

**HI334 – Religion and Revolution in Early America
Fall 2022
Course Meeting Times: Tuesday & Thursday, 1:00-2:15
Course Meeting Location: RSH 207**



**Left: Anne Hutchinson preaching in her home. By Howard Pyle, 1901.
Right: Manhattan Patriots tearing down statue of King George III. By William Wallcut, 1854.**

CONTACT INFORMATION:

Instructor: Dr. Daniel Hutchinson
Office: Room 308C, Robert Stowe Hall
Office Hours: Monday (in-person) & Friday (Zoom): 11:00-12:00
Tue/Thr (in-person): 2:30-3:30
or by appointment (in-person or Zoom)
To schedule an appointment: <https://hutchinson.appointlet.com/>
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Course Texts:

Mark C. Carnes, *The Trial of Anne Hutchinson: Liberty, Law, and Intolerance in Puritan New England*. Reacting to the Past Series (W.W. Norton, 2013). ISBN 978-0-393-93733-6

William Offutt, *Patriots, Loyalists, and Revolution in New Your City, 1775-1776*. Reacting to the Past Series (W.W. Norton, 2015). Second edition. ISBN 978-0-393-93889-0

See the Puritan and Revolutionary Reading Rooms on the course website for supplementary texts.

COURSE DESCRIPTION:

This course examines American history during two important moments in the colonial period: the trial of Anne Hutchinson in the Puritan Commonwealth of Boston (1637-1638), and the outbreak of the American Revolution in New York City (1775-1776). Each of these historical episodes contains important issues about American society whose relevance remains critical today. What place does religion have in American society? How has the meaning and practice of freedom shifted over time? What status have women played in American society? What is the legitimate role of government in everyday life?

These historical episodes and questions will be explored through the **Reacting to the Past** curriculum. “Reacting” introduces students to major historical ideas and texts by using a “role playing” format to replicate the historical context in which these ideas acquired significance. You will play the role of a Puritan in 17th century Boston and an American colonist in 18th century New York. Success in this curriculum demands a combination of reading, persuasive speaking, active class participation, and imagination.

An introduction to “Reacting” will be distributed along with this syllabus. Students should read it carefully and be prepared to ask questions about the course structure at the next class meeting.

COURSE OBJECTIVES:

- To acquire an understanding of early America through the religious worldviews of the Puritans and the political worldviews of the American Revolution.
- To fulfill the educational mission of Belmont Abbey College: to enable students to "lead lives of integrity, to succeed professionally, to become responsible citizens, and to be a blessing to themselves and to others."

COURSE POLICIES:

- **Class Format:** This class will be taught through the **Reacting to the Past** curriculum. This curriculum provides students with extensive opportunities for creativity, expression, teamwork, and leadership. Along with these opportunities come responsibilities. To succeed in the course students must seriously engage with the course readings and work with others to accomplish your specific goals in each game. Additional information about the “Reacting” curriculum is given along with this syllabus.
- **Belmont Abbey College Attendance Policy:** Belmont Abbey College requires faculty to monitor attendance for every class session. Attendance for this class is particularly important because active student participation is the basis of the Reacting curriculum. Accordingly, students are allowed **four** total excused absences for the semester. Students with more than **four** absences will receive a reduced final grade for the course; **one point subtracted for every absence over four. Students with over six unexcused absences will automatically fail the course.** Students with excused absences will be given consideration, but students with unexcused absences will not receive such consideration.

If you believe you will be absent for a future class, please alert the instructor so proper arrangements can be made. Excused absences include documented illnesses, deaths in the family and other documented crises, call to active military duty or jury duty, religious holy days, and official College activities. These absences will be accommodated in a way that does not arbitrarily penalize students who have a valid excuse. Consideration will also be given to students whose dependent children experience serious illness.

- **Reading:** This course is a reading intensive course, especially at the start of each game. This is necessary to expose you to the complexity of factors you'll be contending with as you struggle over the future of the Puritan Commonwealth and New York City. Students are expected to have completed each assignment by the beginning of the assigned class. **Success in each game cannot be achieved without completing the readings.**
- **Politeness and decorum:** Students in this class will form factions and engage in historical debates against those factions. By the very nature of the course, student interactions are at times adversarial and driven by competition. Tensions and tempers have been known to rise in "Reacting" games, reflecting the intense periods each game examines. Thus it is of critical importance to adopt an attitude of etiquette and decorum towards your classmates, even when their victory objectives clash with yours. **Remember, in the end it is just a game!**

GRADING/EVALUATION:

The course grade is based on the following scale and assignments:

- **Class Participation** – 40% of course grade
- **Written Assignments** – 40% of course grade
- **Final Exam** – November 29 – 10% of course grade
- **Game Prep Assignments** - 10% of course grade
- **"Winning Bonus" for Game Victory** – Up to 5% of course grade

Grade Scale

A: 100-93	C: 77-73
A-: 92-90	C-: 72-70
B+: 89-88	D+: 69-68
B: 87-83	D: 67-63
B-: 82-80	D-: 62-60
C+: 79-78	F: 60-0

- **Class Participation:** Active class participation is critical for success in this course. To succeed in these games you should ask questions, debate classmates, give speeches, make legislative motions, deliver sermons, and otherwise immerse yourself in the worlds of the individual games. At minimum, you must make **at least one oral presentation per game**. This presentation will be drawn from one of your written assignments, as

described further below. This presentation will make up 75% of your overall participation grade.

The remaining 25% of your class participation grade will be based primarily on a number of factors: the quality and quantity of your public statements during open discussions and faction meetings; your ability to make alliances within and between factions on the basis of shared political aspirations; and the depth of your engagement with course texts, including not only those pertaining directly to your character but also those that address wider issues in the relevant historical periods. To measure these factors I will keep a log recording student's individual class participation.

Class participation is severely hindered by student absences. Accumulated absences will significantly impact your grade, as described in the Belmont Abbey College Attendance Policy listed above.

- **Written Assignments:** For each game you will submit two papers, for a total of four papers for the course. Each paper should be some 1500-3000 words (3-6 pages) in length. Each paper will be from the point-of-view of your assigned character, and should further the realization of your character's victory goal(s) by persuading your fellow classmates. Each paper should cite materials in the assigned course texts and supplementary materials. Papers will be evaluated on the effectiveness of your argumentation, your engagement with the course texts, and the faithfulness of your paper with your character's goals and the overall historical period. The timing of when you will submit these papers is based on your character and based on scheduling coordinated by the leaders of the game.
- **Late Papers:** Papers turned in late will be penalized by ten points **per day** for up to seven days. After seven days late papers will not be accepted. The only exception to this policy is for students with valid excused absences.
- **Final Exam:** This exam will be a take-home writing assignment that asks you to engage with some of the larger historical questions discussed in both games. In writing your essays, you will need to cite materials from the course texts and supplementary materials. The final exam should be some 1500-3000 words (3-6 pages) in length.
- **Game Prep Assignments:** A series of readings and quizzes will accompany the start of each game. These assignments are designed to facilitate your engagement with the readings needed for each game.
- **“Winning Bonus” for Game Victory:** The “winning bonus” adds a competitive element to the games. If you achieve the specific goals assigned to you in each game, you may be rewarded for winning the game via a small bonus to your overall grade. The bonus points you receive depend on the accomplishments of your assigned goals. You also may receive partial bonus points for some games even in you “lose” the game but partially achieve your assigned goals. This bonus is a relatively small component of the overall grade, since the game is to some extent is weighted toward certain outcomes. Your

overall grade will be overwhelmingly shaped by the other components of the course, and even if your character “loses” the games you can still earn the grade you seek.

COURSE CONTENT AND OUTLINE:

This is a general outline that is subject to change.

Date Session/Topic

Week 1:

08/23 Introduction/Syllabus

08/25 What is Reacting to the Past?; Exercise: Public Speaking for Reacting to the Past

Week 2:

08/30 Preparatory Session – The Puritan Worldview

09/01 Preparatory Session – The Puritan Worldview

Week 3:

09/06 Preparatory Session – The Puritan Worldview

09/08 Preparatory Session – The Puritan Worldview

Week 4:

09/13 Preparatory Session – The Puritan Worldview

09/15 Preparatory Session – The Puritan Worldview

Week 5:

09/20 Game Session 1

09/22 Game Session 2

Week 6:

09/27 Game Session 3

09/29 Game Session 4

Week 7:

10/04 Game Session 5

10/06 Game Session 6

Week 8:

10/11 Post Mortem – “The City on the Hill” After the Hutchinson Trial

10/13 Post Mortem – “The City on the Hill” After the Hutchinson Trial

Week 9:

10/18 Post Mortem – “The City on the Hill” After the Hutchinson Trial

10/20 *** NO CLASS – FALL BREAK ***

Week 10:

10/25 Preparatory Session – The World of the American Revolution

10/27 Preparatory Session – The World of the American Revolution

Week 11:

11/01 ***** NO CLASS – ALL SOULS DAY *****

11/03 Preparatory Session – The World of the American Revolution

Week 12:

11/08 Game Session 1

11/10 Game Session 2

Week 13:

11/15 Game Session 3

11/17 Game Session 4

Week 14:

11/22 Game Session 5

11/24 *****NO CLASS – THANKSGIVING *****

Week 15:

11/29 Game Session 6

12/01 Post Mortem – New York City after the American Revolution

Week 16:

12/06 Post Mortem – New York City after the American Revolution

12/08 Lessons Learned: Religion & Revolution in Early America

12/13 ***** FINAL EXAM DUE *****