### KTEAM 8.2 Course Outline as of Fall 2023

## **CATALOG INFORMATION**

Dept and Nbr: KTEAM 8.2 Title: INTERMEDIATE VOLLEYBALL

Full Title: Intermediate Volleyball

Last Reviewed: 2/6/2023

Units		Course Hours per Week	K I	Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	3.00	6	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: 26.25 Total Student Learning Hours: 78.75

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 96.2

### **Catalog Description:**

Students will learn intermediate-level volleyball skills, participate in match play, and review the rules of the game. Student improvement of individual skills, team techniques, and game strategies will be emphasized.

### **Prerequisites/Corequisites:**

### **Recommended Preparation:**

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

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

Description: Students will learn intermediate-level volleyball skills, participate in match play, and review the rules of the game. Student improvement of individual skills, team techniques, and game strategies will be emphasized. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

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**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

- 1. Perform beginning through intermediate-level volleyball techniques and skills
- 2. Demonstrate knowledge and application of the written and unwritten rules of play.

## **Objectives:**

At the conclusion of this course, the student should be able to:

- 1. Demonstrate intermediate-level volleyball skills.
- 2. Perform in game-like drills in preparation for match play.
- 3. Participate in conditioning and stretching, exercises applicable to intermediate volleyball.
- 4. Apply the rules, scoring, and etiquette for 2- and 6-person match play.
- 5. Participate in 2-person, 3-person, 4-person, and 6-person games.

# **Topics and Scope:**

- I. Individual Skills
  - A. Overhead pass
  - B. Forearm pass
    - 1. Serve reception
    - 2. Dig
    - 3. Free Ball
  - C. Serve
    - 1. Overhand
    - 2. Topspin
    - 3. Jump float
  - D. Blocking
    - 1. One player
    - 2. Two players
  - E. Attacking
    - 1. Hard driven attack

- a. High pin
- b. Fast tempo quick
- 2. Tip
- 3. Off speed
- II. Team Skills
  - A. Offense
    - 1.4-2
    - 2. 5-1
    - 3.6-2
  - B. Defense
    - 1. Perimeter
    - 2. Rotation
    - 3. Counter rotation
  - C. Serve receive pattern
    - 1. 5-person "W" formation
    - 2. 4-person
    - 3. 3-person
- III. Match play, rules and scoring
  - A. 6-person
  - B. 2-person
  - C. 4-person
  - D. Rally scoring
  - E. Rules and etiquette of play

### **Assignment:**

- 1. Reading volleyball strategies
- 2. Watching and analyzing volleyball videos
- 3. Diagramming specific offensive and defensive strategies
- 4. Film analysis, written and oral
- 5. Quizzes (2-5); final assessment
- 6. Develop and demonstrate offensive and defensive strategies

#### 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.

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

Analysis of film and play

Writing 0 - 0%

Problem solving 10 - 20%

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

Demonstration and practice of strategies

Skill Demonstrations 20 - 40%

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

Quizzes and final assessment

Exams 20 - 30%

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

Participation and attendance

Other Category 20 - 40%

# **Representative Textbooks and Materials:**

Instructor prepared materials:

The Volleyball Coaching Bible, Volume II Human Kinetics; 2015 (Classic)