



ACME CURRICULUM STANDARD AND EVALUATION PROCEDURE

Title: _____

Creator: _____

Format: _____

Length: _____

Intended Audience: _____

Cost: _____

Standard #1: FUNDED through independent means with no direct financial support from transnational media conglomerates.

Standard #2: FREE OF unexamined commercial product placements.

Standard #3: CONTAIN supporting curricula resources – questions and answers, pre and post-viewing activities, and/or background or supplemental materials for classroom and community educators.

Standard #4: PROMOTE critical thinking through the application of various media literacy skills (access, analysis/questioning, evaluation, discussion, reflection.)

Standard #5: FACILITATE active “hands-on” learning activities and independent media production (i.e. - writing, filmmaking, multimedia creation). Not applicable – though there is one “production” activity listed in the discussion guide, asking students to examine ads in gaming magazines and discuss them.

Standard #6: ESPOUSE media-related activism in one’s school and/or community, encouraging students to move from “passive consumer” to “active citizen.”

Standard #7: ADDRESS the positive/negative individual and societal effects – social, economic, cultural, political, psychological, spiritual, environmental – of media consumption.

Standard #8: EXPLORE the structural and societal implications of media’s creation, financing, and distribution.

Standard #9: CHALLENGE the current corporately-owned Big Media status quo in a specific, documented, and fearless manner.

Overall Quality of the Curriculum Material:
