

## Introduction

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Editor

Welcome to Issue Number 4 of *Engaging Cultures & Voices: The Journal of Learning English through Media*. Like our previous issues, this one contains seemingly strange bedfellows: Audrey Murphy's "Bridging the "Culture Gap": The Impact of Arts-based Content Lessons on English Learners" and Jonathan Cisco's "'The Game of Life': Struggles of the Modern Era." Murphy reports on a qualitative research study which examines how English Language Learners respond to Maxine Greene's notion of aesthetic education, while Cisco explores how a 1960s board game, *The Game of Life*, parallels the Ron Howard film, *Parenthood*—and how these two texts continue to resonate in America 2013. Imagine your students working within either of these learning contexts....

Both authors show us what matters most for developing our students' language and literacy—that is, their identities—talking and reading and writing and thinking about art and values; about *doing* art; about problem-solving; about uniqueness; about unfettered expression. In short, about all those fascinating processes and human-to-human interactions that rarely occur in classrooms that have been ground into the fine dust of test-taking facilities.