ATHL 16 Course Outline as of Summer 2012

CATALOG INFORMATION

Dept and Nbr: ATHL 16 Title: TECH/THEORY BASKETBALL

Full Title: Techniques and Theory of Basketball

Last Reviewed: 9/25/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	1.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	2.00		Contact Total	35.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00 Total Student Learning Hours: 105.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 34 - 4 Enrollments Total

Also Listed As:

Formerly: PE 70.1

Catalog Description:

Introduction to the fundamental techniques and theories of basketball. This course will cover individual offensive and defensive strategies as well as team offensive and defensive strategies.

Prerequisites/Corequisites:

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:

Description: Introduction to the fundamental techniques and theories of basketball. This course will cover individual offensive and defensive strategies as well as team offensive and defensive

strategies. (Grade or P/NP)

Prerequisites/Corequisites:
Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment: 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: Spring 1986 Inactive: Fall 2023

UC Transfer: Transferable Effective: Spring 1986 Inactive: Fall 2023

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, students will be able to:

- 1. Identify basic offensive and defensive strategies.
- 2. Develop an understanding of basketball fundamentals.
- 3. Assess the opponent's offensive and defensive strategies as a team and individual through the use of film and scouting reports.
- 4. Develop specific strategies based on the assessment of the opponent's schemes.
- 5. Formulate a variety of game plans specific to the opponent.

Topics and Scope:

- A. History and development of the modern game
- B. Philosophy and coaching theory
 - 1. Methods
 - 2. Mediums
 - 3. Techniques
- C. Individual offensive fundamentals
 - 1. Dribbling and crossovers
 - a. Regular
 - b. Behind the back
 - c. Spin
 - d. Between the legs
 - 2. Passing
 - a. Chest pass
 - b. Overhead pass
 - c. Bounce pass
 - 3. Shooting
 - a. Jump shots
 - b. Free throws
 - c. Layups
 - 4. Rebounding

- D. Individual defensive fundamentals
 - 1. Sliding and footwork
 - 2. Positioning
 - 3. Rebounding and boxing out
- E. Team offensive fundamentals
 - 1. Spacing
 - 2. Cutting
 - 3. Screening
 - 4. Fast break execution
 - 5. Half court execution
 - 6. Zone vs. man principles
- F. Team defensive fundamentals
 - 1. Full court
 - 2. Half court
 - 3. Zone vs. man principles

Assignment:

In-Class

- 1. Film analysis
- 2. 2-3 quizzes (multiple choice, true/false, and/or short answer).
- 3. Offensive and defensive strategies during in-class basketball games.

Homework

- 1. Weekly scouting reports from in class film analysis (2 to 3 pages per report).
- 2. Developing a playbook (1 to 2 pages per week).
- 3. Diagramming specific offensive and defensive strategies (2 to 4 strategies per week).
- 4. Practice of offensive and defensive strategies from in-class basketball games (1 hour per week).

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.

Scouting reports, playbook

Writing 10 - 25%

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

Diagramming offensive and defensive strategies, film analysis

Problem solving 10 - 25%

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

Offensive and defensive strategies during in-class basketball games

Skill Demonstrations 10 - 25%

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

Quizzes: multiple choice, true/false and/or short answer

Exams 10 - 25%

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

Attendance and participation

Other Category 30 - 60%

Representative Textbooks and Materials:

Practical Modern Basketball - John Wooden, Third Edition, publisher, Benjamin Cummings, 1998 or comparable text (classic)
Instructor prepared materials