

ATHL 27 Course Outline as of Fall 2011**CATALOG INFORMATION**

Dept and Nbr: ATHL 27 Title: MEN'S VARSITY SOCCER

Full Title: Men's Varsity Soccer

Last Reviewed: 5/8/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	3.00	Lab Scheduled	6.00	17.5	Lab Scheduled	105.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

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 62

Catalog Description:

Practice for and participation in intercollegiate competition in men's soccer, emphasizing soccer skills, fundamentals and strategies.

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

By tryout

Schedule of Classes Information:

Description: Practice for and participation in intercollegiate competition in men's soccer, emphasizing soccer 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 soccer 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 soccer 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 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. Special teams
 - D. Team personnel
- IV. Team development and goals
- V. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

Assignment:

1. In-class work may include:
 - A. Film analysis
 - B. Note taking and developing a playbook
 - C. Physical training and conditioning
 - D. Development and demonstration of related skills including practice and game performance
 - E. Establishing team goals
 - F. Periodic quizzes
2. Fieldwork may include:
 - A. Scouting reports execution
 - B. Playbook application
 - C. Intercollegiate competition
3. 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.

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.

Written scouting reports

Problem solving
10 - 25%

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

Class performances, performance exams, practice performance, game competition

Skill Demonstrations
25 - 60%

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

None

Exams
0 - 0%

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

Participation and film analysis

Other Category
25 - 60%

Representative Textbooks and Materials:

Instructor prepared materials