



## How to Teach History with Wes Callihan

### Lesson 4: Problems in the Study of History

#### Outline:

We are finite and cannot know everything.

- Limitations result from the fact that we are finite creatures, who cannot possibly know everything.
- All I have access to are the witnesses to an event. I can't repeat an event or study it in the laboratory.
- There are infinite number of details that people did not write about.
- Even material remains are limited.



What to select? How do I choose what is important to study, read, and present? On what basis will I select?

- I can't use all the material that I have access to, otherwise everything that plays a part will be too much.
- I am limited by time, space, and attention of the audience.
- Historians choose the things they think are important, and exclude what is not important.

#### Personal bias

- Bias means a slant. My bias is unavoidable.
- Everything has influenced and shaped a person's bias.
- The historian and the reader have bias.
- The historian is a product of his culture.
- Every historian has an agenda and ideology.
- Bias can drastically affect the telling of the historical story (Druids/Christians).
- How to help students discern bias?

Don't trust those who pretend to be neutral.

- All historians and all history books have bias.
- The problem of modern textbooks of history: made by committee, fake neutrality, hide bias, no personality.
- How do we find the truth given the existence of bias?



- Read multiple authors on the same topic.
- Reading broadly, widely and in various historical genres (read political and social histories).
- Read other books about other topics. All knowledge has a unity in God. To pursue any kind of knowledge will lead us back to God.

If history is a story, then history has a plot.

- History is not just a random selection of data.
- We need to interpret the data in selection and evaluation of the weight of the data and the story that they put together to tell.
- We interpret history in different ways.