

CATALOG INFORMATION

Dept and Nbr: PHYED 77.2     Title: BADMINTON - INTER.  
Full Title: Intermediate Badminton  
Last Reviewed: 1/9/2024

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	4.00	3	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 70.00

Title 5 Category: AA Degree Applicable  
Grading:                Grade or P/NP  
Repeatability:        22 - 4 Times in any Comb of Levels  
Also Listed As:  
Formerly:             PE 34.2

**Catalog Description:**  
Continuation of the study of badminton at the intermediate level to further mastery and refinement of skills and strategy through both singles and doubles play.

**Prerequisites/Corequisites:**

**Recommended Preparation:**  
Course Completion of KINDV 2.1 ( or PHYED 77.1 or PE 34.1 or PE 159.1)

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: Continuation of the study of badminton at the intermediate level to further mastery and refinement of badminton skills through both singles doubles play. (Grade or P/NP)  
Prerequisites/Corequisites:  
Recommended: Course Completion of KINDV 2.1 ( or PHYED 77.1 or PE 34.1 or PE 159.1)  
Limits on Enrollment:  
Transfer Credit: CSU;UC.  
Repeatability: 4 Times in any Comb of Levels

## **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:
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<b>CSU Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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<b>UC Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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**CID:**

**Certificate/Major Applicable:**

Major Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

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

1. Prepare the body for the sport of badminton through the use of stretching techniques, agility drills, and core development.
2. Analyze each fundamental stroke of badminton: clear, smash, and drop.
3. Execute game strategies used in both singles and doubles play.
4. Perform basic and intermediate skills for singles and doubles play.
5. Demonstrate techniques used for various types of shots and returns.
6. 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:

Outside of class for average of one hour per week per unit:

1. Practice stretching and conditioning exercises and drills taught during the scheduled class time.
2. Attendance at local high school matches
3. Reaction paper in response to high school matches

In class assignments:

1. Class competitions (singles and doubles)
2. Class performances and Performance Exams: Assessment of techniques taught throughout the semester.
3. Study video tape and analyze technique
4. One quiz and 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.

Reaction paper

Writing  
5 - 11%

**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, Singles & doubles match play, tourney challenges

Skill Demonstrations  
20 - 40%

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

Multiple choice, True/false, Matching items

Exams  
10 - 20%

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

Attendance and participation, etiquette

Other Category  
40 - 60%

**Representative Textbooks and Materials:**  
Instructor prepared materials