KTEAM 2.1 Course Outline as of Fall 2013

CATALOG INFORMATION

Dept and Nbr: KTEAM 2.1 Title: TOUCH FOOTBALL

Full Title: Touch Football Last Reviewed: 2/27/2023

Units		Course Hours per Week	1	Nbr of Weeks	Course Hours Total	
Maximum	1.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	2.00	6	Lab Scheduled	35.00
		Contact DHR	0		Contact DHR	0
		Contact Total	2.00		Contact Total	35.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00 Total Student Learning Hours: 35.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: PHYED 88

Catalog Description:

Touch football with an emphasis on skills, techniques, and strategies of team play.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: Touch football with an emphasis on skills, techniques, and strategies of team play.

(Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment: Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

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: Spring 1982 Inactive:

UC Transfer: Transferable Effective: Spring 1982 Inactive:

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course the students will:

- 1. Identify and explain the rules.
- 2. Identify the fundamentals, skills, and techniques necessary to play football.
- 3. Demonstrate and apply offensive and defensive formations.
- 4. Demonstrate and apply offensive and defensive strategies.
- 5. Demonstrate practical techniques of assessing personal fitness as it relates to the activity.
- 6. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

Topics and Scope:

- I. Skill Related Physical Fitness
 - A. Agility
 - B. Balance
 - C. Coordination
 - D. Power
 - E. Reaction
- II. Offensive Formations
 - A. Pro
 - B. Slot
 - C. Ace
 - D. Trips
- III. Defensive Formations
 - A. Cover 2
 - B. Cover 3
 - C. Combinations zone and man
 - D. Specific coverages for Ace sets and trips
 - E. Man to man coverage
- IV. Passing Game
 - A. 3 step related routes
 - B. 5 step related routes

- C. 7 step related routes
- D. Play action related routes
- V. Repeating students must demonstrate increased depth and breadth of related skills, with new learning objectives.

Assignment:

- 1. Observe a professional football game.
- 2. Develop an offensive and defensive playbook for touch football.
- 3. 2 to 4 mutiple choice, true/false quizzes.
- 4. Repeating students must 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.

Offensive and defensive playbooks

Writing 10 - 20%

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.

Skill performances and performance exams

Skill Demonstrations 20 - 30%

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

2 to 4 quizzes, multiple choice, true/false

Exams 10 - 20%

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

Participation and attendance

Other Category 40 - 60%

Representative Textbooks and Materials:

Instructor prepared materials