1.	Subject/module name
	Classical Archaeology
2.	Discipline
	archaeology
3.	Lecture language
	Polish
4.	The entity conducting subject
	Institute of Archaeology
5.	Subject/module code
	22-AR-S1-01-AK
6.	Type of subject/module (obligatory or optional)
0.	obligatory
7.	Field of study (specialization)*
<i>.</i>	archaeology
8.	Level of studies (1st degree*, 2nd degree*, long-cycle master's studies*, name of
0.	
	the Doctoral College*)
0	1st degree
9.	Year of studies ( <i>if applicable</i> )
10	2nd year
10.	Semester (winter or summer)
	winter
11.	Form of classes and number of hours (including number of hours of online classes*)
	lecture 30 hours, seminar 30 hours
12.	Prerequisites in terms of knowledge, skills and social competences forthe
	subject/module
	<ul> <li>in terms of knowledge: knowledge of the main concepts and subject of</li> </ul>
	archaeological research;
	- in terms of skills: independent acquisition of knowledge under the supervision of a
	scientific supervisor
13.	Learning objectives for the subject
	The classes aim to familiarize people with cultural and social changes in the Bronze
	Age and the Early Iron Age in Europe against the background of the Middle East,
	Age and the Larry from Age in Lurope against the background of the Middle Last,
	Northern Africa and Central Asia.
	Familiarization with artefacts of material culture of the presented archaeological
	cultures, originating from Polish lands.
14.	
	Program content:
	lecture:

## SUBJECT/MODULE SYLLABUS\*

- (T)\* Greek town planning, Greek house, lifestyle in a Greek city. Greek utility

construction. Greek temple, plan, types, parts, use, Doric, Ionic and Corinthian orders, forms of worship. Greek vases, their types, uses, vase painting, painting styles, vase painters. Greek archaic sculpture, types of sculptures, functions, eastern and Egyptian influences. Greek sculpture of the 5th century BC. The greatest artistic and technical achievements, types of compositions, sculptors, execution techniques. Greek sculpture of the 4th century BC. Achievements of sculptors, art schools. Hellenistic sculpture, leading achievements, schools, techniques, compositions, applications, propaganda in art. Roman urban planning, Roman utility construction. Roman lifestyle based on their buildings. Roman residential architecture. Types of residential houses (domus, Greco-Roman house, villas, insula, palaces) and their parts. Roman sculpture of the republic and empire period (types, species, evolution). Greek and Roman mosaics, production techniques, types of compositions, applications. Mosaic as a source of information about people. Roman wall painting. Cultures of Mesopotamia: Sumerian, Akkadian, Sumerian Renaissance, Babylonian, Assyrian, Iranian culture of the Achaemenid era, Hittite culture. Elements of ancient Egyptian culture: architecture, crafts, relief, wall painting, sculpture. Minoan culture: palaces, graves, painting, handicrafts. Etruscan culture (architecture, urban planning, the concept of the city, sculpture, painting, civilization achievements, crafts, jewelry, social position of women). Roman graves and their types. Roman temple, types, plans, forms, decorations, purpose. Roman military construction (military camps, their parts, limes, types of fortifications, castles, observation towers)

Assumed learning outcomes

[		
		learning outcomes
	Knows the basic concepts and terminology used in	K_W02
	archaeology and other humanities, especially	
	history, cultural anthropology, selected natural	
	sciences and earth sciences with which archaeology	
	cooperates.	
	Has structured methodological knowledge and	K_W03
	knowledge of theories used in archaeology and in	
	various directions of archaeological, archaeological-	
	natural and natural research.	
	Has structured knowledge of prehistoric, historical	K_W04
	and ancient archaeology.	_
	Has basic knowledge of technical and	K_W16
	documentation work during archaeological research	
	and inventory and laboratory work.	
	Is able to search, analyze, evaluate, select and use	K_U01
	information using various sources and methods.	
	Has basic skills in:	
	- formulating scientific problems and analyzing	K_U02
	them by selecting appropriate research methods	
	and tools,	
	- development and presentation of research	
	results,	
	- solving problems in scientific fields and disciplines	
	relevant to the field of study.	

	Is able to appropriately determine priorities for th implementation of tasks specified by himself or	е К_К03		
	others.			
	Is aware of the responsibility for preserving cultur			
	heritage.	К_К05		
15.	Required and recommended literature (sources, studies, textbooks, etc.)			
	<ol> <li>Boardman J. 1999. Sztuka starożytnej Grecji, Wrocław: Wydawnictwo Via.</li> <li>Bugaj E. 2006. Kopie i naśladownictwa w kulturze starożytnego Rzymu, [w:] M. Kwapiński (red.), Estetyka w archeologii. Kopie i naśladownictwa, Gdańsk: Muzeum Archeologiczne, 113-124.</li> <li>Papuci-Władyka E. 2001. Sztuka starożytnej Grecji, Warszawa: PWN.</li> <li>Sadurska A. 1975. Archeologia starożytnego Rzymu, t. 1, 2. Warszawa: Uniwersytet Warszawski.</li> <li>Śliwa J. 1997. Sztuka i archeologia starożytnego Wschodu, Warszawa-Kraków: Instytut Archeologii i Etnologii PAN.</li> </ol>			
16.	Methods of verifying the assumed learning outcomes:			
	- lecture: oral exam (T)			
17.	- seminar: tests and oral answers			
	Conditions and form of passing individual components of the subject/module:			
	- seminar: tests passed with a positive grade			
	- lecture: oral examination after obtaining a positive grade in the seminar			
18.	Student/PhD student workload			
	the form of carrying out classes by the	the number of hours allocated to		
	student*/doctoral student*	carry out a given type of classes		
	classes (according to the study plan) with the			
	- 19011109	30 30		
	student/doctoral student's own work (including			

participation in group work), e.g.:	
- preparation for classes and reading the	50
indicated literature:	
- preparation for tests and the final exam:	40
Total number of hours	150
Number of ECTS points (if required)	5

(T) – implemented in a traditional way(O) – implemented online

\* remove unnecessary