# Angela Rides the Bus: A High Stakes Adventure Involving Riveting Research, Amazing Activity Systems, and a Stylish Metacognitive Thinking Cap

Written by Angela Sheets
Illustrated by Daniel Sheets

In this children's story style article, Sheets explores her process of researching and learning to navigate the Bloomington-Normal bus system. She discusses how her awareness of her own learning process helps her adapt to the new situation. Additionally, she examines how the various genres in the Connect-Transit Bus System make the bus-riding activity possible.

#### Preface

When I was an undergrad, I had a visual literacy textbook that was particularly dense. Talking to my peers, I discovered that half the class wasn't even doing the reading . . . that is, until the day we were assigned an article by Scott McCloud. McCloud's article was about comics, and the whole thing was written as a comic strip. Everybody read that one.

I've heard people say that genres evolve because they are the best possible way to mediate (or make possible) a particular action. I don't think this is always true. Textbook chapters are probably effective, but they aren't always the most entertaining way to spread ideas. McCloud's chapter was informative *and* entertaining. It did the work of a textbook chapter, even if it didn't look like your average textbook chapter.

But, McCloud didn't <u>subvert</u>\* the genre norms just because he could. Since he was writing about comics, it made sense to *show* his ideas rather than just *tell* his audience about them. Conforming to traditional genre standards would have held him back.

When I set out to write this *Grassroots* article, I knew I could present my research in the style of a "traditional" *Grassroots* article, but I wasn't sure this was the best option. My story about learning to ride the bus reminded me of children's stories about learning basic daily activities (tying your shoes, washing your face, riding the bus safely . . .). Having read a lot of these types of books growing up, I was already pretty familiar with the conventions of this genre. I knew I would need to invent a protagonist the readers could relate to. This character would begin the story not knowing how to do something, but through trial and error (and perhaps with a little help), the character would eventually succeed at doing something new. If I was following the children's story genre conventions, I would also need pictures, somewhat sparse text, and an appropriate font. Since this is a journal article, I still needed to cite my research, so I opted to include an "acknowledgments" section at the end because I had seen such sections at the end of children's stories I encountered in the past.

"Angela Rides the Bus" is and isn't a children's story. Although it conforms to the genre conventions of a children's story, my primary audience is made up of adults learning to add something very complicated to their daily routines—genre/CHAT based writing research. Just as stories helped us learn to tie our shoes (which was very complicated business at the time), I figured a good story with pictures might help me illustrate my initial <u>uptake</u> of genre studies and CHAT. Perhaps this familiar genre would help my readers to take up these ideas too.

\*Underlined words throughout this article are listed in the glossary.

### Angela doesn't like driving.

She was tragically born without a sense of direction, and her version of traffic is "Oh no! There's



When Angela came to ISU, she found out that one of the magical properties of her ISU Redbird ID card was free access to the Bloomington-Normal Connect-Transit Bus System.

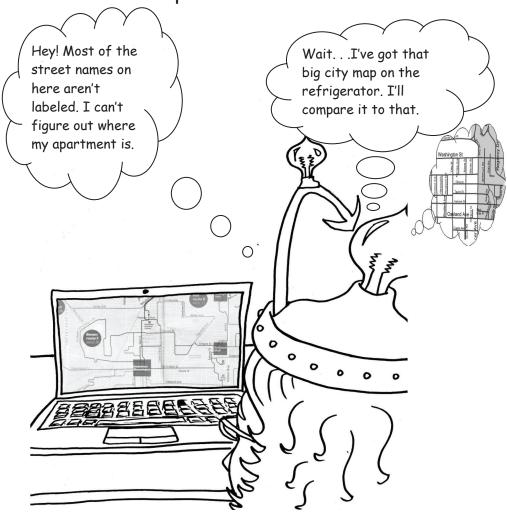
Angela was a newbie to the Connect-Transit system, so she put on her <u>metacognitive</u> thinking cap.

First, she thought about antecedent genres.



The metacognitive thinking cap told Angela that she probably needed to research.

She got on the Connect-Transit website and found a route map. But it was kinda hard to read.



After lots of pensive chin-stroking and squinting at tiny font, Angela figured out that two different buses came near(ish) to her apartment and then went to campus.

It was time to try actually taking the bus.

Angela had figured out through careful observation (a.k.a. looking out her window) that the buses were labeled.







So she stood at the bus stop until she saw the Red B coming. Her heart raced as she raised her arm and waved her hand like she'd seen people do on TV. . .



... And the bus stopped for her!

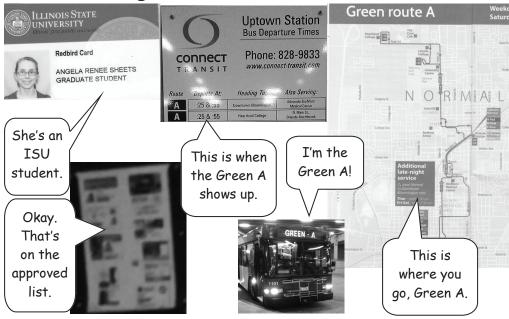


Having forgotten to take off her metacognitive thinking cap (because it was so stylish and went with everything), Angela started realizing how many genres went into taking the bus, and how they impacted everyone's behavior.

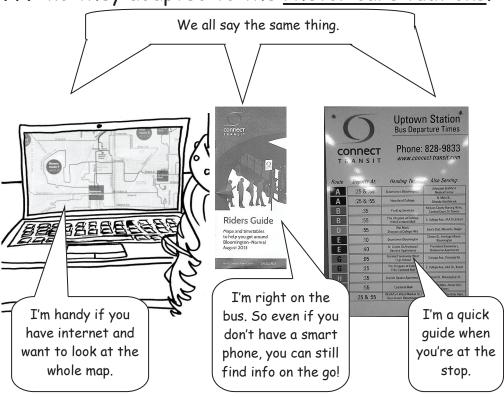
## It was a complex activity system!



# Some of the genres talked to one another. . .

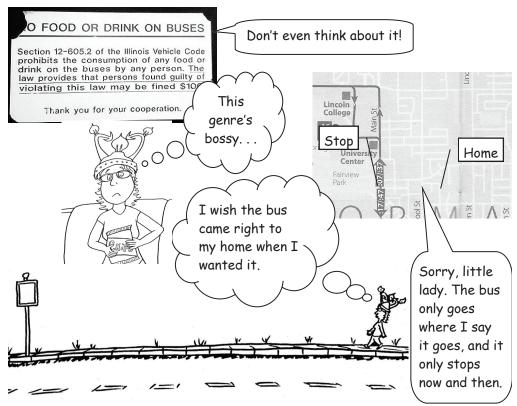


### . .And they adapted to the <u>rhetorical situations</u>.



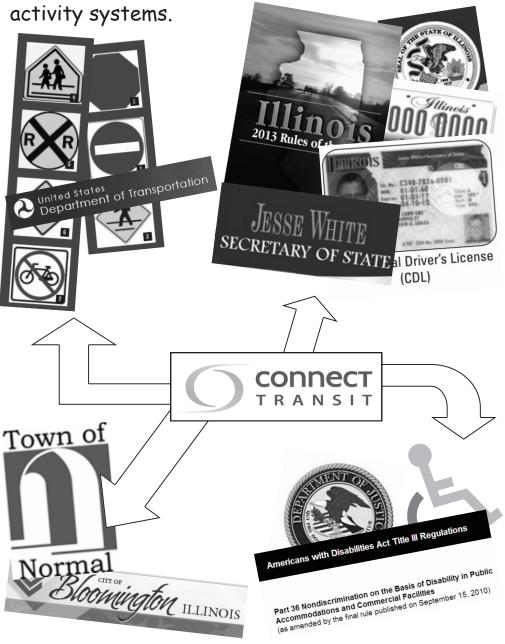


### ...But others controlled her.





All the genres worked together with passengers, bus drivers, and buses to make trips across town possible. Plus, the Connect-Transit activity system worked together with lots of other



After a while, Angela metacognized herself into an <u>existential crisis</u>.

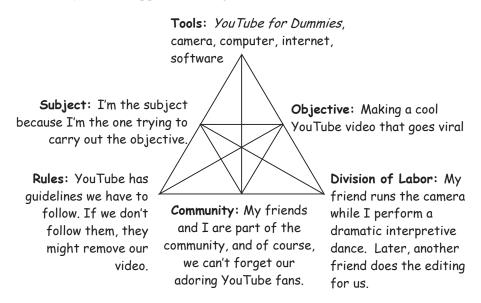
So she took off the metacognitive thinking cap. . .



. . . And dealt with the hat hair.

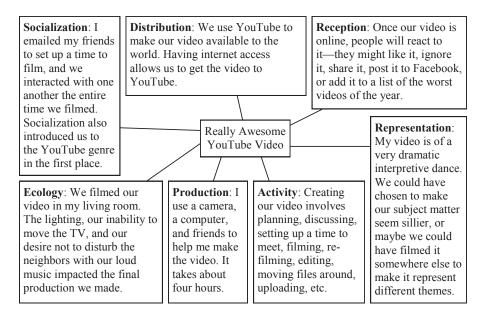
#### Glossary

**Activity System** – An activity system is all the people, texts, tools, and rules that work together to achieve a particular objective. For example, if my objective is to make a cool YouTube video, I might need a book called YouTube for Dummies, a camera, a friend to co-star with me or help me film, video-editing software, internet access, a computer, etc. All of these objects/people/ideas work together to make my objective (the YouTube video) possible. If you remove any of them, the activity doesn't happen. The diagram below illustrates this:



**Antecedent Genre** – When we enter new research/writing situations, we often think back to situations we've been in before that seem similar. The texts we produced in those past situations are our antecedent genres. We think about how we dealt with the earlier situation and how we could possibly deal with the new situation in similar ways. For example, if my biology professor asks me to write a lab report, I might think back to lab write-ups I did in high school and try to apply the techniques I used there to this new situation . . . which may or may not work.

**CHAT definition 1** – CHAT stands for Cultural-Historical Activity Theory. Activity Theory is an exploration of how people, objects, and ideas work together to carry out objectives (see Activity System for an example). But the "Cultural" and "Historical" part talks about how the objects, ideas, and genres we use reflect certain cultural values at a certain point in history. The fact that I made grilled cheese for dinner, for example, reflects my cultural values in this historical moment . . . I don't have much time, so I made something quick . . . I'm not vegan so eating cheese is okay with me... there's not a global cheese shortage on, so I could afford to buy it . . . I eat it without a fork because that's a cultural norm for grilled cheeses . . . etc.



**Existential Crisis** – The mental breakdown that results when something forces you to question the very foundations of life, the universe, and everything. Like that time you saw your kindergarten teacher at the grocery store and found out that he or she didn't live at the school all the time.

**Genre** – There are many ways of defining genre. I have three favorites:

- 1. A typified response to a recurring situation . . . for example, when I apply for a job (the recurring situation since I haven't found a single job that seemed to stick yet), I write a resume (the typified—or typical—response to the situation). A less typified response to the I-need-to-apply-for-a-job situation would be sending the employer a very desperate "please please hire me!" letter via carrier pigeon.
- 2. A genre is a text that makes a particular action possible (or impossible). For example, if I want to send my husband to the grocery store to get our food for the week (and make sure that he doesn't just buy a week's worth of macaroni and cheese), I might make a grocery list telling him what to buy. On the flip-side, my landlord's no-pet policy makes it impossible (or at least a very bad idea) for me to own a puppy.
- 3. A genre is a "stable-for-now" category. As communities change and need to carry out different actions (or the same actions in different ways), the

genres they use to make those actions possible often evolve. If you looked at a take-out menu from fifteen years ago, you might see the restaurant's address and a phone number. These days, that same take-out menu might also include a QR code, a website URL, and an invitation to "like" the restaurant on Facebook or follow it on Twitter.

**Metacognitive** – Metacognition is just a fancy way of saying thinking about your own thinking. I liked to put on my metacognitive thinking cap any time I think it might be useful to figure out how I should try to learn something rather than just what I should be learning. For example, instead of just thinking, "I need to figure out how to make grilled cheese," I might think, "There are YouTube videos that teach you how to do everything. I can learn how to make grilled cheese from YouTube. I've used YouTube to make other foods, and I'm usually able to follow their instructions pretty well."

**Rhetorical Situation** – In simple terms, the rhetorical situation is the who, what, where, when, why, and how that impact your writing/communication. If I wanted to tell my mum I'd arrived home safely from her house, for example, I might text her. My goal is to in- form her (the who) at her home (the where) that I'm home (the what). But because it's 10 at night (the when), I text her (the how) since she might be asleep already, and I don't want to wake her (the why).

**Subvert** – When you subvert a genre, you purposefully break some of the conventions or rules of that genre. Subverting a genre can be risky because people might take it to mean that you don't understand the rules of the genre, or they might not like that you're breaking the rules. However, bending the rules of a genre sometimes lets you do something original and unexpected that catches your audience's attention more than playing by the rules.

**Uptake** – Uptake is the process we go through to "take up" a new idea and think about it until it makes sense (if we get that far with it—sometimes we don't!). Our uptakes are highly individual because we all have different past experiences that impact the way we see the world. Say your instructor comes in and says, "There will be an ice cream social for our class on Friday afternoon." One student thinks, "I bet there will be waffle cones!" Another thinks, "Awesome! Class must be cancelled." Still another laments, "Ugh, forced socialization!" Notice that the instructor didn't say any of those things, but because of each students' past experiences or beliefs about ice cream socials, they take up the news to mean very different things.

### ${\bf Acknowledgments}$

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- Daniel Sheets, master illustrator
- www.connect-transit.com
- www.dot.gov

- www.cityblm.org
- www.cyberdriveillinois.com
- www.normal.org



Angela Sheets is an English MA student at ISU, specializing in online composition instruction. She enjoys reading, writing, drinking tea, walking in parks, and public transportation.