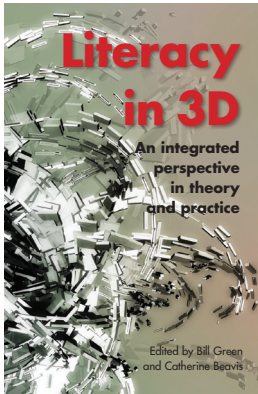


Literacy in 3D

An integrated perspective in theory and practice

Edited by Bill Green and Catherine Beavis

ACER Press 2012



Literacy in 3D brings together an authoritative collection of essays by academics, policymakers and educators from across Australia, each drawing on Bill Green's influential '3D' model of the cultural, critical and operational dimensions involved in literacy, pedagogy and practice. The book is divided into three sections, which cover the model in theory, the model in practice, and extending the model.

Literacy in 3D presents a core framework for curriculum and pedagogy design, within the New Literacy Studies tradition. An up-to-date account of a long-established, overtly dynamic model, this important volume explores and engages with its integrated perspectives to emphasise contemporary literacy dimensions and their interplay. It is a timely and richly informed resource for all literacy educators, researchers and practitioners, including teacher educators and those working in policy at various levels.

ABOUT THE EDITORS

Bill Green developed the 3D model of literacy, which has been in use for more than 25 years. He is Professor of Education at Charles Sturt University, NSW.

Catherine Beavis is a Professor of Education in the School of Education and Professional Studies at Griffith University, QLD.

KEY POINTS

- A capstone tribute to the influence of Bill Green's 3D model in literacy education over 25 years.
- Written by authoritative academics, policymakers, researchers and practitioners from across Australia.
- Provides an organic framework for understanding, adapting and implementing the 3D model, with its emphasis on cultural, critical and operational perspectives in literacy.
- Provides examples of application, challenges and outcomes in using the model across a range of contexts and subject areas.

Foreword by Claire Wyatt-Smith (Griffith)	
SECTION 1	The 3D model in theory
Chapter 1	Subject-specific literacy and school learning: a revised account <i>Bill Green</i>
Chapter 2	Contextualisation and commentary <i>Bill Green</i>
Chapter 3	The 3D model in action: a review <i>Catherine Beavis and Bill Green</i>
SECTION 2 The 3D model in practice	
Chapter 4	The 3D model of l(IT)eracy and the English curriculum <i>Helen Nixon (QUT) and Rosie Kerin (Uni SA)</i>
Chapter 5	The 3D model and media literacy <i>Cal Durrant (ACU)</i>
Chapter 6	Process drama in 3D <i>Joanne O'Mara (Deakin)</i>
Chapter 7	Designing multiliteracies in 3D <i>Julie Faulkner (Monash), Jude Ocean (RMIT) and Kathy Jordan (RMIT)</i>
Chapter 8	Digital games, new literacies and English <i>Catherine Beavis</i>
Chapter 9	Rethinking technology use in ESL education <i>Ekaterina Tour (Monash)</i>
SECTION 3 Extending the model	
Chapter 10	The importance of models in literacy research <i>Ilana Snyder (Monash) and Denise Beale (Monash)</i>
Chapter 11	Into the fourth dimension? Literacy, pedagogy and the future <i>Bill Green</i>
Chapter 12	Conclusion <i>Catherine Beavis and Bill Green</i>



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