### KINDV 2.1 Course Outline as of Fall 2025

## **CATALOG INFORMATION**

Dept and Nbr: KINDV 2.1 Title: BEGINNING BADMINTON Full Title: Beginning Badminton Last Reviewed: 1/9/2024

Units		Course Hours per Week	N	Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	3.00	3	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 26.25

Total Student Learning Hours: 78.75

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	PHYED 77.1

#### **Catalog Description:**

Students will be introduced to the fundamental skills, strategies, and court etiquette of badminton.

**Prerequisites/Corequisites:** 

**Recommended Preparation:** 

### **Limits on Enrollment:**

### **Schedule of Classes Information:**

Description: Students will be introduced to the fundamental skills, strategies, and court etiquette of badminton. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Limits on Enrollment: Transfer Credit: CSU;UC. Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

AS Degree: CSU GE:	Area Transfer Area	l		Effective: Effective:	Inactive: Inactive:
<b>IGETC:</b>	Transfer Area	l		Effective:	Inactive:
CSU Transfer	: Transferable	Effective:	Fall 1981	Inactive:	
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:	

## CID:

## **Certificate/Major Applicable:**

Major Applicable Course

## **COURSE CONTENT**

## **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

- 1. Demonstrate beginning badminton skills and techniques during game play.
- 2. Demonstrate and apply shot combinations and game strategies.
- 3. Demonstrate knowledge of badminton rules and ettiquette.

## **Objectives:**

At the conclusion of this course, the student should be able to:

- 1. Analyze the fundamental strokes and game strategy used in the sport of badminton.
- 2. Perform the basic skills for singles and doubles play.
- 3. Demonstrate knowledge of rules and scoring for singles and doubles play.
- 4. Exercise proper court etiquette for the sport of badminton.

5. Prepare specific muscle groups used in badminton through agility drills and stretching techniques.

## **Topics and Scope:**

## I. Strokes

- A. Serves
  - 1. Singles
  - 2. Doubles
- B. Clears
  - 1. Underhand
  - 2. Forehand
  - 3. Backhand
  - 4. Overhead
- II. Strategy
  - A. Offensive singles
  - B. Offensive doubles
  - C. Defensive singles
  - D. Defensive doubles
- III. Rules

- A. Court dimensions
  - 1. Singles
  - 2. Doubles
- B. Scoring
  - 1. Singles
  - 2. Doubles
- IV. Etiquette
  - A. Courtesies
    - 1. Drills and practice
    - 2. Match play
- B. Do's and don't's
- V. Footwork
  - A. Agility
    - 1. Forward
    - 2. Back (turn and run)
    - 3. Lateral (crossover)
  - B. Stance and alignment
    - 1. Server
      - a. Singles
      - b. Doubles
    - 2. Returner
      - a. Singles
      - b. Doubles
- VI. Fitness for Badminton
  - A. Stretching muscle groups related to the activity of badminton
  - B. Strength exercises such as:
    - 1. Push-ups
    - 2. Squats
    - 3. Lunges
    - 4. Abdominal exercises
  - C. Conditioning
    - 1. Aerobic (e.g. jogging)
    - 2. Anaerobic (e.g. sprints, lateral line drills, bursts)

# Assignment:

- 1. Practice stretching and conditioning exercises and drills
- 2. Class competitions (singles and doubles)
- 3. Class Performances
- 4. Performance Exams
- 5. One quiz and one final exam

# Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course. Writing 0 - 0% **Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None		Problem solving 0 - 0%
<b>Skill Demonstrations:</b> All skill-based and physical demonstrations used for assessment purposes including skill performance exams.		
Class performances, Performance exams, Class Competitions (singles and doubles matches)		Skill Demonstrations 20 - 40%
<b>Exams:</b> All forms of formal testing, other than skill performance exams.		
Quiz and Final Exam		Exams 20 - 40%
<b>Other:</b> Includes any assessment tools that do not logically fit into the above categories.		
Attendance and participation		Other Category 40 - 60%

**Representative Textbooks and Materials:** Badminton Training Book: Improve Your Badminton Skills. Thomas Remmers. Independently Published. 2023