

CATALOG INFORMATION

Dept and Nbr: KTEAM 3.1      Title: BEGINNING BASEBALL  
Full Title: Beginning Baseball  
Last Reviewed: 8/28/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	2.00	17.5	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: 17.50

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 86.1

**Catalog Description:**  
The purpose of this course is to provide beginning instruction in the techniques, tactics and strategies associated with competitive baseball. Special emphasis placed on drills and competitive play situation.

**Prerequisites/Corequisites:**

**Recommended Preparation:**

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: The purpose of this course is to provide beginning instruction in the techniques, tactics and strategies associated with competitive baseball. Special emphasis placed on drills and competitive play situation. (Grade or P/NP)  
Prerequisites/Corequisites:  
Recommended:  
Limits on Enrollment:

Transfer Credit:

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>		Effective:	Inactive:
<b>UC Transfer:</b>		Effective:	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. Play competitive baseball and execute fundamental skills at a beginning level.
2. Demonstrate beginning tactics, positioning and field spacing during competitive play.
3. Apply the rules of play.

### **Objectives:**

Upon completion of the course, students will be able to:

1. Execute beginning levels of baseball offensive and defensive fundamentals.
2. Analyze beginning techniques of fielding, hitting and base running.
3. Explain and apply basic baseball rules and beginning game strategies.

### **Topics and Scope:**

#### **I. Individual and Team Offensive Techniques and Strategies**

- A. Hitting
- B. Bunting
- C. Slash
- D. Base running

#### **II. Individual and Team Defensive Techniques and Strategies**

- A. Positioning
- B. Fielding
  1. Catchers
  2. Infield
  3. Outfield
  4. Pitchers
- C. Throwing
- D. Team Defenses

#### **III. On Field Responsibilities**

- A. Physical conditioning

- B. Field maintenance
- C. Care of equipment
- D. Film Analysis
- E. Mental techniques
- IV. Practical and General Knowledge of the Game and its Rules
  - A. Practice drills
  - B. Game situations
  - C. Rules
- V. Concepts of Team Play
  - A. Offensive development
  - B. Hitting and bunting
  - C. Advancing runners
  - D. Scoring runners
  - E. Defensive development
  - F. Bunt coverage
  - G. Outfield cut-offs and relay coverages
  - H. 1st and 3rd coverages
  - I. Pitchers and catchers strategy and signals

### Assignment:

Students are expected to spend an additional one hour per week outside of class on one or more of the following activities:

1. Practice and analyze beginning baseball fundamentals
2. Demonstrate and analyze competitive baseball situations
3. Performance exams (skill tests)
4. Quizzes (3 - 5)

### 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.

None

Problem solving  
0 - 0%

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

Skill Performance, Performance exams

Skill Demonstrations  
20 - 40%

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

Quizzes; Multiple choice, True/false

Exams  
20 - 40%

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

Participation and attendance

Other Category  
30 - 60%

**Representative Textbooks and Materials:**

Baseball Steps to Success. Thomas, Kenny and King, DJ. Human Kinetics. 2017

Instructor prepared materials