

**KTEAM 4.3 Course Outline as of Fall 2016****CATALOG INFORMATION**

Dept and Nbr: KTEAM 4.3 Title: ADVANCED BASKETBALL

Full Title: Advanced Basketball

Last Reviewed: 2/13/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	3.00	2	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 26.25

Total Student Learning Hours: 78.75

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 87.3

**Catalog Description:**

The purpose of this course is to provide advanced instruction in the techniques, tactics and strategies associated with competitive basketball. Special emphasis placed on drills and competitive play situation.

**Prerequisites/Corequisites:****Recommended Preparation:**

Course Completion of KTEAM 4.2

**Limits on Enrollment:****Schedule of Classes Information:**

Description: The purpose of this course is to provide advanced instruction in the techniques, tactics and strategies associated with competitive basketball. Special emphasis placed on drills and competitive play situation. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Course Completion of KTEAM 4.2

Limits on Enrollment:

Transfer Credit: CSU;UC.

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
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<b>CSU Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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<b>UC Transfer:</b>	Transferable	Effective:	Fall 1981	Inactive:
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**CID:**

**Certificate/Major Applicable:**

Major Applicable Course

## **COURSE CONTENT**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

1. Play competitive basketball at an advanced level, with the ability to execute beginning through advanced levels of fundamentals.
2. Demonstrate advanced tactics, positioning and court spacing during competitive play, and to understand and apply the rules of play.

### **Objectives:**

Upon completion of the course, students will be able to

1. Execute advanced levels of basketball offensive and defensive fundamentals.
2. Analyze advanced techniques of shooting, passing and dribbling.
3. Incorporate strategies for attacking various defensive alignments
4. Demonstrate knowledge of the mental aspects of advanced basketball
5. Design a personalized basketball program for advanced competitive play.

### **Topics and Scope:**

- I. Individual offense development
  - A. Passing
  - B. Shooting
  - C. Ball handling
  - D. Rebounding
  - E. Screening and using screens
  - F. Cutting
- II. Individual defensive development
  - A. Stance
  - B. Sliding
  - C. Positioning
  - D. Boxing out
- III. Principles of team offense
  - A. Spacing

- B. Ball Movement
- C. Execution of plays and continuity offense
- IV. Principles of team defense
  - A. Man to man techniques and positioning
  - B. Various zone defenses
- V. Relaxation and focusing techniques
- VI. Designing a personalized basketball program

### Assignment:

Students are required to spend an additional one and one-half hours per week outside of class working on one or more of the assignments listed below; or other assignment as directed by the instructor.

#### Representative Assignments:

1. Practice and analyze advanced basketball fundamentals
2. In class competitive basketball situations
3. Performance exams (skill tests) throughout the semester 1-3
4. Design a personalized basketball program
5. Multiple choice and/or true/false quizzes 1-3

### 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.

Personal basketball program
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Writing 10 - 20%
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**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None
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Problem solving 0 - 0%
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**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Skill performances, performance exams
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Skill Demonstrations 20 - 30%
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**Exams:** All forms of formal testing, other than skill performance exams.

Multiple choice, true/false
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Exams 20 - 30%
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**Other:** Includes any assessment tools that do not logically fit into the above categories.

Participation and attendance
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Other Category 20 - 50%
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### Representative Textbooks and Materials:

Basketball skills and drills  
Human Kinetics, 2012

Instructor prepared materials