

**PHYED 87.2 Course Outline as of Fall 2003****CATALOG INFORMATION**

Dept and Nbr: PHYED 87.2 Title: BASKETBALL - INTER.  
 Full Title: Intermediate Basketball  
 Last Reviewed: 8/28/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	4.00	6	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 70.00

Title 5 Category: AA Degree Applicable  
 Grading: Grade or P/NP  
 Repeatability: 22 - 4 Times in any Comb of Levels  
 Also Listed As:  
 Formerly: PE 42.2

**Catalog Description:**

Designed to develop intermediate individual skills and concepts of team play. Emphasis on participation through drills and game play.

**Prerequisites/Corequisites:****Recommended Preparation:**

Course Completion of KTEAM 4.1 ( or PHYED 87.1 or PE 42.1 or PE 116.1)

**Limits on Enrollment:****Schedule of Classes Information:**

Description: Intermediate individual skills & concepts of team play. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Course Completion of KTEAM 4.1 ( or PHYED 87.1 or PE 42.1 or PE 116.1)

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: 4 Times in any Comb of Levels

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

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

### **CID:**

### **Certificate/Major Applicable:**

Major Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

The student will:

1. demonstrate mastery of basic skills in a competitive situation.
2. identify and perform the fundamental skills of basketball as related to team play.
3. understand a variety of defensive and offensive team concepts and team play.
4. participate in individual and team drill progressions.

### **Topics and Scope:**

- I. Review and development of fundamental skills
  - a. Passing, dribbling , footwork, shooting and rebounding
  - b. Offensive techniques
  - c. One on one, two on two and three on three
  - d. Special situation plays
  - e. Defensive techniques
  - f. Stance and footwork
  - g. One on one, two on two, and three on three defensive counters
- II. Intermediate skills
  - a. Shooting
    1. 3 point shot
    2. Jump shot
    3. F.T.'s
    4. Post moves
  - b. Ball handling skills
    1. Cut, call, pivot, square
    2. Ball fakes, one handed push pass
    3. Foot fakes
    4. Reverse pivot dribble move
- III. Team Concepts
  - a. Offensive team play
    1. Give and go

- 2. Back door cutting
- 3. Hi Lo
- 4. Cross and down screens
- 5. Odd and even fronts
- b. Defensive team play
  - 1. Ball pressure
  - 2. Denial
  - 3. Fronting
  - 4. Close out/Box out
- c. Fast Break Concepts
  - 1. Outlet
  - 2. Spacing
  - 3. Filling lane
  - 4. Scoring options
- d. Competitive game
  - 1. 3 on 3
  - 2. Class tourneys

**Assignment:**

Analyze a collegiate/high school/professional game situation.

**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%

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

Class performances

Skill Demonstrations  
20 - 40%

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

Multiple choice, Matching items, Short items

Exams  
20 - 40%

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

ATTENDANCE

Other Category  
40 - 60%

**Representative Textbooks and Materials:**  
NCAA Rule Book