#### **ATHL 13 Course Outline as of Fall 2011**

# **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	. 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	6	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: 0.00 Total Student Learning Hours: 52.50

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**

# **Outcomes and Objectives:**

Upon completion of this course, students will 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:**

- 1. Individual fundamental skills and conditioning
  - A. Agility
  - B. Coordination
  - C. Reaction
  - D. Muscular strength
  - E. Muscle and cardio vascular endurance
- 2. Practical and general knowledge of the game and its rules
  - A. Practice drills
  - B. Game situations
- 3. Concepts and strategies of opponent
  - A. Offensive scheme
  - B. Defensive scheme
  - C. Team personnel

- 4. Team development and goals
- 5. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

## **Assignment:**

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 choise/ 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:** Instructor prepared materials