

ASL 2200C AMERICAN SIGN LANGUAGE 4

Course Description

Provides linguistic principles of American Sign Language at the advanced level and additional advanced level sign concepts, including idioms used in ASL. Expressive ASL presentations are performed in small groups. Fifteen hours of service-learning in the community are required and 5 hours of peer tutoring. Class sessions are conducted solely in ASL. Content includes lecture, skill-building activities and lab practice. Prerequisite:ASL 2160C

Course Competency	Learning Outcomes
<p>Competency 1: The student will acquire approximately 500 new sign concepts. Combined with previously acquired signs, students will have an accumulated vocabulary of approximately 2,500 sign concepts.</p>	<ol style="list-style-type: none"> 1. Communication 2. Cultural / Global Perspective 3. Computer / Technology Usage 4. Aesthetic / Creative Activities
<p>Competency 2: The student will describe and demonstrate high advanced-level linguistic aspects of ASL.</p>	<ol style="list-style-type: none"> 1. Communication 2. Cultural / Global Perspective 3. Computer / Technology Usage 4. Aesthetic / Creative Activities
<p>Competency 3: The student will demonstrate receptive and expressive skills in ASL idioms, English idioms, and and multiple-meaning words and concepts.</p>	<ol style="list-style-type: none"> 1. Communication 2. Cultural / Global Perspective 3. Computer / Technology Usage 4. Aesthetic / Creative Activities
<p>Competency 4: The student will continue to demonstrate high advanced-level knowledge of important issues in the fields of ASL,</p>	<ol style="list-style-type: none"> 1. Communication

interpretation, and Deaf studies.	<ol style="list-style-type: none"> 2. Cultural / Global Perspective 3. Computer / Technology Usage 4. Aesthetic / Creative Activities
<p>Competency 5: The student will demonstrate high advanced-level receptive understanding of ASL vocabulary and sentence structure.</p>	<ol style="list-style-type: none"> 1. Communication 2. Cultural / Global Perspective 3. Computer / Technology Usage 4. Aesthetic / Creative Activities

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