



Course Syllabus



American Sign Language 2b: Advancing Communication Skills

Course Description

Building upon the prior prerequisite course, students will increase their proficiency by learning about sequencing, transitions, role-shifts, and future tenses. Students will learn how to tell a story and ask questions, benefiting with greater exposure to deaf culture. Speed, conversations, signing skills, and cultural awareness are characteristic of this course.

Course Code: EDL135

Required Materials

- A camera (cell phone, tablet, or computer camera is fine)
- Computer or tablet to play video

- Screen-capture software to record conversation or camera with ability to record conversation
- Simple video editing software

Note: It is strongly recommended that schools create a venue in which ASL 2a students can interact with each other and practice their newly acquired skills.

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Unit 1: Making Plans

Unit Summary

Deaf people used to be called "deaf and dumb," but the Deaf President Now protests held by the student body at Gallaudet University in 1988 proved that not only could Deaf students organize but also that they were articulate leaders who wanted to see Deaf people in positions of power. Together, we'll trace this important event in Deaf history, and since such events don't simply happen, but rather require a great deal of advance planning, we'll also work on making plans in ASL by learning how to create lists, sequences, and rankings with the correct NMMs. Finally, we'll delve into the process of researching Deaf topics while making sure to include Deaf perspectives from original sources—knowledge every ASL student should have!

Learning Objectives

- Describe how the Deaf President Now movement developed
- Relate how the first deaf president of Gallaudet University came to power
- Sign lists and sequences properly when making plans
- Practice NMMs with past and future tense questions
- Research Deaf culture using appropriate Deaf sources

Unit 1 Text Questions	Homework	10 points
Unit 1 Online Lab Questions	Homework	10 points
Unit 1 Activity 1	Homework	15 points
Unit 1 Activity 2	Homework	15 points
Unit 1 Discussion Assignment 1	Discussion	5 points
Unit 1 Discussion Assignment 2	Discussion	5 points
Unit 1 Quiz	Quiz	15 points



Unit 2: What's New?

Unit Summary

S'up? Did you hear the news? How about see the news? Getting the news can be difficult if you are deaf, but new technologies have allowed for more captioning and more ASL video news sources to bring important stories to the Deaf community. Together we will learn how to tell a good story in ASL, whether true or fictional, and get some practice using ASL literature techniques to captivate your audience with your signed stories.

Learning Objectives

- Appreciate a classic ASL joke and re-tell it yourself
- Find and appreciate news sources accessible to the deaf
- Understand role-shifting in ASL literature
- Practice techniques to tell a cohesive and engaging story in ASL
- Dissect the elements of an ASL story

Unit 2 Text Questions	Homework	10 points
Unit 2 Online Lab Questions	Homework	10 points
Unit 2 Activity 1	Homework	15 points
Unit 2 Activity 2	Homework	15 points
Unit 2 Discussion Assignment 1	Discussion	5 points
Unit 2 Discussion Assignment 2	Discussion	5 points
Unit 2 Quiz	Quiz	15 points



Unit 3: Just A Story

Unit Summary

Aw, that's just a story! But it might be a true story, even if it looks like it could be unbelievable. Isn't that the fun of telling stories? They can be funny, unusual, crazy, and still be true at the same time. We'll dig in to some funny stories, both fictional and true, while we learn more techniques for good storytelling and grammar. Plus, we'll learn some cool ASL expressions, so get ready—you're not going to want to miss the boat!

Learning Objectives

- Break down the parts of a classic ASL story
- Recognize some common ASL idioms or slang expressions
- Correct yourself properly if you make a mistake in signing
- Use sign order to emphasize what you are talking about
- Decipher the meaning in personal ASL stories
- Recognize cognates and false cognates

Unit 3 Text Questions	Homework	10 points
Unit 3 Online Lab Questions	Homework	10 points
Unit 3 Activity 1	Homework	15 points
Unit 3 Activity 2	Homework	15 points
Unit 3 Discussion Assignment 1	Discussion	5 points
Unit 3 Discussion Assignment 2	Discussion	5 points
Unit 3 Quiz	Quiz	15 points



Midterm Exam

Learning Objectives

- Review information acquired and mastered from this course up to this point.
- Take a course exam based on material from the first three units in this course (Note: You will be able to open this exam only one time.)

Midterm Exam	Exam	50 points
Midterm Discussion Assignment	Discussion	5 points



Unit 4: Poetry in Motion

Unit Summary

"Roses are red, violets are blue..." So much of the beauty of ASL literature comes from the visual splendor of the language, but did you know that you can rhyme in ASL? The traditions and forms of ASL literature are unique among literary arts in that they don't have a written representation that can do them justice—you need to see the poems and stories performed to visualize and appreciate them. Playing with the language visually can be just as complex—or even more so—than written English. With unique practices of sequencing handshapes and varying signs, this poetry in motion must also, of course, be effectively communicated to an audience. Together, we'll jump into ASL literature, discover how to apply the appropriate rules to create our own stories and poems, and learn about two prominent ASL poets.

Learning Objectives

- Recognize ASL rhymes
- Identify many forms of ASL literature
- Apply the rules for ASL stories with handshape constraints
- Create your own ABC, number, or word stories in ASL
- · Define the idea of Deafhood

Unit 4 Text Questions	Homework	10 points
Unit 4 Online Lab Questions	Homework	10 points
Unit 4 Activity 1	Homework	15 points
Unit 4 Activity 2	Homework	15 points
Unit 4 Discussion Assignment 1	Discussion	5 points
Unit 4 Discussion Assignment 2	Discussion	5 points
Unit 4 Quiz	Quiz	15 points



Unit 5: Get Outta Town!

Unit Summary

Think of your dream vacation. Can you visualize it on a map? Mapping and indexing space are intrinsic parts of American Sign Language, but did you know that Deaf geography is contributing important insights to the wider field of geography? Deaf geography charts the cultural use of space, looking at how hearing and Deaf culture come into contact with each other in the physical world. Deaf space is also political, and we will talk about how important it is to Deaf culture. For more culture mixing, travel the world with ASL and learn how to describe your journey. Finally, we will quickly review some important grammar to take your signing to the next level of fluency, inviting you to become even more articulate in ASL.

Learning Objectives

- Discuss the concerns of Deaf geography and Deaf space
- Design space with architectural features that are ideal for communicating in ASL
- Apply the concepts of contact zones and diaspora to the Deaf community
- Formulate a plan for traveling and report on it in ASL

Unit 5 Text Questions	Homework	10 points
Unit 5 Online Lab Questions	Homework	10 points
Unit 5 Activity 1	Homework	15 points
Unit 5 Activity 2	Homework	15 points
Unit 5 Discussion Assignment 1	Discussion	5 points
Unit 5 Discussion Assignment 2	Discussion	5 points
Unit 5 Quiz	Quiz	15 points



Final Exam

Learning Objectives

- Review information acquired and mastered from this course up to this point.
- Take a course exam based on material from all units in this course. (Note: You will be able to open this exam only one time.)

Final Exam	Exam	50 points
Class Reflection Discussion Assignment	Discussion	10 points