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LAT 102.01: Elementary Latin II

Barbara Weinlich

The University Of Montana, barbara.weinlich@umontana.edu

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LAT 102.01: Elementary Latin II
(CRN: 31782)
Spring 2016

I. Course Information: Prerequisites: LAT 101 Location: GBB 108 Time: MTWRF 1:10 - 2:00 p.m.	II. Contact Information: Instructor: Barbara Weinlich, Ph.D. Office: Liberal Arts 429 Phone: (406) 243-2719 Email: barbara.weinlich@mso.umt.edu Office Hours: MWF 12:00 - 1:00 p.m. and by appointment (happily)
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III. Course Description:

Latin is one of the basic languages to learn for better command of English. More than 50% of the English vocabulary is based on Latin. Yet Latin is also a vibrant communi-cative language in its own right -- and I want you to experience Latin as that. The goal of this course is to develop your skills not only in reading, comprehending, translating Latin but also in speaking, listening to, and writing Latin. This is the beginning course in classical Latin and the second in a two-semester sequence. In this course, we will cover approximately 18 chapters of Wheelock's Latin with supplementary readings in *38 Latin Stories*. At least once every four weeks we will devote a class to a little Latin project such as a mini dialogue, a letter, a motto, or an inscription that you will compose in Latin. By the end of the semester you will have mastered the Latin vocabulary, basic grammar, and syntax presented in Chapters 1-35. Aside from that you will know quite a bit about Roman culture and you will realize that engaging actively with Latin is a GREAT experience.

IV. Learning Outcomes:

You will learn about the basic building blocks (both vocabulary and grammar) of the Latin language, and associated with this you will learn about Greco-Roman culture. In this course, you will learn to:

1. recall and identify the basic building blocks (both vocabulary and grammar) of the Latin language;
2. compare the basic building blocks (both vocabulary and grammar) of the Latin language with those of English language;
3. apply your knowledge of the basic building blocks (both vocabulary and grammar) of the Latin language through the reading of Latin texts and through communicating in Latin language;
4. categorize the basic building blocks (both vocabulary and grammar) of the Latin language;
5. judge and develop insights into your own language and culture;
6. use your knowledge of the basic building blocks (both vocabulary and grammar) of the Latin language and of Greco-Roman culture in a world of diverse cultures.

V. Course Format:

Consider this course a game -- *The Imitation Game* (2014): You are Alan Turing and you are determined to break the Enigma Code. You begin this course at 1st level, with 0 experience. You gain experience by showing up to and participating in class, completing in-class and homework assignments successfully, and mastering quizzes, tests, and a final exam. You will note that slightly more experience can be awarded than needed to reach the 20th level, the highest level attainable.

A typical class day will consist of a mix of reading, listening to, speaking, translating Latin. There will be grammar explanations, translations of assigned homework, and in-class drills that aim at practicing and reviewing both grammar and vocabulary. At least once every four weeks we will devote a class to a little Latin project such as a mini dialogue, a letter, a motto, or an inscription that you will compose in Latin. Detailed information on the projects is given below.

Due to the fast pace of the course and the varied level of previous language instruction you may have had, a weekly schedule of assignments tailored to our pace will be given to you every Friday for the upcoming week. You will be quizzed frequently. Tests are scheduled for the Mondays of week 4, 8, and 12. You will take the final exam in the final exam period.

VI. Required Texts:

- *Wheelock's Latin*, 7th ed. (2011), ISBN: 0061997226
- *Workbook for Wheelock's Latin*, 3rd ed. (2000), ISBN: 0060956429
- *38 Latin Stories*, 5th ed. revised (2004), ISBN: 0865162891

VII. Recommended Texts:

- *English Grammar for Students of Latin*, 3rd ed. (2007), ISBN: 0934034346
- *Wheelock's Latin GrammarQuick!* (2007), ISBN: 0865166668

VIII. Experience Points & Levels:

Engagement & Participation in Game Sessions:	195 xp (65 @ 3 xp each)
Code Studies (homework):	90 xp (30 @ 3 xp each)
Code Experiments (little creative projects):	100 xp (5 @ 20 xp each)
Code Test-runs (quizzes):	230 xp (23 @ 10 xp each)
De-coding Sessions (one-hour tests):	300 xp (3 @ 100 xp each)
Breaking the Code (final exam):	100 xp

Total Possible XP

1,015 xp

Final Grades will be determined by what level you reach:

20th level	1,000 xp	A, and <i>laudatio sempiterna</i>
19th level	930 xp	A
18th level	900 xp	A-
17th level	870 xp	B+
16th level	830 xp	B
15th level	800 xp	B-
14th level	770 xp	C+
13th level	730 xp	C
12th level	700 xp	C-
11th level	670 xp	D+
10th level	630 xp	D
9th level	510 xp	F
8th level	410 xp	
7th level	320 xp	
6th level	240 xp	
5th level	170 xp	
4th level	110 xp	
3rd level	60 xp	
2nd level	20 xp	
1st level	0 xp	

IX. The Rules of the Game:

1. Absences & Tardiness:

Absence is absence -- whether excused or not. If you miss **one class**, it will probably not severely impact your progress towards the goals of this course (and so your course grade), provided that you complete all scheduled assignments and activities. However, ***if you miss more than two classes, your experience-point summary will inevitably suffer.***

Be on time -- both for your own benefit and that of your peers. If you are late, talk to me after class. Thank you for your cooperation!

2. Engagement & Participation in Game Sessions:

Engagement and participation in game sessions (= in class) involves attendance, preparation, and in-class participation. Engagement and participation in game sessions is *defined minimally* as regular attendance. Engagement and participation in game sessions is *defined maximally* as attendance at all game sessions and active participation in the game based on the completion of all assignments. *Defined maximally*, engagement and participation in game sessions means (1) active listening, and (2) intelligent and informed participation in homework reviews and in-session drills. **As a rule of thumb, you should prepare 2 (two) hours for each class meeting.** In each class meeting you can earn experience points on a 0-3 scale: 0 for absent, 1 for being present but incapable of participation, 2 for engaging and being a good sport, 3 for active, effective participation.

3. Code Studies:

Code studies (= homework) should be written legibly, preferably skipping every other line to allow comments. Please write your code studies on separate sheets, since they will be collected frequently.

For each code study you will earn experience points on a 0-3 scale:

0 for nothing turned in, 1 for handing in a code study that reflects an attempt at completing the assignment and, at least, attempting to wrestle with the material, 2 for work that reflects comprehension of the basic grammar concepts, 3 for what I judge to be at least a minimal level of mastery of the mastery.

Note: Late assignments may be turned in for correction but you will not earn experience points.

4. Code Experiments:

The code experiments (= little creative projects) are designed to make you more linguistically aware, more grammatically aware, to reinforce the vocabulary and to give you a sense of achievement on this long journey toward breaking the Enigma code. The code experiments will be assigned in the order in which they appear below. Additional information will be given on the course website.

a. A Dialogue (Question & Answer)

Create a dialogue using interrogative pronouns, adjectives, and adverbs. See if you can compose a whole sequence of 5 questions and 5 answers. The topic is left up to you. You will be able to earn experience points on your dialogue on a 0-20 scale for creativity as well as for grammatical accuracy.

b. A Triumphant Inscription for a Roman general

Compose a triumphal inscription for Pompey the Great or Octavian or the emperor Claudius, to celebrate one of his victories using the ablative absolute at least once. (You will get a 'real' inscription against which you can model your own one.) *Remember to use the dative case when making a dedication to someone.* You will be able to earn experience points on your inscription on a 0-20 scale for creativity as well as for grammatical accuracy

c. A Letter

Write a letter to someone in Latin using the indirect statement (as often as you can). You could write it to someone whom you know and love or you could write a fictional letter to someone. Here is how Roman letters often begin: "*Marcus (in nominative case) to his dear brother (in dative case) [gives] greetings.*" Letters of the end with a farewell such as *vale* or *cura et valeas*. Everything in between greeting and farewell is up to you. As well as writing the letter in Latin, also provide an English translation of it lower down the page. Try to think of ways that you can say things only using the words and the grammar that you have learnt so far. You will be able to earn experience points on your letter on a 0-20 scale for creativity as well as for grammatical accuracy.

d. A Motto

Make up a motto (it could be a mantra for your life, a tagline for a company, or a fight-slogan for a sports team etc.) that uses a comparative or superlative in a short phrase. As well as providing the Latin and its translation, indicate whom the motto is for. *Remember to think about number, gender, and case when you create your Latin motto.* You will be able to earn experience points on your motto on a 0-20 scale for creativity as well as for grammatical accuracy.

e. A Funeral Inscription

Compose a funeral inscription for Cleopatra. (You will get a number of formulas commonly found on tombstones and 'real' sepulchral inscription against which you can model your own one.) *Remember to use the dative case when making a dedication to someone.* You will be able to earn experience points on your funeral inscription on a 0-20 scale for creativity as well as for grammatical accuracy.

5. Code Test-Runs:

Except in weeks in which we a decoding session (= test) scheduled, you will participate in two code test-runs (= quizzes). Vocabulary will be tested on Wednesdays and grammar on Fridays. The length of each code test-run is about 15 minutes. For each code study you will earn experience points on a 0-10 scale.

Note: There are no makeup code test-runs without proper documentation of illness or emergency. Even with documentation, makeups are at the sole discretion of the game master (= instructor).

6. De-coding Sessions:

Each of the three de-coding sessions (= hourly tests) will focus on the previously covered chapters of the textbook (Weelock's Latin). Because the code (= Latin) builds on itself, every de-coding session will be, in a sense, cumulative and will require thorough knowledge of all previous grammar and vocabulary.

Note: There are no makeup de-coding sessions without proper documentation of illness or emergency. Even with documentation, makeups are at the sole discretion of the game master (= instructor).

7. Breaking the Code:

The breaking of the code (= final exam) will not be cumulative. It will cover the material introduced after the third de-coding session. The breaking of the code is scheduled for Tuesday, May 10, 3:20 - 5:20 p.m.

Note: There is no makeup of the breaking of the code without proper documentation of illness or emergency. Even with documentation, makeups are at the sole discretion of the game master (= instructor).

X. Course Website (Moodle):

Our game's course website is your best friend and companion on your journey toward breaking the Enigma code. On our website you will find every assignment posted as well as audio flash cards for vocabulary and grammar. Feel free to download the flash cards on your ipod *vel sim*. and listen to them while exercising in the gym or doing mindless work. It will make memorization much more easy for you. Remember: You all know your favorite lyrics by heart, but you never memorized them actively ... you just listened to them and sang along.

XI. Your University Email Account:

Your university email is your official way of written communication with your instructor. I will use it frequently. So, please check it -- **ideally once per day.**

XII. Academic Integrity & Intellectual Property:

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the university.

All students need to be familiar with the Student Conduct Code. The Code is available for review online at http://www.umt.edu/vpsa/policies/student_conduct.php.

XIII. Accommodation of Learning Disabilities:

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students. If you think you may have a disability adversely affecting your academic performance, and you have not already registered with Disability Services, please contact Disability Services in Lommasson Center 154 or 406.243.2243. I will work with you and Disability Services to provide an appropriate modification.

XIV. Add / Drop Deadlines:

The last day to add/drop this class **on-line** is **February 15, 4:30 p.m.**

The last day to add/drop this class **with my and your advisor's signature (only): March 28, 4:30 p.m.**