5055 Santa Teresa Blvd Gilroy, CA 95023

## **Course Outline**

COURSE: KIN 19B DIVISION: 40 ALSO LISTED AS: KIN 19 & PE 19

TERM EFFECTIVE: Fall 2022 CURRICULUM APPROVAL DATE: 12/13/2022

SHORT TITLE: BADMINTON - INTERMEDIATE

LONG TITLE: Badminton - Intermediate

| <u>Units</u> | Number of Weeks | <u>Type</u>         | Contact Hours/Week | Total Contact Hours |
|--------------|-----------------|---------------------|--------------------|---------------------|
| .5 OR 1      | 18              | Lecture:            | 0                  | 0                   |
|              |                 | Lab:                | 1.5 OR 3           | 27 OR 54            |
|              |                 | Other:              | 0                  | 0                   |
|              |                 | Total:              | 1.5 OR 3           | 27 OR 54            |
|              |                 | Total Learning Hrs: | 27 OR 54           |                     |

#### **COURSE DESCRIPTION:**

Coeducational activity designed for intermediate badminton students. Includes the fundamentals of the clear, drive, smash, drop shot, net play, and the rules for singles and doubles games. This course has the option of a letter grade or pass/no pass. Previously listed as KIN 19. Courses should be taken in sequential order.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

**GRADING MODES** 

L - Standard Letter Grade

P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

## **SCHEDULE TYPES:**

04 - Laboratory/Studio/Activity

04A - Laboratory - LEH 0.65

05 - Hybrid

71 - Dist. Ed Internet Simultaneous

73 - Dist. Ed Internet Delayed LAB

73A - Dist. Ed Internet LAB-LEH 0.65

#### STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

- 1. Demonstrate the techniques for a badminton clear, drive, smash, and drop shot.
- 2. Apply the rules of the game for singles and doubles play, including game scoring.

#### **COURSE OBJECTIVES:**

By the end of this course, a student should:

- 1. Demonstrate the skills, knowledge of the rules, and scoring in a variety of class activities including game play.
- 2. Demonstrate the smash and the drop shot. Discuss the difference in the trajectory and stroke technique for the smash and the drop shot. Utilize net play in doubles game play. Describe and demonstrate doubles scoring. Explain the rules and positioning for doubles game play.
- 3. Demonstrate the skills learned to date in singles game play. Discuss the rules and scoring for singles and utilize them in game play.
- 4. Explain and demonstrate the differences between a clear and a drive, both on the forehand and backhand sides. Demonstrate and practice serving and returning serve.
- 5. Explain the flight pattern for the backhand clear. Demonstrate the forehand and backhand clear and discuss the reason for a grip change between the two strokes.

#### CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 12/13/2022

4.5 - 9 Hours:

Content: Discuss course syllabus, class procedures and grading. Review of the fundamentals for the basic badminton forehand, backhand, and clear. Introduce the backhand clear shot, including the grip change.

6 - 12: Hours:

Content: Continue to practice the forehand and backhand clear and introduce the drive, both on the forehand and backhand sides.

Footwork, contact point, stroke technique and flight pattern will be discussed. Review the rules for serving and practice the high serve and the low serve. Discuss return of serve and practice serving, returning, and strokes learned to date in a variety of game-like activities.

4.5 - 9 Hours:

Content: Singles game play, including scoring and rules will be described. Continue working on strokes and skills learned to date. A variety of modified games will be utilized to help develop skills and knowledge for singles play, including half court singles and king/queen of the court.

4 - 10 Hours:

Content: Presentations on the smash and the drop shot; including contact point, shuttle trajectory, and stroke technique. Introduce net play. Discuss doubles game play; including the rules, scoring, positioning, and teamwork. Incorporate the skills covered, including the smash, drop shot, and net play in doubles game play.

## 6 - 12 Hours:

Content: Provide opportunities for the students to practice doubles serving and scoring. Continue to review and work on the techniques for all the badminton strokes covered in class. Utilize a variety of formats which allow the students to incorporate their skills into singles and doubles play. This could include 2 versus 1, knockout, and half court singles as well as king/queen of the court for doubles.

2 Hours:

Final.

#### **METHODS OF INSTRUCTION:**

demonstration, lecture, discussion, guided practice

## **METHODS OF EVALUATION:**

Skill demonstrations
Evaluation Percent 50
Evaluation Description
40% - 60%
Demonstration exams

Objective examinations Evaluation Percent 20 Evaluation Description 10% - 30% Multiple Choice; True/False;

Matching;

Completion

Other methods of evaluation
Evaluation Percent 30
Evaluation Description
10% - 30% Requires student participation.

## **REPRESENTATIVE TEXTBOOKS:**

Recommended Representative Textbooks

No textbook required. Handouts will be provided as needed.

## **ARTICULATION and CERTIFICATE INFORMATION**

Associate Degree:

GAV E1, effective 201570

CSU GE:

CSU E, effective 201570 CSU E1, effective 201370

IGETC:

**CSU TRANSFER:** 

Transferable CSU, effective 201570

UC TRANSFER:

Transferable UC, effective 201570

# **SUPPLEMENTAL DATA:**

Basic Skills: N Classification: Y

Noncredit Category: Y Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department:

CSU Crosswalk Course Number:

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: E

Maximum Hours: Minimum Hours:

Course Control Number: CCC000536774 Sports/Physical Education Course: Y

Taxonomy of Program: 127000