LAT 101.02: Elementary Latin  
(CRN: 70116)  
Autumn 2015

I. Course Information:  
Prerequisites: None  
Location: LA 334  
Time: MTWRF 1:10 - 2:00 p.m.  
Professor: Barbara Weinlich, Ph.D.  
Office: LA 249  
Office phone: 243-2719  
Email: barbara.weinlich@mso.umt.edu  
Office Hours: Mondays, noon - 1:00 p.m.,  
    Wednesdays, 11:00 a.m. - noon,  
    and by appointment (happily)

II. 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 communicative 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 first in a two-semester sequence. 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 1-22. 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.

III. 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.

IV. 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. Approximately every four weeks you will complete a little creative project, which we will showcase and discuss in class. In week 4, you will make a little cartoon (4-5 images and text), in week 7, you will write a short letter, in week 11, you will compose a haiku, and in week 14, 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, 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 5, 8, and 12. You will take the final exam in the final exam period.

V. Required Texts:

VI. Recommended Texts:
VII. Experience Points & Levels:

<table>
<thead>
<tr>
<th>Activity</th>
<th>Experience Points</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Engagement &amp; Participation in Game Sessions</td>
<td>201 xp</td>
<td>66 @ 3 xp each</td>
</tr>
<tr>
<td>Code Studies (homework)</td>
<td>90 xp</td>
<td>30 @ 3 xp each</td>
</tr>
<tr>
<td>Code Experiments (little creative projects)</td>
<td>100 xp</td>
<td>4 @ 25 xp each</td>
</tr>
<tr>
<td>Code Test-runs (quizzes)</td>
<td>190 xp</td>
<td>19 @ 10 xp each</td>
</tr>
<tr>
<td>De-coding Sessions (one-hour tests)</td>
<td>300 xp</td>
<td>3 @ 100 xp each</td>
</tr>
<tr>
<td>Breaking the Code (final exam)</td>
<td>140 xp</td>
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| Total Possible XP | 1,021 xp |

Final Grades will be determined by what level you reach:

- 20th level 1,000 xp A, and laudatio sempiterna
- 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

VIII. 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.

Note: 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 five classes
(whether excused or not), you will earn a failing course grade. Be on time. If you are
late, talk to me after class. Repeated tardiness will be considered as an absence.

IX. 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.

X. 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.

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. Your will be able
to earn experience points on your cartoons on a 0-25 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. Your
will be able to earn experience points on your letter on a 0-25 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. Your will be able to earn experience points on your haiku on a 0-25 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. Your will be able to earn experience points on your cartoons on a 0-25 scale for creativity as well as for grammatical accuracy.

XI. 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).

XII. De-coding Sessions:
Each of the three de-coding sessions (= hourly tests) will focus on the 5 (five) 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).

XII. Breaking the Code:
The breaking of the code (= final exam) will be cumulative and will cover all tested and untested material from the textbook - up to the point to which we have explored it.

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).
VIII. 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 an audio flash card for every word of the vocabulary that you are asked to memorize. In addition, you will find audio flash cards with grammar paradigms. 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.

IX. 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/SA/VPSA/index.cfm/page/1321.

X. Credit / No Credit Option:
I expect you to take the course for a traditional letter grade. However, I am willing to discuss the CR/NCR grading option in exceptional circumstances.

XI. 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.

XII. Add / Drop Deadlines:
The last day to add/drop this class on-line is September 21, 4:30 p.m.

The last day to add/drop this class with my and your adviser’s signature: November 2, 4:30 p.m.