

LATN 101.01: Elementary Latin
(CRN: 74189)
Autumn 2017

I. Course Information:

Prerequisites: None

Location: LA 305

Time: MWF 9:00 - 9:50 a.m.

II. Instructor's Contact Information:

Instructor: Dr. Barbara Weinlich, Visiting Associate Professor of Classics

Office: LA 429

Email: barbara.weinlich@mso.umt.edu

Office Hours: MW 7:30 - 8:50 a.m.

III. Latin Tutor's Contact Information:

Tutor: Stacia Graham, M.A.

Office: LA 407

Email: stacia.graham@mso.umt.edu

IV. Course Objectives:

This course pursues two main goals. It aims at developing your skills in reading, comprehending, and translating Latin and it seeks to advance your understanding of other languages, including English. We will cover approximately 2 chapters of Wheelock's Latin with supplementary readings in *38 Latin Stories* per week. At least once every four weeks we will devote a class to a little Latin project such as a cartoon, a letter, a short story, or a haiku that you composed in Latin. By the end of the semester you will have mastered the Latin vocabulary, basic grammar, and syntax presented in Chapters 1-18 and you will have got an idea of how any Indo-European language works. Aside from that you will have an insight into the foundations of Western Civilization and you will be able to compare and contrast these Roman products and practices with those current in modern society.

V. 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.

VI. 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. Extra assignments will support your goal to figure out the code, or in other words, to attain the 13th level, which is the equivalent to an A+.

Since we want to get the most out of our three face-to-face meetings per week and since most of you are living on instant feedback and gratification, you will take all quizzes and pre-tests outside of class by logging on to your (free) student account at [quia.com](http://www.quia.com). This is the site where you can access the grammar lecture for each Wheelock's chapter and the four mandatory test preparation sessions. A typical class meeting will consist of forms repetition, in-class recitation, and me guiding you through the translation.

Approximately every four weeks you will complete a little creative project, which we will showcase and discuss in class. In week 5, you will make a little cartoon (4-5 images and text), in week 6, you will write a short letter, in week 10, you will compose a haiku, and in week 13, you will make another cartoon -- all in Latin language. 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, homework assignments will be given on a daily basis. You will take 1-2 on-line quizzes per week. Tests are scheduled for the Wednesdays of week 4, 7, and 11. The final exam is scheduled for Thursday December 14, 8:00 - 10:00 a.m.

VII. Required Texts:

(1) *Wheelock's Latin*, 7th ed. (2011), ISBN: 0061997226

(2) *Workbook for Wheelock's Latin*, 3rd ed. (2000), ISBN: 0060956429

(3) *38 Latin Stories*, 5th ed. revised (2004), ISBN: 0865162891

VIII. Recommended Texts:

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

IX. Experience Points & Levels:

Performance in Game Sessions:	160xp (32 @ 5 xp each)
Code Studies (homework):	140 xp (14 @ 10 xp each)
Code Experiments (little creative projects):	120 xp (4 @ 30 xp each)
Code Notes (eLecture notes):	180 xp (18 @ 10 xp each)
Code Test-runs (quizzes):	180 xp (18 @ 10 xp each)
Decoding Sessions (one-hour tests):	300 xp (3 @ 100 xp each)
Breaking the Code (final exam):	100 xp
PreDecoding Sessions (pre-tests)	160 xp (4 @ 40 xp each)
Preparation Sessions for Decoding Sessions	160 xp (4 @ 40 xp each)

Total Possible XP **1,500 xp**

Final Grades will be determined by what level you reach:

13th level	1,470 xp	A+ and <i>laudatio sempiterna</i>
12th level	1,395 xp	A
11th level	1,350 xp	A-
10th level	1,320 xp	B+
9th level	1,245 xp	B
8th level	1,200 xp	B-
7th level	1,170 xp	C+
6th level	1,095 xp	C
5th level	1,080 xp	C-
4th level	1,020 xp	D+
3rd level	945 xp	D
2nd level	900 xp	D-
1st level	0 xp	F

X. Performance in Game Sessions:

Performance in game sessions (= in class) involves attendance and preparation.

In each class meeting you can earn experience points on a 0-5 scale:

0 for absent, 2 for being present but incapable of participation, 3 for being a good sport, 4 for engaging and being a good sport, and 5 for active, effective participation.

Note #1: As a rule of thumb, you should prepare 2 (two) hours for each class meeting.

Note #2: 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 one class** (whether excused or not), you will risk earning a low or even a failing course grade. Be on time. **If you are late, talk to me after class.**

XI. Code Studies & Code Notes:

Code studies (= homework) and code notes (=Lecture notes) 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 0-10 scale. **Note: Late assignments may be turned in for correction but you will not earn experience points.**

XII. 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 accompanying handouts and on Moodle.

1. A Latin Cartoon

Create a set of cartoons using the words that you have learnt so far. See if you can compose a whole sequence of 4-5 cartoons. The topic is left up to you. You will be able to earn experience points on your cartoons on a 0-30 scale for creativity as well as for grammatical accuracy.

2. A Letter

Write a letter to someone in Latin. 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 0-30 scale for creativity as well as for grammatical accuracy.

3. A Latin Haiku

Write a three-line poem composed of 5, 7, and 5 syllables respectively. 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 haiku on a 0-30 scale for creativity as well as for grammatical accuracy.

4. One More Latin Cartoon

Create a set of 4-6 cartoons by only using the words and the grammar that you have learnt so far. The topic is left up to you. You will be able to earn experience points on your cartoons on a 0-30 scale for creativity as well as for grammatical accuracy.

XIII. Code Test-Runs:

The grammar of each Wheelock's chapter is presented in an eLecture on quia.com. Likewise, each grammar eLecture is combined with a code-test run (= quiz). You will do each code-test run (= quiz) twice: the day before our class meeting, after you have watched the grammar eLecture on quia.com, and then again after our class meeting. In order to get full credit (= 10 pts.), you must take the quiz before our class meeting with a passing score of 60% and the quiz after class with a passing score of 80%. The length of each quiz aka code test-run is about 10 minutes.

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).

XIV. Decoding Sessions:

Each of the three decoding sessions (= hourly paper exams) will focus on the 4-5 previously covered chapters of the textbook (Wheelock's Latin). Because the code (= Latin) builds on itself, every decoding 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).

XV. Breaking the Code:

The breaking of the code (= final paper exam) will focus on the chapters covered after decoding session #3. It will be, in a sense, cumulative and will require thorough knowledge of all previous grammar and vocabulary.

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

XVI. Preparation Sessions for Decoding Sessions:

For each decoding session, a series of preparation sessions will be assigned on quia.com. For full credit, 80% of the sessions need to be completed before the decoding session at 80% proficiency. For extra-credit, 100% of the sessions need to be completed at 80% proficiency. For double extra-credit, 100% of the series must be completed at 100% proficiency.

XVII. PreDecoding Sessions (pre-tests):

For each decoding session a predecoding session will be assigned on quia.com. For full credit, a score of 80% on the predecoding session needs to be achieved before the decoding session. For extra-credit, a score of 90% and for double extra-credit a score of 100% needs to be achieved before the decoding session.

XVIII. Extra Credit:

A few more opportunities to earn Extra Credit at 10 points each will be given.

XIX. Moodle & Quia.com:

Homework assignments, audio flashcards, grammar handouts, and study guides will be posted on Moodle. Grammar eLectures and on-line quizzes are posted on quia.com. In order to access the postings on quia.com, you will have to establish a free account at quia.com and enter the class-code. You will receive the instructions and the code from your instructor.

XX. Academic Integrity & Intellectual Property:

To preserve order and learning, during the formal class time, you will remember:

Be on Time. Be Professional. Be Prepared. Be Respectful. *Respect yourself by doing your own homework and not copying or plagiarizing work.*

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.

XXI. Credit / No Credit Option:

I expect you to take the course for a traditional letter grade.

XXII. 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.