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:

- Understand the subject matter of philosophy and key contributions by major philosophers.
- Explore the major branches of philosophy.
- Learn about the beginnings of philosophical questioning.
- Discuss the development of contemporary metaphysics.
- Discuss the rationalist ideas and philosophers within epistemology.
- Discuss the theories of empiricism and empiricist philosophers.
- Explore the fundamentals of logic and learn the methods of argument.
- Learn about the main ideas in the philosophy of art.
- Learn about 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.
- Explore 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 Pacing Guide

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

Day	Activity/*Objective*	Type
1 day: 1	**Course Orientation** *Review the Plato Student Orientation and Course Syllabus at the beginning of this course.*	
4 days: 2-5	**Understanding Philosophy** *Discuss the subject matter of philosophy and key contributions by major philosophers.*	Lesson
4 days: 6-9	**Branches of Philosophy** *Describe the major branches of philosophy.*	Lesson
3 days: 10-12	**Researching the Philosophy Job Market**	Course Activity
1 day: 13	**Philosophy in the Job Market**	Course Discussion

Day	Activity/*Objective*	Type
4 days: 14-17	**Metaphysics I—First Questions of Reality** *Discuss the beginnings of philosophical questioning.*	Lesson
4 days: 18-21	**Metaphysics II—Quest for the Ultimate Reality** *Discuss the development of contemporary metaphysics.*	Lesson
1 day: 22	**Para Jumble**	Game
4 days: 23-26	**Epistemology—Rationalism** *Describe the rationalist ideas and philosophers within epistemology.*	Lesson
4 days: 27-30	**Epistemology—The Empiricist School** *Discuss the theories of empiricism and empiricist philosophers.*	Lesson
3 days: 31-33	**Working in Metaphysics and Epistemology**	Course Activity
1 day: 34	**Space Jumble**	Game
4 days: 35-38	**Logic** *Discuss the fundamentals of logic and learn the methods of argument.*	Lesson
4 days: 39-42	**Aesthetics** *Discuss the main ideas in the philosophy of art.*	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** *Discuss the main ideas in value theory and describe moral systems.*	Lesson
3 days: 51-53	**Making Ethical Decisions**	Course Activity
3 days: 54-56	**Philosophy of Religion** *Examine theories for and against the existence of God.*	Lesson
1 day: 57	**Para Jumble**	Game

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Day	Activity/*Objective*	Type
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** *Discuss the fundamental concepts of social philosophy.*	Lesson
4 days: 67-70	**Philosophy and Politics** *Discuss key concepts and issues in political philosophy.*	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** *Discuss the field of bioethics and the application of philosophical theory to real-life situations.*	Lesson
1 day: 80	**Ethics in Health Care**	Course Discussion
3 days: 81-83	**Business Ethics** *Discuss the applications of philosophy in the fields of finance and business.*	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
1 day: 89	**Course Review**	
1 day: 90	**End of Course Test**	Assessment