

ATHL 13 Course Outline as of Fall 2019**CATALOG INFORMATION**

Dept and Nbr: ATHL 13 Title: MEN'S VARSITY BASKETBALL

Full Title: Men's Varsity Basketball

Last Reviewed: 2/25/2019

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	3.00		Contact DHR	52.50
		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: 34 - 4 Enrollments Total

Also Listed As:

Formerly: PE 51A

Catalog Description:

This course includes practice and participation for intercollegiate competition, emphasizing basketball skills, fundamentals, and strategies.

Prerequisites/Corequisites:**Recommended Preparation:****Limits on Enrollment:**

By Tryout

Schedule of Classes Information:

Description: This course includes practice and participation for intercollegiate competition, emphasizing basketball skills, fundamentals, and strategies. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment: By Tryout

Transfer Credit: CSU;UC.

Repeatability: 4 Enrollments Total

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area			Effective:	Inactive:
CSU GE:	Transfer Area			Effective:	Inactive:
IGETC:	Transfer Area			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. Play basketball demonstrating appropriate physical skills.
2. Demonstrate appropriate responses to offensive and defensive strategies of the opponent.
3. Demonstrate teamwork.
4. Apply knowledge of rules and other basketball concepts.

Objectives:

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

1. Demonstrate individual fundamental skills pertaining to basketball in relation to:
 - A. Agility
 - B. Coordination
 - C. Reaction
 - D. Muscular strength
 - E. Muscle and cardiovascular endurance
2. Demonstrate and apply practical and general knowledge of the game of basketball and its rules.
3. Identify and analyze concepts, strategies, and personnel of opponents through film analysis and simulated game situations.
4. Demonstrate the ability to work with a team unit and develop team concepts.
5. Repeating students must demonstrate an increased depth and breadth of related skills, with new learning objectives.

Topics and Scope:

- I. Individual Fundamental Skills and Conditioning
 - A. Agility
 - B. Coordination
 - C. Reaction
 - D. Muscular strength
 - E. Muscle and cardio vascular endurance

II. Practical and General Knowledge of the Game and its Rules

- A. Practice drills
- B. Game situations

III. Concepts and Strategies of Opponent

- A. Offensive scheme
- B. Defensive scheme
- C. Team personnel

IV. Team Development and Goals

V. Repeating Students must Demonstrate Increased Depth and Breadth of Related Skills, with New Learning Objectives.

Assignment:

Students are expected to spend an additional one and one-half hours per week outside of class completing one or more of the following assignments.

In-class work may include:

1. Film analysis
2. Note taking and developing a playbook
3. Physical training and conditioning
4. Development and demonstration of related skills including practice and game performance
5. Establishing team goals
6. Periodic quizzes

Fieldwork may include:

1. Scouting reports execution
2. Playbook application
3. Intercollegiate competition

Repeating students demonstrate an increased level of performance

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.

Playbooks, Notetaking

Writing
5 - 10%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving
0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Practice and game performance

Skill Demonstrations
25 - 60%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice/ true/false, matching items, completion, short essay

Exams
10 - 25%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance, Participation, and Film Analysis

Other Category
25 - 60%

Representative Textbooks and Materials:

Toughness; Developing True Strength On and Off the Court. Bilas, Jay. New American Library. 2013 (classic)