INSTRUCTOR: H. S. Venkatagiri, Ph. D., 3248 Pearson Hall.

OFFICE HOURS: There are no office hours for this Internet-based course. You may contact me during the duration of the course through Blackboard’s email utility. I will usually respond within 24 hours during the weekdays. For general questions and comments, before you begin the course, write to: giri@iastate.edu. To access this course during the semester, log into Blackboard using your Iowa State University user name and password at http://www.iastate.edu. If you are registered for this course, you will find a link to the course web site on the Blackboard page.

COURSE DESCRIPTION: In this course, you will learn to communicate with the deaf people using signing. Other topics covered include types, causes, and consequences of hearing loss, hearing technology (hearing aids, assistive listening devices, and cochlear implants), education of hearing-impaired children, Deaf culture, and the history of manual communication.

This is an on-line course (delivered exclusively over the Internet) designed to impart basic skills in the use and understanding of Signed English (SE), Signed Pidgin English (SPE), and American Sign Language (ASL) using video clips and text. SE, SPE, and ASL are different ways of signing. All of them use the same signs and, therefore, you will be learning only one set of about 600 signs useful for everyday communication. The three ways of signing differ in sentence construction. SE is useful for communication with young deaf children (or children with intellectual or cognitive disabilities such as children with Down syndrome or autism) who are learning English as well as signing. SPE and ASL are more appropriate when communicating with deaf adults.

There are 45 lessons in this course. Each lesson will take approximately 45 to 60 minutes to complete. During the regular Spring and Fall semesters, you need to complete 3 lessons per week. During the Summer terms, depending on the duration of the term, you will complete six to eight lessons per week.

OBJECTIVES: After the successful completion of this course, you will be:

- Familiar with the American English Manual Alphabet.
- Familiar with the commonly used signs of the American Sign Language (ASL).
- Able to communicate through finger spelling, Signed English, and Signed Pidgin English.
- Knowledgeable in the history of the development of manual communication and ASL and Deaf culture.
- Acquainted with the types, causes, and consequences of hearing impairment and with deaf culture.
- Aware of the differences between Manual English (ME), Signed Pidgin English (SPE), and ASL and when to use each of these forms of communication.

and-answer format. We will explore forty-five important questions about American Sign Language and controversies surrounding the use of technology.

**LESSON FORMAT:**

Please complete the lessons in the order in which they are listed in the course homepage because the successful completion of later lessons will require knowledge gained in the earlier lessons.

Each lesson consists of: (a) 10 to 15 new signs to learn; (b) A quiz that tests your ability to recognize signs you learned in the current lesson as well as selected signs from the previous lessons; (c) A practice/quiz unit consisting of a set of signed sentences or a brief conversation to develop and test your ability to understand short signed sentences; (d) A brief text-based unit that discusses an aspect of hearing loss, the Deaf culture and history, the grammar of SE, SPE, or ASL, or the education of hearing impaired children; (e) A multiple-choice quiz to test your knowledge of information covered in Item 4 above. Each of these five parts should take approximately 10 to 15 minutes to complete.

**IMPORTANT**

*In addition to learning to recognize the signs and signed sentences presented in each lesson, you should practice signing the vocabulary items and the practice sentences included in the lessons to develop skill in using SE, SPE, and ASL to communicate. In fact, signing while watching the video clips of signs and sentences is the best way to remember the signs. By signing, you will develop a motor memory for the signs. You are learning by doing!*

**QUizzes:** You will complete three quizzes during each lesson. The quizzes are listed under the menu items “Sign Quizzes,” “Sentence Quizzes,” and “Narrative Quizzes.” The lessons are structured in such a way that you learn by completing quizzes. Because the quizzes are a part of the learning process, if you are not satisfied with your performance, you may take the quiz again one more time. **Please note, however, that in computing grades, the points earned in the second attempt will be used even if it is less than the points earned in the first attempt.** Attempt a quiz a second time only after you have thoroughly reviewed the lesson carefully and are confident that you will do better.

Each lesson has three quizzes and each quiz has 10 items for a total of 30 items and 30 points for each lesson. Forty-five lessons times 30 points equals 1350 points for the quizzes. These points will constitute 60% of your grade.

**Tests:** In addition to the quizzes you will complete as part of each lesson, you will also take 3 tests. Each test has video clips of 20 signed sentences. Select a sentence from among four written sentences that corresponds to the signed sentence. Of the four choices presented for each video clip, one sentence will be completely accurate (3 points if you pick that as the answer), one will be completely inaccurate (0 points if picked), one will have one word wrong (2 points if picked) and one will have two incorrect words (1 point if picked).

In addition, the tests will also have a set of questions from the book *For Hearing People Only.* See course calendar below for chapters covered in different tests. Note that although each test covers nearly 20 chapters from the book, the “chapters” are typically 2 to 3 pages long! The specific chapters covered in each test are listed below.

Watch two interesting documentaries – *Sound and Fury* and *Sound Fury: Six*
**DUE DATES (QUIZZES & TESTS):**

**NOTE:**
Complete the quizzes / tests by the end of the weeks indicated.

You may always complete the lessons / quizzes / tests earlier than the due dates but not later than the dates shown.

Each week begins on a Monday of that week and ends on the following Sunday.

**Years Later** – before you take Test #3. You will need an ISU Parks Library account to access these films on off-campus computers. Click on **“My Account”** link in the Library’s homepage to set up a free account.

Unlike quizzes, you may take each test only once. The three tests together will account for 40% of your grade and the quizzes will make up the remaining 60%. As shown below, the signs you learn in all previous lessons are included in each of the tests. In this sense, language tests are always comprehensive. It is not possible to restrict signed sentences to only the signs learned in a set of lessons and not use signs learned in other lessons.

Test #1 covers lessons 1 – 15 and book (“Hearing People Only”) chapters 1, 2, 3, 4, 5, 6, 7, 8, 11, 13, 14, 17, 18, 19, 21, 24, and 25. (90 points).

Test #2 covers lessons 1 – 30 and book chapters 28, 29, 32, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, and 47. (90 points).

Test #3 covers lessons 1 – 45, book chapters 49, 51, 52, 53, 54, 55, 56, 57, 58, 59, 62, 70, 71, 72, 73, 74, and 83 and 15 questions from the two “Sound and Fury” documentaries. (105 points).

All quizzes and tests are administered through Blackboard. It is not necessary to be present on Iowa State University Campus to take quizzes and tests.

<table>
<thead>
<tr>
<th>Week of May 20: Lessons 1, 2, 3, 4, 5, 6, 7, 8</th>
<th>Week of May 27: Lessons 9, 10, 11, 12, 13, 14, 15 (Take Test #1)</th>
<th>Week of June 3: Lessons 16, 17, 18, 19, 20, 21, 22, 23</th>
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<tbody>
<tr>
<td>Week of June 10: Lessons 24, 25, 26, 27, 28, 29, 30 (Take Test #2)</td>
<td>Week of June 17: Lessons 31, 32, 33, 34, 35, 36, 37, 38</td>
<td>Week of June 24: Lessons 39, 40, 41, 42, 43, 44, 45 (Take Test #3)</td>
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**NOTE:** Take Test #3 on or before June 28, 2013.

**GRADING:**
Total points for quizzes = 1350 (60% of grade).

Total points for tests = 285 (40% of grade).

**RESOURCES:**
**NOTE:** These resources are recommended but not required for this course.

**Recommended Dictionaries:**

Note: These dictionaries contain illustrations as well as descriptions for signs. Illustrations are useful for visualizing signs.

**Interesting and useful web sites:**
- [http://www.signingsavvy.com/trial](http://www.signingsavvy.com/trial)
- [http://www.nad.org/issues/issues-resources](http://www.nad.org/issues/issues-resources)
TECHNICAL REQUIREMENTS FOR THIS COURSE

IMPORTANT

Do a browser check to make sure that your computer and the browser are compatible with and are properly configured for Blackboard. If the browser check brings up any problems, correct them before you begin this course. Call the Solution Center (515-294-4000) if you need help with resolving browser problems.

The technical requirements for this course include:

1. A browser test.

   ![Browser Test](image)

   Click on the “Other Tests” to test your computer’s ability to play audio and video files.

   Any problems (marked with an “X” and highlighted) in the “Required Components” section must be corrected.

   Your browser will alert you if you need any of the optional components when they are needed. You don’t have to install them now. See below for information on how to get these items.

   You should make sure that your browser does not block pop-ups from Blackboard.

2. You will need a fast (broad band) and reliable Internet connection.

3. Your computer must have a sound card and be able to play back audio recordings. The following freely downloadable software may be necessary to access audio and video resources used in this course:

   These are optional programs, which you may not need. Your browser will tell you when you need it. You do not need to install them unless needed.

   a. **Macromedia Flash Player** (This is a common format for displaying videos and animations. Download from: [http://get.adobe.com/flashplayer/](http://get.adobe.com/flashplayer/)).

   b. **Macromedia Shockwave Player** (This is another common format used to display animations. Download from: [http://get.adobe.com/shockwave/](http://get.adobe.com/shockwave/)).

   c. **Windows Media Player** (This program may be required to play audio and video files; this program is bundled with Windows 7 and 8 operating systems and, perhaps, Vista and XP as well. If you do not have it, you can find it here: [http://windows.microsoft.com/en-US/windows/download-windows-media-player](http://windows.microsoft.com/en-US/windows/download-windows-media-player). Mac OSX and a Firefox add-on are also available at the above URL.

   d. **RealPlayer** (This is sometimes used to play embedded or streamed audio and video files. Download from: [http://www.real.com/realplayer](http://www.real.com/realplayer)).

   e. **Apple QuickTime Player** (This is often used to play animations, audio and video files. Download from: [http://www.apple.com/quicktime/](http://www.apple.com/quicktime)).