

Instructions for Lecture Four

Whassup my Peeps?

OK, well, this will be our last discussion on classical ideas. Next up, classical ideologies (fun city). So, we're sorta piling up on concepts this week (with the President's day holiday stealing one of our Mondays, I had to bunch some up), which means this week will feel heavy, but starting next week it's one concept at a time. Democracy especially, as a concept, could fill an entire semester! And in fact, DVC used to offer a class called "The Political Economy of Democracy." Not sure if they still do but that would be a very cool class to sign up for. Well anyway, here's all your tasks for the week:

Lecture 4. Democracy, Citizenship, and Punishment

Task 1: Read these instructions (aaagain)

Task 2: Read Hoffman and Graham, Chapters 5, 6, and 7 – pp. 99 – 162.

Task 3: Click the link on my website or the Canvas "Modules" page titled "Lecture Four Presentation" and watch the lecture for this evening. Yeah, I know....guess who?

Task 4: Read the article for your journal response. You can find the question on the link titled "Lecture / Discussion Page" highlighted in yellow. After completing the response, you will have until the date posted on the assignments page to upload it to Canvas.

Task 5: Open the link for the video and watch.

Task 6: On the Canvas "Modules" page down to the link titled "Discussion Board: Lecture Four." Then answer the question that I have posted in approximately one to two paragraphs or so. Wait for other students to put their responses and then pick two students to respond to. The deadline for these responses will be posted on the Canvas assignments page. Don't be late....

All righty then, so next week we start our second unit called "classical ideologies" and here's where things are going to get interesting. We start hitting the "isms"...always fun to argue and debate!

I will see you then,

Kropf

**NOW, I KNOW WE COULD
DISCUSS MY PUNISHMENT,**

**BUT I FEEL THAT WOULD
ONLY FURTHER DIVIDE US.
NOW IS THE TIME FOR HEALING**

