

Reedley College

ASL 1

Syllabus

Summer 2014

Instructor: Katherine Carlsen

Office: No Office hours

CRN: 74374

Class hour: MTWTHF 8:00 a.m. to 11:25 p.m.

Email: katherinecarlsen@sbcglobal.net

Room: SOC 31

Date/Time of Final Exam. **June 20, 2014 - 8 AM to 11:25 AM**

COURSE OBJECTIVE:

4 weeks course: American Sign Language (ASL) is the remarkable, complex and naturally existing language used by Deaf people in North America. ASL 1 introduces students to this visual/gestural language and the community of people that use it. You will learn the basic of visual/gestural communication and grammatical structures with emphasis on receptive and expressive skills, including intensive practice, fingerspelling and individual evaluation, every day conversational situation and basic information on Deaf culture. The course objective also will be achieved through a program of reading, lectures, presentation, activities, video tapes and conversations. This course will encourage small and large group activities. Using exercises meaningfully related to the conversational topics.

COURSE GOALS:

The overall goals of ASL 1 are to have you appreciate and respect (1) ASL as a living, unique and wholly naturally-occurring language, and (2) Deaf people as a community with their own set of cultural traditions and values. In part this will be accomplished by learning the communicative purposes (functions) of Deaf people's everyday interactions. Using the American Signing Language and video tape, the following language functions will be introduced and practiced:

Unit 1 Introduction Oneself	Unit 7 More Description
Unit 2 Exchanging Personal Information	Unit 8 Family and Friends
Unit 3 Talking About Surroundings	Unit 9 More Description
Unit 4 Telling Where You Live	Unit 10 At Home and Daily Living
Unit 5 Talking About Your Family	Unit 11 Food and Food Shopping
Unit 6 Telling About Activities	Unit 12 Offering and Declining

In addition, students will be introduced to a core vocabulary and a supplemental vocabulary, fundamental grammatical components and sentence structures, and brief historical perspective of ASL and the Deaf community.

Methods of Instructions: The best way to learn a language is to actually use it. To encourage the development of your ASL skills the students should not be using their voices unless expressly invited to do so. Much of the classroom activities involve small and large group activities. The instruction and activities will vary widely in format and will include props, miming, pictures, overhead projections, written instructions, etc.

Cultural and Grammatical Readings: Culture and language are highly interwoven with each other. To fully appreciate any language you must also have a sense of the community that uses the language. We will explore the Deaf community by reading **Deaf Like Me** by **Thomas S. Spradley and James P. Spradley**. You summarize the story with your opinion. You can turn in early before June 20 th. The report must turn in before the semester ends on final date at 12:00 p.m.

Student Learning Outcome:

1. Use the grammatical structures of ASL.
2. Use ASL in conversations.
3. Convey basic information through expressive ASL skills
4. Use a basic vocabulary 300 signs.
5. Demonstrate understanding through receptive ASL skills.
6. Execute and read fingerspelling.
7. Tell a short story and answer questions using ASL
8. Recognize dominant features of deaf culture and the impacts of living in a multi-lingual community.

Textbook & Supplies:

1. Learning American Sign Language by Padden
2. Deaf Like Me by Thomas S. Spradley and James P. Spradley
3. American Sign Language Dictionary by Elaine Costello. (Published by Random House Webster). There is a soft cover version for about \$20.00 or a hardbound edition for about \$50.00. It is gold. I do not recommend the smaller paperback version as it is very difficult to see the signs. You will find it online (EBay) or at any major bookstore. If they do not have any in stock, they will order it for you. (Optional)
4. Pen or #two pencil and 1-spiral notebook (30 to 40 sheets)
5. Senses of Humor
6. Patience
7. Teamwork
8. Smile

1. Course Policy:

Preparation, attendance and practice are the keys to success in this course. A student must find sufficient time for practicing, writing homework, and assignments before class start. A student must have notes for next assignment.

2. Student Assignments:

Skills and Knowledge Enhancement Exercises: These in-class activities are designed to help you gain natural use of ASL. They will be assigned participation points and are graded based on your effort and cooperation. All assignments are due at the beginning of the class as the instructor requests. If a student doesn't get the assignment ready, he can't practice with other. It is not fair to the partner, who is eager to practice and learning more. The instructor wants to make a good use of time in the classroom with dialogue practices.

Fingerspelling, Numbers and Core Vocabulary Review: Constant review of the vocabulary and regular practice of fingerspelling and number is critical to your progress in this class. Practice for at least 20 minutes before class starts, and at least 20 minutes before a next day. Practicing with a partner will also help you learn visually and tactilely.

Dialogues: In class you will be practicing dialogues. The purpose of this exercise is to develop your grammatical and functional application of the language and give you an opportunity to get feedback on your progress.

Helpful websites:

<http://commtechlab.msu.edu/sites/aslweb/browser.htm>

<http://www.aslpro.com/>

More websites

3. Assessment and Evaluation:

Assessment techniques are often imperfect and arbitrary. My own perspective is that any opportunity for feedback and evaluation is an opportunity for learning and growth. Which I also believe, is more important than an actual grade. The class is structured, so that you will receive feedback continually throughout the year from which to determine your progress.

Quizzes and exams will cover all materials assigned for reading and practicing, as well as those presented or discussed in class and must be taken during the scheduled class sessions. A student is responsible for showing up for the classes, quizzes, midterm examination and final examination. The instructor will not announce the time for tests, and expect a student to stay in the whole class. If the test starts before you come in for a test, you will lose the points for that test. The instructor sometimes reschedules quizzes due to class progression. You need to notify the instructor if you will not be able to attend a quiz or exam, and note that there must be an excuse because of your absence on the day of the quiz or exam (i.e., illness, funeral, etc.) NO MAKE-UP TEST WILL BE GIVEN WITHOUT PRIOR CONSENT OF THE INSTRUCTOR.

4. Plagiarism and Cheating Policy:

Plagiarism/cheating is a serious academic offense that is to be avoided at all costs. I advise you not to share answers with other students on your written work or your study questions. A student who plagiarizes on an exam or other assignments will receive an "F" for the assignment or exam.

5. Talk/Email:

I have an e-mail; use it if you need to. Any student, who misses an assignment with an excused absence, will be required to make up the points on his or her own time. Please contact your buddies for further information. Please feel free to talk to the instructor after class or give me an e-mail if you have any questions or concerns. The instructor will be very happy to answer your questions.

6. NO Voice Allowed and Classroom Behavior:

Students are to treat the classroom and each other with respect. Talking with your voice

11. Study Buddies: I would like you to find at least three other students to exchange names and phone numbers with. If you are going to be absent, call one of your buddies and ask him/her to take notes and get you the assignment. The person who is absent is responsible for finding out what happened in the class when they were absent.

Name _____ Phone _____

Name _____ Phone _____

Name _____ Phone _____