

KINDV 2.2 Course Outline as of Fall 2013

CATALOG INFORMATION

Dept and Nbr: KINDV 2.2 Title: INTERMEDIATE BADMINTON
Full Title: Intermediate Badminton
Last Reviewed: 1/9/2024

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	3.00	3	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: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly: PHYED 77.2

Catalog Description:
Presentation of intermediate level badminton skills, participation in match play, and a review of the rules of the game. Improvement of individual skills, team techniques, and game strategies will be emphasized. Students will be required to attend one high school badminton match outside of the scheduled class time.

Prerequisites/Corequisites:

Recommended Preparation:
Course Completion of KINDV 2.1 (or PHYED 77.1 or PE 34.1 or PE 159.1)

Limits on Enrollment:

Schedule of Classes Information:
Description: Presentation of intermediate level badminton skills, participation in match play, and a review of the rules of the game. Improvement of individual skills, team techniques, and game strategies will be emphasized. Students will be required to attend one high school badminton match outside of the scheduled class time. (Grade or P/NP)
Prerequisites/Corequisites:

Recommended: Course Completion of KINDV 2.1 (or PHYED 77.1 or PE 34.1 or PE 159.1)

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

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:

1. Prepare the body for the sport of badminton through the use of stretching techniques, agility drills, and core development.
2. Analyze each fundamental stroke of badminton: clear, smash, and drop.
3. Execute game strategies used in both singles and doubles play.
4. Perform basic and intermediate skills for singles and doubles play.
5. Demonstrate techniques used for various types of shots and returns.
6. Practice the rules and etiquette of the sport of badminton.
7. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives

Topics and Scope:

- I. Review of basic skills
 - A. Serves shots
 1. Short
 2. Clear
 3. Drives
 - B. Clear shots
 1. Underhand
 2. Overhand

- 3. Offensive
- 4. Defensive
- C. Drop and net strokes

II. Review of rules and etiquette

III. Intermediate skills

- A. Backhand development of all strokes - drop, clear, smash
- B. Around-the-head strokes
- C. Flock and backhand serves
- D. Footwork
- E. Stroke combinations

IV. Strategies

- A. Singles (footwork and defensive coverage)
- B. Doubles (side by side and up and back)

V. Conditioning

- A. Stretching
- B. Core development
- C. Muscle strengthening
- D. Agility footwork

VI. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives

Assignment:

Outside of class:

1. Practice stretching and conditioning exercises and drills one and one-half hours per week.
2. Attendance at a local high school match
3. Reaction paper in response to high school match

In class assignments:

1. Class competitions and tournaments (singles, doubles and match play)
2. Class performances
3. Performance Exams
3. Study video tape and analyze technique
4. One quiz and final exam
5. Demonstrated badminton ettiquette and compliance with current rules of competition

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.

Reaction paper, video tape analysis

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.

Class performances, performance exams, class competitions (singles, doubles, match play and tournaments)

Skill Demonstrations
20 - 40%

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

Quiz and final exam: multiple choice, true/false and matching items

Exams
10 - 20%

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

Class participation, attendance and attending a high school badminton match outside of class

Other Category
40 - 60%

Representative Textbooks and Materials:

Skills, Drills and Strategies for Badminton (The Teach, Coach, Play Series) Paup, Donald, C. & Fernhall, Bob. Holcomb Hathaway Publisher 2010