KINDV 1.1 Course Outline as of Fall 2015

CATALOG INFORMATION

Dept and Nbr: KINDV 1.1 Title: BEGINNING WRESTLING Full Title: Beginning Wrestling Last Reviewed: 8/28/2017

Units		Course Hours per Week	Ν	br of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	3.00		Contact DHR	52.50
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00

Total Student Learning Hours: 52.50

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 73.1

Catalog Description:

The course will emphasize beginning collegiate wrestling techniques, fundamentals, and strategies that include scholastic and freestyle as well as various conditioning exercises that develop speed, power, reaction and flexibility.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: The course will emphasize beginning collegiate wrestling techniques, fundamentals, and strategies that include scholastic and freestyle as well as various conditioning exercises that develop speed, power, reaction and flexibility. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Limits on Enrollment:

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:	Spring 1982	Inactive:	Fall 2023
UC Transfer:	Transferable	Effective:	Spring 1982	Inactive:	Fall 2023

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course students will be able to:

- 1. Demonstrate the fundamental skills of scholastic and freestyle wrestling relating to:
 - a. Coordination
 - b. Balance
 - c. Reaction
 - d. Muscular strength
 - e. Muscular and cardiovascular endurance
- 2. Develop strategies and techniques for competitive wrestling
- 3. Develop a simple individual fitness regimen
- 4. Apply practical and general knowledge of scholastic and freestyle wrestling
- 5. Demonstrate an understanding of scholastic and freestyle wrestling principles

Topics and Scope:

- 1. Scholastic wrestling techniques and strategies
 - A.Takedowns
 - B. Escapes
 - C. Throws
- 2. Freestyle wrestling techniques and strategies
 - A.Takedowns
 - B. Escapes
 - C. Throws
- 3. Individual fundamental skills and conditioning
 - A. General wrestling skills
 - B. Strength and endurance training
- 4. Rules and regulations of collegiate wrestling
 - A. Scholastic
 - B. Freestyle
- 5. Scoring strategies

A. Scholastic

B. Freestyle

Assignment:

Students are expected to spend an additional one and one-half hours per week outside of class completing one or more of the following assignments.

- 1. Reading assignments from instructor's reading list.
- 2. Online research.
- 3. 1-3 written quizzes.
- 4. In-class matches.
- 5. Performance exams.

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.

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.

Class performances, in-class matches

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

Written quizzes: multiple choice and true/false

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

Participation and attendance

Representative Textbooks and Materials:

Instructor prepared materials

Writing 0 - 0%	

Problem solving 0 - 0%

Skill Demonstrations 20 - 40%

Exams 20 - 40%

