ATHL 21 Course Outline as of Fall 2011

CATALOG INFORMATION

Dept and Nbr: ATHL 21 Full Title: Varsity Football Last Reviewed: 2/25/2019 Title: VARSITY FOOTBALL

Units **Course Hours per Week** Nbr of Weeks **Course Hours Total** Maximum 3.00 Lecture Scheduled 17.5 Lecture Scheduled 0 0 Minimum 3.00 Lab Scheduled 6.00 17 Lab Scheduled 105.00 Contact DHR Contact DHR 0 0 Contact Total 6.00 Contact Total 105.00 Non-contact DHR 0 Non-contact DHR 0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 105.00

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: CSU GE:	Area Transfer Area	l		Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	l		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.
- 5. Repeating students must demonstrate an increased depth and breadth of related skills, with new learning objectives.

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

5. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

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

Repeating students demonstrate an increased level of performance.

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

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

None

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

Practice and game performance.

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

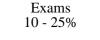
Multiple choice,	True/false,	Matching items,	Completion,
Short essay		-	-

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

Writing	
5 - 10%	

Problem solving 0 - 0%

Skill Demonstrations	
25 - 60%	



Attendance, participation and film analysis

Representative Textbooks and Materials: Instructor prepared materials

Other Category 25 - 60%