two different artistic mediums, including what is emphasized or absent in each treatment (e.g., Auden's "Musee des Beaux Arts" and Breughel's Landscape with the Fall of Icarus).

RL.11-12.7 - Analyze multiple interpretations of a story, drama, or poem (e.g., recorded or live production of a play or recorded novel or poetry), evaluating how each version interprets the source text. (Include at least one play by Shakespeare and one play by an American dramatist.)

The above information and more can be accessed for free on the [Wiki-Teacher](#) website.

Direct link for this standard: [RL.6.7](#)