

CATALOG INFORMATION

Dept and Nbr: PHYED 87.2 Title: BASKETBALL - INTER.
Full Title: Intermediate Basketball
Last Reviewed: 2/12/2024

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	6	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 42.2

Catalog Description:
Designed to develop intermediate individual skills and concepts of team play. Emphasis on participation through drills and game play.

Prerequisites/Corequisites:

Recommended Preparation:
Course Completion of KTEAM 4.1 (or PHYED 87.1 or PE 42.1 or PE 116.1)

Limits on Enrollment:

Schedule of Classes Information:
Description: Intermediate individual skills & concepts of team play. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Course Completion of KTEAM 4.1 (or PHYED 87.1 or PE 42.1 or PE 116.1)
Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: 4 Times in any Comb of Levels

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:
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UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The student will:

1. demonstrate mastery of basic skills in a competitive situation.
2. identify and perform the fundamental skills of basketball as related to team play.
3. understand a variety of defensive and offensive team concepts and team play.
4. participate in individual and team drill progressions.

Topics and Scope:

- I. Review and development of fundamental skills
 - a. Passing, dribbling , footwork, shooting and rebounding
 - b. Offensive techniques
 - c. One on one, two on two and three on three
 - d. Special situation plays
 - e. Defensive techniques
 - f. Stance and footwork
 - g. One on one, two on two, and three on three defensive counters
- II. Intermediate skills
 - a. Shooting
 1. 3 point shot
 2. Jump shot
 3. F.T.'s
 4. Post moves
 - b. Ball handling skills
 1. Cut, call, pivot, square
 2. Ball fakes, one handed push pass
 3. Foot fakes
 4. Reverse pivot dribble move
- III. Team Concepts
 - a. Offensive team play
 1. Give and go

2. Back door cutting
3. Hi Lo
4. Cross and down screens
5. Odd and even fronts
- b. Defensive team play
 1. Ball pressure
 2. Denial
 3. Fronting
 4. Close out/Box out
- c. Fast Break Concepts
 1. Outlet
 2. Spacing
 3. Filling lane
 4. Scoring options
- d. Competitive game
 1. 3 on 3
 2. Class tourneys

Assignment:

Analyze a collegiate/high school/professional game situation.

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

Skill Demonstrations
20 - 40%

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

Multiple choice, Matching items, Short items

Exams
20 - 40%

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

ATTENDANCE

Other Category
40 - 60%

Representative Textbooks and Materials:
NCAA Rule Book