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 at this email: giri@iastate.edu. I will usually respond within 24 hours during the weekdays. 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) that 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 40 to 50 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.

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 d above. Each of these five parts should take approximately 8 to 10 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!

Because a web-based course, unlike a classroom-based course, cannot provide direct and systematic experience in signing, you might want to consider teaching the signs you learn in this course to an interested friend or family member. The two of you can sign back and forth. This is a fun way to get some practice in signing as well as help you remember signs well.

TESTS AND QUIZZES:

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. The highest points earned in an attempt are used in grade computation.

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 pages long! The specific chapters covered in each test are listed below.

Watch two interesting documentaries – Sound and Fury and Sound and Fury: Six 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 if you already do not have one.

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, any sign you learn in any previous lesson is potentially 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 or have proctors available. Complete the lessons in the weeks shown below:

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

| A = 93%* | A- = 90% | Grading Formula: |
| B+ = 87% | B = 84% | %Points = ((Points Earned in Quizzes/Total Points for Quizzes) * 0.6) + (Points Earned in Tests/Total Points for Tests) * 0.4) *100. |
| C+ = 78% | C = 75% | |
| D+ = 69% | D = 66% | |
| * The minimum percentage of points necessary for the grade. |

**Grading:**
Total points for quizzes = 1350 (60% of grade).
Total points for tests = 285 (40% of grade).

**IMPORTANT:** Be sure to check the points you have received after completing each graded item in the "My Grades" link on the web site. This is the only way you can be sure that you have completed a graded item. **If a grade is not recorded in "My Grades" for a graded item, it is not completed!** Blackboard has many flaws but not keeping reliable records is not one of them. Blackboard unerringly keeps track of every student login, all student activities on Blackboard during a login, and the time the student logged out. If after completing a graded item, if you do not find an entry for it in "My Grades," please contact me immediately. I cannot help you with any graded item after its due date.

**RESOURCES:**

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

**Recommended Dictionaries:**


**Interesting and useful web sites:**

- http://www.lifeprint.com/
- http://www.signingsavvy.com/trial
The technical requirements for this course include:

1. Perform a browser test by scrolling down to the bottom of the Blackboard's logon page and clicking on the "Browser Test" link. The report will look similar to this:

   **Browser Test**
   
   **Required Components**
   
   - Your browser supports JavaScript.
   - Your browser supports cookies.
   - Your browser supports the Java Runtime Environment.
   - Your browser supports the Flash Player.
   - Your browser supports the Shockwave Player.
   - Your browser supports the Windows Media Player.
   - Your browser supports the RealPlayer.

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

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

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

   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.

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 videos with sound.

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

   The following freely downloadable software may be necessary to access audio and video resources used in this course:

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

This course is tested to work in Firefox and may or may not work correctly in other browsers.