KINDV 2.1 Course Outline as of Fall 2025

CATALOG INFORMATION

Dept and Nbr: KINDV 2.1 Title: BEGINNING BADMINTON

Full Title: Beginning Badminton

Last Reviewed: 1/9/2024

Units		Course Hours per Week	k N	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: 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 77.1

Catalog Description:

Students will be introduced to the fundamental skills, strategies, and court etiquette of badminton.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: Students will be introduced to the fundamental skills, strategies, and court etiquette

of badminton. (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. Demonstrate beginning badminton skills and techniques during game play.
- 2. Demonstrate and apply shot combinations and game strategies.
- 3. Demonstrate knowledge of badminton rules and ettiquette.

Objectives:

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

- 1. Analyze the fundamental strokes and game strategy used in the sport of badminton.
- 2. Perform the basic skills for singles and doubles play.
- 3. Demonstrate knowledge of rules and scoring for singles and doubles play.
- 4. Exercise proper court etiquette for the sport of badminton.
- 5. Prepare specific muscle groups used in badminton through agility drills and stretching techniques.

Topics and Scope:

- I. Strokes
 - A. Serves
 - 1. Singles
 - 2. Doubles
 - B. Clears
 - 1. Underhand
 - 2. Forehand
 - 3. Backhand
 - 4. Overhead
- II. Strategy
 - A. Offensive singles
 - B. Offensive doubles
 - C. Defensive singles
 - D. Defensive doubles
- III. Rules

- A. Court dimensions
 - 1. Singles
 - 2. Doubles
- B. Scoring
 - 1. Singles
 - 2. Doubles

IV. Etiquette

- A. Courtesies
 - 1. Drills and practice
 - 2. Match play
- B. Do's and don't's
- V. Footwork
 - A. Agility
 - 1. Forward
 - 2. Back (turn and run)
 - 3. Lateral (crossover)
 - B. Stance and alignment
 - 1. Server
 - a. Singles
 - b. Doubles
 - 2. Returner
 - a. Singles
 - b. Doubles
- VI. Fitness for Badminton
 - A. Stretching muscle groups related to the activity of badminton
 - B. Strength exercises such as:
 - 1. Push-ups
 - 2. Squats
 - 3. Lunges
 - 4. Abdominal exercises
 - C. Conditioning
 - 1. Aerobic (e.g. jogging)
 - 2. Anaerobic (e.g. sprints, lateral line drills, bursts)

Assignment:

- 1. Practice stretching and conditioning exercises and drills
- 2. Class competitions (singles and doubles)
- 3. Class Performances
- 4. Performance Exams
- 5. One quiz and one final exam

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.

Class performances, Performance exams, Class Competitions (singles and doubles matches)

Skill Demonstrations 20 - 40%

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

Quiz and Final Exam

Exams 20 - 40%

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

Attendance and participation

Other Category 40 - 60%

Representative Textbooks and Materials:

Badminton Training Book: Improve Your Badminton Skills. Thomas Remmers. Independently Published. 2023