

Standards Alignment

Resource: <https://yaqeeninstitute.org/read/paper/the-problem-of-evil-a-multifaceted-islamic-solution>

English Language Arts (Common Core: Grades 9-12)

- CCSS.ELA-Literacy.RI.9-10.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.
- CCSS.ELA-Literacy.RI.9-10.6: Determine an author's point of view or purpose in a text and analyze how an author uses rhetoric to advance that point of view or purpose.
- CCSS.ELA-Literacy.RI.11-12.1: Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text, including determining where the text leaves matters uncertain.
- CCSS.ELA-Literacy.RI.11-12.6: Determine an author's point of view or purpose in a text in which the rhetoric is particularly effective, analyzing how style and content contribute to the power, persuasiveness or beauty of the text.

History ([National Council for Social Studies Standards](#): High School)

- *NCSS IV.a*: articulate personal connections to time, place, and social/cultural systems
- *NCSS IV.f*: identify, describe, and analyze the influence of perception, attitudes, values, and beliefs on personal identity
- *IV.b*: analyze group and institutional influences on people, events, and elements of culture in both historical and contemporary settings
- *IV.e*: describe and examine belief systems basic to specific traditions and laws in contemporary and historical movements

Art ([National Core Arts Standards](#) – 9-12)

- **Anchor Standard 10: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding (Media Arts)**
 - Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values, such as social trends, power, equality, and personal/cultural identity.

- Analyze and responsibly interact with media arts tools, environments, legal, and technological contexts, considering ethics, media literacy, social media, and virtual worlds.