

Culture/History Topics:

### 1. ENTERTAINMENT

- Types of entertainment (**ludī scaenicī, ludī circensēs, mūnera**)
- Triumph – what it is and who can have one

### 2. SOCIAL CLASSES

- Classes (**plebs, equitēs, senātōrēs**), their requirements, rights, and privileges
- The **salutātiō** – what, who, why
- Slaves vs. **libertī**, including relationships with masters, names, responsibilities, rights

### 3. LETTERS

- Who wrote them and why (including **servī ab epistulis, notārī, librārī, amanuensēs**)
- Materials for writing and reasons to use each (**cēra, charta, volūmen**)
- Epistolary genre and why it is important

### 4. RECITATIONES

- Why, when and where to have one (including **audītōrium, praefātiō**)

### 5. CONSILIUM AND CURSUS HONORUM

- Emperor's **consilium**: who was on it, what its purpose was, its influence
- **cursus honōrum**: know the offices, their order, and their responsibilities (including **suō annō**)
  - o **vigintivir**
  - o **tribūnus militum**
  - o **quaestor**
  - o **tribūnus plebis/aedilis**
  - o **praetor**
  - o **cōsul**

### 6. MARRIAGE

- Customs and rituals associated with marriage (including **dōs, spōnsālia, flammeum, cōnfarreātiō**)
- Types of marriage (**cum manū** vs. **sine manū**)
- Problems/limits of our knowledge about Roman marriage

### 7. AUTHORS

- Roman book trade (including **librārī** and **bibliopolae**)
- Patronage, its purpose and why it was necessary, benefits for patron and client author
- Purposes of Latin literature vs. English literature

## 8. LAW

- Who was a lawyer and why (including **novus homō**)
- Which officials were involved in judgment
- Similarities/differences between Roman law (the 12 tables) and English law

## 9. PROVINCIAL GOVERNMENT

- Roman system of governing provinces, who governed and who chose them
- Imperial provinces vs. senatorial provinces (including **legatī Augustī, prōcōsulēs, praefectī**)
- Responsibilities of governors (including **iuridicī**)
- Reactions to Roman rule and reasons (including **publicānī**)