KINDV 2.2 Course Outline as of Fall 2025

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	. N	br 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 77.2

Catalog Description:

Students will be learn intermediate level badminton skills, strategies, techniques, and rules of the game.

Prerequisites/Corequisites:

Recommended Preparation:

Course Completion of KINDV 2.1

Limits on Enrollment:

Schedule of Classes Information:

Description: Students will be learn intermediate level badminton skills, strategies, techniques,

and rules of the game. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Course Completion of KINDV 2.1

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

Student Learning Outcomes:

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

- 1. Play badminton at an interrmediate level.
- 2. Demonstrate intermediate level techniques and strategies in court movements.
- 3. Apply the rules and ettiqutte of competitive badminton.

Objectives:

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

- 1. Apply stretching techniques, agility drills, and core development for preparation of badminton play.
- 2. Perform badminton skills with intermediate level body position.
- 3. Analyze the fundamental strokes of badminton: clear, smash, and drop.
- 4. Execute game strategies in singles and doubles play.
- 5. Perform interrmediate skills for singles and doubles play.
- 6. Demonstrate intermediate level techniques for various shots and returns.
- 7. Practice the rules and etiquette of the sport of badminton.

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

Assignment:

- 1. Class competitions (singles, doubles and match play)
- 2. Class performances
- 3. Performance skills test
- 4. Study video tape and analyze technique
- 5. One quiz and final exam
- 6. Demonstrated badminton ettiqutte 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.

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 skills test, 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

Exams 10 - 20%

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

Other Category 40 - 60%

Representative Textbooks and Materials:Badminton Training Book: Improve Your Badminton Skills. Thomas Remmers. Independently Published. 2023