ATHL 10 Course Outline as of Spring 2015

CATALOG INFORMATION

Dept and Nbr: ATHL 10 Title: MEN'S VARSITY WATER POLO Full Title: Men's Varsity Water Polo Last Reviewed: 2/27/2023

Units		Course Hours per Week	Ν	br of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	6.00		Contact DHR	105.00
		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:	ATHL 50

Catalog Description:

Practice for and participation in intercollegiate water polo, emphasizing water polo skills, fundamentals and strategies.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: Practice for and participation in intercollegiate water polo, emphasizing water polo skills, fundamentals and strategies. (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: CSU GE:	Area Transfer Area	l		Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	l	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 water polo 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 water polo 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 an 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 cardiovascular 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 plays
 - 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:

In-class work may include:

- 1. Film analysis
- 2. Note taking and developing a playbook
- 3. Physical training and conditioning
- 4. Development and demonstration or related skills including practice and game performance
- 5. Establishing team goals
- 6. Periodic quizzes

Fieldwork may include:

- 1. Scouting reports execution
- 2. Playbook application
- 3. Intercollegiate competition

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.

Scouting reports, playbooks and notetaking

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

None

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

Practice and game performance

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

Quizzes: Multiple choice, true/false, matching items, completion, short essay

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

Attendance, participation and film analysis

Representative Textbooks and Materials:

5 - 10%

Writing

Problem solving 0 - 0%

Skill Demonstrations 25 - 60%

Exams 10 - 25%

Other Category 25 - 60% 101 Offensive Water Polo Drills. Peter J. Cutino, 2001 Instructor prepared materials