



5055 Santa Teresa Blvd  
Gilroy, CA 95023

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### Course Outline

**COURSE:** KIN 19C                      **DIVISION:** 40                      **ALSO LISTED AS:** KIN 19 & PE 19

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

**SHORT TITLE:** BADMINTON - ADVANCED

**LONG TITLE:** Badminton - Advanced

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
.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 advanced badminton students. Includes the techniques for the advanced skills of the around the head clear, smash and drop shot, variation of the net shot and serve, as well as strategies of the game. 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. Execute a variety of clears, drives, smashes, drop shots, net play and serve variations in class drills and game play.
2. Demonstrate and explain singles and doubles badminton strategies

## COURSE OBJECTIVES:

By the end of this course, a student should:

1. Apply the badminton skills, rules, scoring, and strategies in singles and doubles game play. Participate in a variety of class activities, including tournament play.
2. Demonstrate the around the head smash and the around the head drop shot. Participate in class drills utilizing a variety of badminton shots.
3. Demonstrate the net kill and hairpin net shot and explain why each would be used. Explain and demonstrate the drive serve and the flick serve. Discuss and demonstrate doubles positioning for the serving team and the receiving team. Participate in class drills. Execute a variety of doubles strategies in game play and utilize a variety of strokes during play.
4. Demonstrate an around the head clear and the underarm clear. Describe the strategies involved in singles play. Demonstrate sound singles positioning. Analyze an opponent's weaknesses and play to them. Incorporate a variety of strokes in singles game play.
5. Utilize a variety of clears, drives, serves, and net play in class activities. Discuss why a particular shot would be used in a specific situation.

## 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 and practice the techniques for a variety of badminton clears, drives, serves, and net play.

6 - 12: Hours:

Content: Continue to work on stroke development, including introducing the around the head clear and underarm clear. Presentation on singles strategy, including positioning and playing to an opponent's weakness.

4.5 - 10 Hours:

Content: Presentation on a variety of net shots, including introducing the net kill and hairpin net shot. Introduce some variations of the serve, including the drive serve and flick serve. Review of various shots used in doubles. Presentation on doubles strategy. This could include positioning for the serving team, positioning for the receiving team, and the importance of net play, serve selection and shot selection.

4 - 9 Hours:

Content: Introduce the around the head smash and the around the head drop shot. Continue to work on a variety of net shots and a variety of serves. Utilize a variety of class activities to practice these shots. This could include serve and rally games for both singles and doubles.

6 - 12 Hours:

Content: Continue to work on skill building and incorporate the skills and singles and doubles strategies learned in game-like activities and class tournaments. Opportunities for both singles and doubles game play, including tournaments, will be provided.

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: CCC000536775

Sports/Physical Education Course: Y

Taxonomy of Program: 127000