

Syllogistic Reasoning Example

Write out the three parts of the syllogism in the labelled spaces below. Of the conclusion (Lat. *probandum*), the subject is the factor or part *already* established and not in question, while the predicate is the factor *to be* established.

In the house

subject

there is a fire

predicate

because

there is smoke.

reason

To see if the probandum is incontrovertibly established by a conclusive reason, contemplate whether the reason is qualified by the three modes. Re-word as necessary to form coherent sentences, retaining the essential meaning of the words.

In the house

subject

there is smoke.

reason

1. Property of the subject
(the subject has the characteristic of the reason)

Wherever there is smoke

If the reason always applies...

there is a fire.

...then the predicate must apply.

2. Forward pervasion
- natural relationship
 - causal relationship

If there is no fire

If the predicate does not apply...

there is no smoke.

...then the reason must also not apply.

3. Reverse pervasion

Syllogistic Reasoning Worksheet

Write out the three parts of the syllogism in the labelled spaces below. Of the conclusion (Lat. *probandum*), the subject is the factor or part *already* established and not in question, while the predicate is the factor *to be* established.

subject *predicate* because *reason*

To see if the probandum is incontrovertibly established by a conclusive reason, contemplate whether the reason is qualified by the three modes. Re-word as necessary to form coherent sentences, retaining the essential meaning of the words.

<i>subject</i>	<i>reason</i>	<input type="checkbox"/> 1. Property of the subject <i>(the subject has the characteristic of the reason)</i>
<i>If the reason always applies...</i>	<i>...then the predicate must apply.</i>	<input type="checkbox"/> 2. Forward pervasion <input type="checkbox"/> natural relationship <input type="checkbox"/> causal relationship
<i>If the predicate does <u>not</u> apply...</i>	<i>...then the reason must also <u>not</u> apply.</i>	<input type="checkbox"/> 3. Reverse pervasion