

KTEAM 3.2 Course Outline as of Fall 2012

CATALOG INFORMATION

Dept and Nbr: KTEAM 3.2 Title: INTERMEDIATE BASEBALL
Full Title: Intermediate Baseball
Last Reviewed: 8/28/2017

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: PHYED 86.2

Catalog Description:
The purpose of this course is to provide intermediate instruction in the techniques, tactics and strategies associated with competitive baseball. Special emphasis placed on drills and competitive play situation.

Prerequisites/Corequisites:

Recommended Preparation:
Course Completion of PHYED 86.1

Limits on Enrollment:

Schedule of Classes Information:
Description: The purpose of this course is to provide intermediate instruction in the techniques, tactics and strategies associated with competitive basebll. Special emphasis placed on drills and competitive play situation. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Course Completion of PHYED 86.1
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:	Fall 2023
UC Transfer:	Transferable	Effective:	Fall 1981	Inactive:	Fall 2023

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

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

1. Execute intermediate levels of baseball offensive and defensive fundamentals.
2. Analyze intermediate techniques of fielding, hitting and base running.
3. Explain and apply baseball rules and intermediate game strategies.

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

Topics and Scope:

- I. Individual and team offensive techniques and strategies
 - A. Hitting
 - B. Bunting
 - C. Slash
 - D. Base running
- II. Individual and team defensive techniques and strategies
 - A. Positioning
 - B. Fielding
 1. Catchers
 2. Infield
 3. Outfield
 4. Pitchers
 - C. Throwing
 - D. Team Defenses
- III. On field responsibilities
 - A. Physical conditioning
 - B. Field maintenance
 - C. Care of equipment
 - D. Film Analysis
 - E. Mental techniques

IV. Practical and general knowlege of the game and its rules

- A. Practice drills
- B. Game situations
- C. Rules

V. Concepts of Team Play

- 1. Offensive development
- 2. Hitting and bunting
- 3. Advancing runners
- 4. Scoring runners
- 5. Defensive development
- 6. Bunt coverage
- 7. Outfield cut-offs and relay coverages
- 8. 1st and 3rd coverages
- 9. Pitchers and catchers strategy and signals

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

Assignment:

Representative Assignments:

- 1. Practice and analyze intermediate baseball fundamentals
- 2. Demonstrate and analyze competitive baseball situations
- 3. Performance exams (skill tests)
- 4. Multiple choice and/or true/false quizzes

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

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, Performance exams

Skill Demonstrations
20 - 40%

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

Multiple choice, True/false Quizzes

Exams
20 - 40%

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

Participation and attendance

Other Category
30 - 60%

Representative Textbooks and Materials:

Instructor prepared materials