ATHL 21 Course Outline as of Summer 2009

CATALOG INFORMATION

Dept and Nbr: ATHL 21 Title: VARSITY FOOTBALL

Full Title: Varsity Football Last Reviewed: 2/25/2019

Units		Course Hours per Wee	ek l	Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	2.00	Lab Scheduled	10.00	17	Lab Scheduled	175.00
		Contact DHR	0		Contact DHR	0
		Contact Total	10.00		Contact Total	175.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00 Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 34 - 4 Enrollments Total

Also Listed As:

Formerly: PE 53

Catalog Description:

This course includes practice and participation for intercollegiate competition, emphasizing football skills, fundamentals, and strategies.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

By try out.

Schedule of Classes Information:

Description: This course includes practice and participation for intercollegiate competition,

emphasizing football skills, fundamentals, and strategies. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment: By try out.

Transfer Credit: CSU;UC.

Repeatability: 4 Enrollments Total

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

Outcomes and Objectives:

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

- 1. Demonstrate individual fundamental skills pertaining to football in relation to:
 - A. Agility
 - B. Coordination
 - C. Reaction
 - D. Muscular strength
 - E. Muscle and cardiovascular endurance
- 2. Demonstrate and apply practical and general knowledge of the game of football and its rules.
- 3. Identify and analyze concepts, strategies, and personnel of opponents through film analysis and simulated game situations.
- 4. Demonstrate the ability to work with a team unit and develop team concepts.

Topics and Scope:

- 1. Individual fundamental skills and conditioning
 - A. Agility
 - B. Coordination
 - C. Reaction
 - D. Muscular strength
 - E. Muscle and cardio vascular endurance
- 2. Practical and general knowledge of the game and its rules
 - A. Practice drills
 - B. Game situations
- 3. Concepts and strategies of opponent
 - A. Offensive scheme
 - B. Defensive scheme
 - C. Special teams
 - D. Team personnel

4. Team development and goals

Assignment:

In-class work may include:

- 1. Film analysis
- 2. Note taking and developing a playbook
- 3. Physical training and conditioning
- 4. Development and demonstration of related skills including practice and game performance
- 5. Establishing team goals
- 6. Periodic quizzes

Fieldwork may include:

- 1. Scouting reports execution
- 2. Playbook application
- 3. Intercollegiate 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.

Scouting reports, Playbooks, Note taking

Writing 5 - 10%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or noncomputational problem solving skills.

None

Problem solving 0 - 0%

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

Practice and game performance.

Skill Demonstrations 25 - 60%

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

Multiple choice, True/false, Matching items, Completion, Short essay

Exams 10 - 25%

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

Attendance, participation and film analysis

Other Category 25 - 60%

Representative Textbooks and Materials:

Instructor prepared materials