The Power of Tradition, The Forces of Change: Galileo (1616-33) and Henry VIII (1529)

Aims of the Course:

First year seminar courses are designed to help students work intensively on both reading and writing through sustained critical inquiry. This particular course also includes significant experience in extemporaneous speaking. The specific subject for this course, “tradition and change” focuses on the struggles of countries/cultures as they try to preserve the customs and policies that have “worked” in the past even as they are confronted with economic, social, religious, and political change. We will examine this subject by engaging in extensive role-playing games; you will assume the roles of important political/religious figures and factions in Rome and in England and will use writing and speaking to persuade other students to agree with your position. I will also ask you to do some reflective and analytical writing to explore the philosophical and political roots of the cultures we are examining from your own modern perspective.

Below is the course description:

The Power of Tradition, The Forces of Change

This course examines two different cultures, Italy in 1616 and England in 1529, at points of crisis in leadership and compares their ideas and debates on how to preserve unity, national and religious identity and authority, and yet accommodate changing views of social, economic and religious justice. What are the sources of power of those who govern the society, and what constraints exist on that power? How are the demands of the community (political, religious, scientific, or class) balanced with a growing sense of individual liberty and the power of individual thought? What tensions exist because of differences in wealth and status and attitudes toward economic inequality? Students will explore these questions and attempt to articulate some tentative conclusions about how traditional structures of authority are or are not to be maintained in the face of challenges from new ideas. Class is conducted not through lecture or discussion but through an elaborate role-playing pedagogy known as “Reacting to the Past.” “Reacting to the Past” seeks to introduce students to major ideas and texts by replicating the historical context in which these ideas acquired significance. Students read classic texts, set in particular moments of intellectual and social foment, which inform the roles they are assigned. The Trial of Galileo introduces students to the collision of Galileo’s new science with the elegant cosmology of Aristotle, Aquinas and medieval Scholasticism. The game is set in 17th century Rome, within the Roman Inquisition on the one-hand, and the lecture halls of the Jesuit Collegio Romano on the other. Henry VIII and the Reformation Parliament takes up the King’s “great matter” (his desire to divorce Catherine of Aragon) during the tumultuous years 1529-1536 when Thomas More has just been named Lord Chancellor after the dismissal of Cardinal Wolsey, and Thomas Cromwell conspires to lead the king’s party to his own
ends. Four ideas/issues clash and contend for dominance: medieval Catholicism, Lutheranism, Renaissance Humanism, and Machiavellian statecraft. Students will read works representative of all traditions.

After extensive reading and preparation, each class member will take a “role” in each game, in order to debate, discuss and forge policies relevant to the historical crisis. Students will write persuasively, both in role and out of role, exploring and reflecting on major issues and perspectives.

Let me add: I believe that in addition to reading specific classic texts and learning about the issues these two cultures faced at a specific historical time, students will come to understand that key questions such as these have multiple and complex human perspectives. Easy compromise is not always possible. Not all groups will always be satisfied.

Class sessions and assignments.

Though I have designed this class to suit Drake University students, and have included materials and assignments of my own, the main game materials were designed by faculty at Barnard College in New York with support from the U.S. Department of Education and the Fund for the Improvement of Post-Secondary Education. Drake University is joining with Barnard in the continuing development of these materials. Occasionally in the student packets, you will find references to Barnard resources, other Barnard Reacting games, and a class schedule used for their courses. When appropriate I will indicate to you the equivalent Drake resources, and you should follow the schedule of classes and assignments as given in class. I may adjust the schedule and/or assignments as necessary during the course depending on your needs and abilities. Because the “Reacting to the Past” is a continuing research and scholarly project, Drake and Barnard faculty are interested in your reactions to various aspects of the game and in your written work. I may ask you to fill out anonymous evaluative surveys once or twice during the course. Later in the term, I may also ask your formal permission to copy the papers you have written to use as educational materials or for research for other faculty. Any work used for purposes outside the class will have all identifying information removed. Even so, should this make you uncomfortable, you may choose not to have your work used.

Writing:

As you may know, all the first year seminars are writing intensive courses. Much of your work, therefore, will take place through writing. There will be two "strands" of writing in the course: writings that aid the development of your position during the playing of the games and writings “out of role” that allow you to reflect on your work, the historical period we are working with, the challenges that the society and individuals faced in their attempts re-form their societies. I’m hoping that these writings will help you to:

--Improve your ability to present reasoned and supported arguments as well as thoughtful, complex analyses in both writing and speaking.
--Develop rhetorical flexibility in your writing, as you write in different voices for different audiences.

--Develop your critical thinking abilities as you contend with the basic issues of tradition and change as policies are developed for two societies each at a point of crisis, one a religious dynasty struggling with the “new science” it fears will undermine the central foundation of its spiritual life, the other a dynasty determined to perpetuate itself, even if that requires fundamental religious and social change.

--Become more aware of human rights, social justice, and other moral issues that affect individuals of all cultures

--Reflect upon what it means to be a responsible citizen even in cultures where speaking out involves great risk

--Develop some familiarity with global cultural diversity by identifying both distinct and universal elements of human culture at the social, political, and economic levels.

**Strand One: Position Papers**

For both the Galileo game and the Henry VIII game, you will write “position papers” in role. These papers will discuss various issues facing the Holy Office and the Universities in Rome/or the Reformation Parliament in England, and must support the position you occupy (e.g. Conservative Cardinal, Professor of Philosophy, Cromwell supporter, supporter of the traditional church, etc.). These need to be thoughtful presentations of the specific issue at hand, using the sources available to you in both the course materials and the library. Your papers should be emailed or posted on blackboard as appropriate and should also be given to the instructor as hard copy. Be sure to cite all your sources fully. I will give further guidelines for these papers as needed. You may also get individual help from me and from the Writing Workshop.

**Strand Two: Reflective Writings**

In these writings, you step out of your assigned role and work through the issues you are learning about both in your own terms and in light of events, readings, thinking subsequent to the historical events under consideration. The purpose for such writing is different than the “games” writing: in the position writings, you are in the thick of things, so to speak. You are attempting to persuade others that your point of view is right and just, and that following it will benefit Italy/England and will ensure the proper regulation of the church and the university (Rome), or the establishment of proper reformation (or anti-reformation) principles (England). If your writing and your arguments are effective, you may prevent an unjust tax or an execution. Or you may avert the division of a nation. The reflective writings, on the other hand, give you a chance to work through the complexity of the situation and work out your own present-day thinking. Though in some sense, all writing could be said to be “persuasive”—that is, you want your reader to adopt or at least be sympathetic with your point of view—your main job in this writing is not to convince a reader to adopt a particular policy or doctrine, but rather to uncover the difficulties and contradictions within the situation or issue, and therefore promote a fuller understanding. These writings will draw on the knowledge and research you have done in earlier writings, but will require you to look more fully at both sides of the issue. In some
cases, you will be asked to look at later critical accounts of the subject or later understandings of the philosophers whose work you are using. In these writings, then, you will be asked to confront differing points of view as you forge a claim of your own.

**Required readings:**


*And most important for certain students in the Henry VIII game:*

Niccolo Machiavelli, *Selected Political Writings*, (Indianapolis: Hackett, 1994) (contains the complete *Prince* and selections from *Discourses on Livy*)


**Student Packets:** Mark Carnes, Michael Pettersen and Frederick Purnell Jr.. *The Trial of Galileo: Aristotelianism, the “New Cosmology,” and the Catholic Church, 1616-1633*. (New York: W.W.Norton and Company, Inc, 2008)


**Course requirements, attendance and participation:**

Students should read all materials in timely fashion and complete all written work for each of the two games. Students must participate actively in the presentations, debates, and discussions. You have some latitude in how and when you fulfill these requirements; however, this independence and flexibility should not be mistaken for laxity. This course is demanding. Students who fall behind in the reading, writing assignments, and class presentations will find themselves lost in the games and in the course. Attendance is mandatory. Not only will you lose valuable participation points if you miss a key debate, you will also hurt the group or faction to which you are assigned.

Grading for each game will be based 2/3 on writing and 1/3 on class participation. In addition there will be preliminary quizzes or writings for each game and reflective writings after games. Points will be distributed thus:

**Galileo Game: 100 points total**
Historical background Quiz – 20 points
Two 3-4 page position papers, presenting arguments on governance, economy, science, religious or social issues-- 25 points each
Participation (in-class presentations, debates, work in factions, and email or blackboard discussions) – 30 points (1/3 grade bonus in participation grade for winning victory bonus, i.e. a B grade will become a B+ grade)

Henry VIII Game: 100 points total
Historical background Quiz – 20 points
Two 4-5 page position papers arguing on constitutional issues. 25 points each
Participation (in-class presentations, debate, and email discussions) – 30 points (1/3 grade bonus for winning victory bonus, i.e. a B grade will become a B+ grade)

Reflective papers: After the end of each game, each of you will compose and revise a reflective paper about an issue or issues that your role in the game allows you to comment on fully. If possible, we will use one or more of these in class discussion.

FINAL GRADE: Your final grade for the course will be figured as follows:

Galileo Game Grade: 35%
Henry VII Game Grade: 35%
Reflective Papers: 30%
Total 100%

IMPORTANT NOTE: ATTENDANCE AND COMPLETION OF ALL WORK

In order to receive a grade for this course, YOU MUST COMPLETE ALL WORK. That is, you cannot miss any papers or quizzes. If you do, you will receive an “F” for the course. This is true for all writing courses I teach. Not to complete the writing is not to take the course, as far as I am concerned. In addition, all papers must be completed in a timely fashion to receive a good grade. A Galileo paper handed in after we have already moved on to England will have little use in terms of your role in the game.

In regard to attendance, as I have noted above, your presence is crucial for the games especially. You will let down your side and skew the debates if you are absent. Excessive absence affects your final grade. Again, this is a requirement for all of my courses. If you miss class more than 3 times, your final grade will go down one half level for each absence (e.g. a B- will become a C+). If you miss 6 times or more, you will fail the course. Six absences constitute a full three weeks, far too much missed time to allow for credit in the course.

Grading Standards:

In writing:

Generally speaking, the papers for the “games” part of the course will be persuasive in
nature. That is, they will need to make a clear claim or proposal, offer cogent reasons for believing that claim or strong arguments for the proposal, and provide significant evidence from primary materials in class texts to support the truth of the argument. They will be written in understandable prose and will reflect the “voice” of the time period and the role assigned to the student. The “voice” of the period may be reflected through stylistic conventions, through appropriate topical allusions and through demonstrated familiarity with the culture and customs of the region and era.

Papers that fulfill all these conditions in exemplary fashion will receive an “A.”

B papers will state a clear claim at some point in the paper and provide evidence from primary materials in class texts. They may show a few errors of style, but are clear and represent the role and the time period.

C papers have a weak claim with few solid reasons for belief; they will provide some reference to the time period, but minimal evidence. They may have several stylistic or grammatical errors.

D papers have a weak claim and little reference to the time period. They have a confused organization and offer little evidence.

F papers have no claim, a confusing organization, and cite no evidence.

The papers for the “reflective” strand of writing will have similar criteria. That is, the writer needs to cite sources and use evidence to support whatever claims are being made. In addition, the writer needs to recognize the difficulty of competing perspectives and reflect that complexity in the overall argument of the piece. The style and voice of the piece are the writer’s own. That is, the writer is not adopting an historical role in these papers, but is assessing and examining the issues based on his or her present day perceptions and consciousness of the issues under discussion.

In speaking and participation:

In general, speeches and presentations should state a strong claim/proposal in the introduction, and provide a clear organization of reasons for belief in the claim and evidence to support the reasons. They will cite evidence from primary sources or examples of events or laws drawn from the time period as developed by research in the library and on-line. They will reflect the voice of the time period and the role assigned to each student. Students who fulfill these criteria and who attend all game sessions, actively work inside and out of class with their group or faction to achieve its victory objectives and participate in informal debates on a regular basis, will receive an “A” for this portion of their grade.

B speeches will state a clear claim at some point in the speech and provide evidence from primary materials in class texts. They may show a few errors of style, but are clear and represent the role and the time period. Students will attend all game sessions. They
will participate in informal debates at least once each week. If a member of a faction they
will provide some help in developing the strategy of the group outside of class.

C speeches have a weak claim and minimal evidence. They may have several stylistic
errors, although providing some reference to the time period. Students may miss one of
the game sessions, and infrequently participate in informal discussions. If a member of a
faction they attend most of the group’s meetings and provide voting support for its
objectives.

D speeches have a weak claim with little reference to the time period. They have a
confused organization and little evidence. Students might miss 2 game sessions. Students
provide minimal support to their group.

F speeches have no claim, a confusing organization, and cite no evidence. Students may
miss more than two class sessions and provide no support to their faction, either in class
or outside of class.

NOTE: Because the “speeches” you give will be in the context of parliamentary
proceedings or at the College of Rome or the Holy See, they are not like the
extemporaneous speaking you may have done in other classes—where you get up, speak
for 6-8 minutes on a prearranged topic, and sit down. Certainly you will be able to
prepare some speeches, and you will be asked to speak (by Cardinal Bellarmine or Sir
Thomas Audley) on a particular day. But much of the speaking you do will be
impromptu. That is, you will sometimes find yourself leaping to your feet to defend a
point or to stem the flow of a discussion that is not going in your favor. All of these
activities are considered “speech” and your level of preparation will certainly show.

Academic Integrity:
I have reprinted for you the statement on plagiarism from the Arts and Sciences
Handbook. This is for your information. If, at any time, you are uncertain about how to
cite sources, or what it means to cite sources, please consult with me or the Writing
Workshop. We will spend some time in class as needed on the potential difficulties. I will
try to help you avoid inadvertent errors. Deliberate plagiarism (presenting others’ work as
your own) will not be tolerated in the course and will result in failure with a report to the
dean describing the circumstances of the failure.

From the Arts and Sciences Faculty Policies Handbook:
“Academic dishonesty is an all encompassing term involving any activity that seeks to
gain credit for work one has not done or to deliberately damage or destroy the work of
others. Academic dishonesty includes, but is not limited to, the following:

Plagiarism - misrepresenting another's ideas, phrases, discourse, or works as one's
own.

Cheating - the act, or attempted act, of giving or obtaining aid and/or information by
illicit means in meeting any academic requirements, including examinations.
Fabrication - intentional and unauthorized falsification or invention of any information or citation in an academic sense in any academic exercise.

Facilitating Academic Dishonesty - intentionally or knowingly helping or attempting to help another to commit an act of academic dishonesty.

Examples of academic dishonesty include, but are not limited to:

a. Copying from another student's paper, laboratory report, or other report, or computer files and listings;

b. Using, during a test or laboratory experiment, material and/or devices not authorized by the instructor in charge of the test;

c. Without the instructor's permission, collaborating with another, knowingly assisting another or knowingly receiving the assistance of another in writing an examination or in satisfying any other course requirements;

d. Incorporating into written assignments materials written by others without giving them credit, or otherwise improperly using information written by others (including that which might be stored on computer disks or other technological devices); or submitting commercially prepared papers as one's own;

e. Submission of multiple copies of the same or similar papers without prior approval of the several instructors involved;

f. Claiming as one's own, work which was done by tutors or others with no mention of credit to or the assistance of those persons;

g. Deliberately damaging or destroying another's laboratory experiments, computer work or studio work;

h. Knowingly obtaining access to, using, buying, selling, stealing, transporting, or soliciting in its entirety or in part, the contents of a test or other assignment unauthorized for release;

i. Substituting for another student, or permitting another student to substitute for oneself, to take a test or other assignment or to make a presentation;

j. Intentional and unauthorized falsification or invention of any information or citation in an academic exercise;

Forgery, alterations, or misuse of University documents;

Falsifying information submitted or failure to reveal relevant information in any University application form or offering any false information in any University disciplinary proceeding.”
NOTE: In this class you will often be asked to work in groups, to share ideas on how to persuade other students of the position of your faction, and to distribute responsibility for various topics. However, the written essays – their argument, style, and correct citation of sources – are your personal responsibility and cannot be directly copied from another student, or any other source. Any incident of plagiarism will incur a penalty, ranging from an F for the paper up to and including failure for the course. Make sure that you cite all sources, particularly direct quotations or close paraphrases, in your essays with in-text citations indicating author and page number, with a full bibliographic reference at the end. Provide the full URL for documents cited that are on the web. Again, if you are in doubt about how or whether to cite a source, please consult with me.

Sources of help for FYS:

There are a number of offices designed to provide help for students, including the counseling service, academic assistance, disability services, the help desk (technology services), the libraries, and especially for our purposes, the writing workshop.

The Writing Workshop web page will help you schedule an appointment to meet with a tutor and discuss assignments: www.drake.edu/artsci/english/workshop.html

The Writing Workshop itself will be located in Cowles Library for daytime, evening, and weekend sessions. It is a free service, staffed by trained peer tutors, provided by the English Department. The specific tutoring schedule for this term will be available in two to three weeks. I will require everyone in the class to use the Writing Workshop for the reflective papers you write after each game. But feel free to use it anytime for any of the papers.

We are fortunate to have, for our class in particular, a student preceptor, Mariah Kauder. Mariah has taken this course, is entirely familiar with how “reacting” works, and will be an assistant to the Gamemaster (that’s me, once the games are in session). She will be able to help you work out issues with your roles, consider appropriate faction strategies, give advice about your writing, and will be present during the game sessions to offer suggestions (usually by written notes) about how to respond to unfolding events.

FINALLY—

Office: 231 Howard Hall
Office hours: MW 9:30-11:30, TTH 10:00-12:30 and by appointment
Office Phone: 271-3806
Email: elizabeth.robertson@drake.edu

Above are my official office hours, but I am in the building or teaching on campus most days and perfectly willing to make an appointment with you. I do encourage you to consult with me if you have questions, are feeling uncertain about anything and especially if you are confused by any aspect of the course. I will also formally schedule some appointments with each of you as the semester progresses.
I hope for you all to do well in the course and will do my best to help that happen as long as you also are doing your best. I find this particular course “reacting to the past,” challenging and exciting to teach. I hope you find it similarly engaging. I look forward to our semester together!

**Tentative Reading Schedule**

One of the difficulties/challenges with the “Reacting to the Past” pedagogy is that students must do a great deal of “up front” reading before they are ready to start the game. Thus the reading assignments may seem heavy to you at first. However, things begin to even out once the game starts. At that point, you will be *rereading* in order to shore up your position as well as doing further research. But it is important to have some background and awareness of the issues ahead of time. In the two to three weeks before we actually start playing the first game, I would like you to read the entire course packet, *The Trial of Galileo*. The sooner you do the reading, the better. The schedule below gives you some idea of what we will take up in class. It is tentative and may change based on class response. This is only the schedule for readings. Writing assignments will be due dependent on your role. Typically, you will have a week after your speech to complete a writing assignment.

8/25—Introduction to the class; please have read pp 1-19 of the *Trial of Galileo*

8/27—Read pp.20-83 in the game book. This includes Appendix A (Intro to Astronomy) and Appendix B *On the Heavens* and *Posterior Analytics*. Be prepared to answer study questions in class.

9/1—**LABOR DAY: NO CLASS**

9/3—Read Galileo “Starry Messenger” (Appendix D) and “Decrees of the Council of Trent” (Appendix C). Be prepared for study questions.

9/8—**Library Session**: please meet in Cowles Library


9/15—**GAME BEGINS: PHASE I**: 1616 The College of Rome: first lectures

9/17—Holy Office: Cardinal Bellarmine. Trial Session 1

9/22—Prince Cesi’s Palace.

9/24—Trial Session 2: Holy Office, Cardinal Bellarmine (END: PHASE I)

9/29—Possible Selection of New Pope: Conclave Leaders (Read Appendix F Galileo’s *Dialogue on the Two Chief World Systems* PHASE 2 1632: Holy Office, Trial Session ,

10/1—Holy Office, Trial session 2

10/6—Holy Office: Trial Session 3
10/8—Post-mortem, history vs the game; Galileo, Final Papers

**Begin Reading over Midterm Break:**
1) Read the game packet book: *Henry the VIII and the Reformation Parliament*
   Introduction: Historical Fiction; Background: Political and Intellectual History. Appendices
2) Read Thomas More, *Utopia*
4) If we can find a time, we will view the film “Anne of a Thousand Days” together as a class—not during class but one evening.

10/13—MIDTERM BREAK: NO CLASS
10/16—FRIDAY: MIDPOINT OF SEMESTER

**NOTE:** If the GALILEO game ends sooner than the midpoint of the semester, you will begin the Henry VIII reading earlier—once the GALILEO game ends.

10/22—Thomas More, *Utopia*, Books I and II

10/27—Thomas More, cont. History and Background QUIZ: Character Introductions, Patron/client interviews/Faction Meetings.
10/29—Parliamentary Session 1: [November, 1529]

11/3—Parliamentary Session 2: [January-March 1531]
11/5—Parliamentary Session 3: (January-May, 1532)

11/10—Parliamentary Session 4: (April, 1533)
11/12—Parliamentary Session 5: (January-March 1534)

11/17—Parliamentary Session 6: (November, 1534)
11/19—Parliamentary Session 7: (February-April 1536)

11/24—Special Session: (May, 1536)
11/25—Thanksgiving Holiday: NO CLASS

12/1—Special Session cont. (May, 1536)
12/3—Post-Mortem: history vs the game

12/10: FINAL EXAM PERIOD: WEDNESDAY, DEC. 10 12:00-1:50