

Syllabus

Introduction to Philosophy

Course Overview

This one-semester course is intended as a practical guide to help you understand the subject matter of philosophy, its main branches, and the major ideas and issues discussed in each branch. This course has 15 lessons and 6 Course Activities. Each lesson contains one or more Lesson Activities.

You will submit the Course Activity documents to your teacher, and you will grade your work in the Lesson Activities by comparing them with sample responses. Each lesson also has a multiple-choice mastery test. A multiple-choice end-of-semester test completes the course.

The Course Activities (submitted to the teacher) and the Lesson Activities (self-checked) are major components of this course. They will guide your learning as you work through this course.

Course Goals

This course will help you meet the following goals:

- Describe the subject matter of philosophy and key contributions by major philosophers.
- Examine the major branches of philosophy.
- Discuss the beginnings of philosophical questioning.
- Discuss the development of contemporary metaphysics.
- Describe the rationalist ideas and philosophers within epistemology.
- Discuss the theories of empiricism and empiricist philosophers.
- Analyze the fundamentals of logic and learn the methods of argument.
- Discuss the main ideas in the philosophy of art.
- Discuss the main ideas in value theory and describe moral systems.
- Examine the theories for and against the existence of God.
- Discuss the problem of evil, understand its paradoxes, and discuss a variety of responses.
- Discuss the fundamental concepts of social philosophy.
- Discuss key concepts and issues in political philosophy.
- Investigate the field of bioethics and the application of philosophical theory to real-life situations.
- Discuss the applications of philosophy in the fields of finance and business.

Prerequisite Skills

Introduction to Philosophy has the following prerequisites:

- basic computer skills
- ability to structure and process information
- familiarity with the writing process and following guidelines

General Skills

To participate in this course, you should be able to do the following:

- Perform basic operations on a computer.

For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

Introduction to Philosophy is a 0.5-credit course.

Course Materials

- Notebook
- Computer with Internet connection and speakers or headphones
- Microsoft Word or equivalent

Course Components and Grading Rubric

The table gives a breakdown of the weight for each component in the course. Weight represents the percentage of the total score coming from each activity.

Course Components	Count	Weight
Module. <i>Each module in this course contains an interactive tutorial and an associated mastery test. Tutorials may include one or more Lesson Activities that constitute tasks associated with the tutorial. The module score comes from a student's score on the mastery test.</i>	15	30%
Discussion. <i>Online discussions allow for higher-order thinking about terminal objectives. An online threaded discussion mirrors the educational experience of a classroom discussion. Teachers can initiate a discussion by asking a complex, open-ended question. Students can engage in the discussion by responding both to the question and to the thoughts of others. Each unit in a course has one predefined discussion topic; teachers may add more discussion topics.</i>	6	20%
Course Activity. <i>Course Activities are similar to Unit Activities in scope but may be found at any point in the course, either to prepare the student for new learning or to act as a performance-based activity required for a learning objective. Like Unit Activities, Course Activities include simple rubrics, and sample answers are available for teachers. Course Activities are teacher graded.</i>	6	30%
End of Semester Test. <i>The end of semester test (EOS) appears at the end of the course. Students are delivered a few items from every tutorial in the course in order to assess the major course objectives.</i>	1	20%
Total	28	100%

*Teachers may manually adjust these weights if desired, per district grading requirements.

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course teacher may modify the schedule to meet the specific needs of your class.

Day	Activity/Objective	Type
1 day: 1	Course Orientation <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	
4 days: 2-5	Understanding Philosophy <i>Discuss the subject matter of philosophy and key contributions by major philosophers.</i>	Lesson

Day	Activity/Objective	Type
4 days: 6-9	Branches of Philosophy <i>Describe the major branches of philosophy.</i>	Lesson
3 days: 10-12	Researching the Philosophy Job Market	Course Activity
1 day: 13	Philosophy in the Job Market	Course Discussion
4 days: 14-17	Metaphysics I—First Questions of Reality <i>Discuss the beginnings of philosophical questioning.</i>	Lesson
4 days: 18-21	Metaphysics II—Quest for the Ultimate Reality <i>Discuss the development of contemporary metaphysics.</i>	Lesson
1 day: 22	Para Jumble	Game
4 days: 23-26	Epistemology—Rationalism <i>Describe the rationalist ideas and philosophers within epistemology.</i>	Lesson
4 days: 27-30	Epistemology—The Empiricist School <i>Discuss the theories of empiricism and empiricist philosophers.</i>	Lesson
3 days: 31-33	Working in Metaphysics and Epistemology	Course Activity
1 day: 34	Space Jumble	Game
4 days: 35-38	Logic <i>Discuss the fundamentals of logic and learn the methods of argument.</i>	Lesson
4 days: 39-42	Aesthetics <i>Discuss the main ideas in the philosophy of art.</i>	Lesson
3 days: 43-45	Logic Exercises, Designing a Paradox, and Discussing Art	Course Activity
1 day: 46	Art, Emotion, and Logic	Course Discussion
4 days: 47-50	Ethics <i>Discuss the main ideas in value theory and describe moral systems.</i>	Lesson

Day	Activity/Objective	Type
3 days: 51-53	Making Ethical Decisions	Course Activity
3 days: 54-56	Philosophy of Religion <i>Examine theories for and against the existence of God.</i>	Lesson
1 day: 57	Para Jumble	Game
4 days: 58-61	The Problem of Evil Discuss evil, understand its paradoxes, and discuss a variety of responses.	Lesson
1 day: 62	Analyzing the Problem of Evil	Course Discussion
4 days: 63-66	Philosophy and Society <i>Discuss the fundamental concepts of social philosophy.</i>	Lesson
4 days: 67-70	Philosophy and Politics <i>Discuss key concepts and issues in political philosophy.</i>	Lesson
3 days: 71-73	Solving Questions of Ethics in Social and Political Philosophy	Course Activity
1 day: 74	Social and Political Ethics	Course Discussion
1 day: 75	Space Jumble	Game
4 days: 76-79	Bioethics <i>Discuss the field of bioethics and the application of philosophical theory to real-life situations.</i>	Lesson
1 day: 80	Ethics in Health Care	Course Discussion
3 days: 81-83	Business Ethics <i>Discuss the applications of philosophy in the fields of finance and business.</i>	Lesson
3 days: 84-86	Solving Issues in Bioethics and Business Ethics	Course Activity
1 day: 87	Ethical Corporate Culture	Course Discussion
1 day: 88	Para Jumble	Game

Day	Activity/Objective	Type
1 day: 89	Course Review	
1 day: 90	End of Course Test	Assessment

Course Map

You will achieve course level objectives by completing each lesson’s instruction, assignments, and assessments. For a detailed look at how the materials meet these objectives, review the [course map](#).