#### KTEAM 1.1 Course Outline as of Fall 2012

## **CATALOG INFORMATION**

Dept and Nbr: KTEAM 1.1 Title: FOOTBALL PASSING GAME

Full Title: Football Passing Game

Last Reviewed: 2/27/2023

Units		Course Hours per Week		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	6	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: PHYED 85

#### **Catalog Description:**

This football course emphasizes the passing game from both an offensive and defensive perspective. It will include a variety of offensive and defensive skills, strategies, techniques, and related football concepts.

#### **Prerequisites/Corequisites:**

### **Recommended Preparation:**

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

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

Description: This football course emphasizes the passing game from both an offensive and defensive perspective. It will include a variety of offensive and defensive skills, strategies, techniques, and related football concepts. (Grade or P/NP)

Prerequisites/Corequisites:

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: Summer 2010 Inactive:

**UC Transfer:** Transferable Effective: Fall 2010 Inactive:

CID:

## Certificate/Major Applicable:

Major Applicable Course

## **COURSE CONTENT**

# **Outcomes and Objectives:**

Upon completion of this course students will be able to:

- 1. Read defensive coverages and stems.
- 2. Read offensive formations and motions.
- 3. Demonstrate the ability to identify where an offense or defense is vulnerable.
- 4. Execute training principles for football related skills.
- 5. Execute route adjustments vs. zone and man coverage.
- 6. Identify defensive blitz alignments.
- 7. Identify offensive formations.
- 8. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

## **Topics and Scope:**

- 1. Defensive alignments and assignments vs. offensive formations, motions, and shifts
  - A. Coverages
  - B. Blitzes
  - C. Stems
- 2. Offensive alignments vs. defensive coverages and stems
  - A. Routes
  - B. Reads
- 3. Compete in 1 on 1 and 7 on 7 drills
- 4. Drill and technique principles for football related skills
- 5. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

## **Assignment:**

Representative Assignments:

1. Offensive playbook

- 2. Offensive drill book
- 3. Defensive playbook
- 4. Defensive drill book
- 5. Field work (drills)
- 6. 2 to 4 multiple choice, true/false Quizzes

#### 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.

Offensive and defensive playbooks, drill books, and 2 to 4 quizzes

Writing 10 - 20%

**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.

Skill performances

Skill Demonstrations 20 - 30%

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

2 to 4 multiple choice, true/false quizzes

Exams 20 - 30%

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

Attendance and participation

Other Category 40 - 50%

## Representative Textbooks and Materials:

Instructor prepared materials