### **ATHL 15L Course Outline as of Spring 2011**

### **CATALOG INFORMATION**

Dept and Nbr: ATHL 15L Title: BASKETBALL LAB

Full Title: Basketball Lab Last Reviewed: 2/25/2019

Units		Course Hours per Week	ľ	Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	1.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	2.00	2	Lab Scheduled	35.00
		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: 0.00 Total Student Learning Hours: 35.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 34 - 4 Enrollments Total

Also Listed As:

Formerly: PE 70.2

#### **Catalog Description:**

Introduction to the structure and development of various basketball strategies. This course will include analysis of scouting reports and film reviews as well as the practical application of various physical training concepts.

### **Prerequisites/Corequisites:**

Course Completion of ATHL 14 (or PE 75A or PE 75)

### **Recommended Preparation:**

#### **Limits on Enrollment:**

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

Description: Introduction to the structure and development of various basketball strategies. This course will include analysis of scouting reports and film reviews as well as the practical application of various physical training concepts. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of ATHL 14 (or PE 75A or PE 75)

Recommended:

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: Fall 1985 Inactive:

UC Transfer: Transferable Effective: Fall 1985 Inactive:

CID:

# Certificate/Major Applicable:

Major Applicable Course

### **COURSE CONTENT**

# **Outcomes and Objectives:**

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

- 1. Analyze and assess individual and team performance.
- 2. Demonstrate the knowledge of offensive skills and strategies.
- 3. Demonstrate the knowledge of defensive skills and strategies.
- 4. Understand the rules of basketball according to the governing rule book.
- 5. Perform basic dribbling skills.
- 6. Perform various types of physical training methods to enhance performance.
- 7. 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
  - F. Dribbling skills
- 2. Practical and general knowledge of the game of basketball and its rules
  - A. Practice drills
  - B. Game situations
- 3. Concepts and strategies of opponent
  - A. Offense
  - B. Defense
  - C. Team personnel
- 4. Team development and goals

- A. Offense
- B. Defense
- C. Individual goals & responsibilities
- D. Team goals & responsibilities
- 5. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

## **Assignment:**

Representative Assignments:

- 1. Analyze basketball strategies
- 2. Creating and analyzing scouting reports
- 3. Diagramming specific offensive and defensive strategies
- 4. Film analysis
- 5. Note taking
- 6. 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.

Written scouting reports

Writing 5 - 15%

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

Playbook and film analysis

Problem solving 10 - 20%

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

Skill performances, practice performance, game competition

Skill Demonstrations 15 - 30%

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

Multiple choice, True/false

Exams 10 - 20%

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

Participation

Other Category 30 - 50%

# **Representative Textbooks and Materials:**

Instructor prepared materials