

Course Outline

COURSE: PE 27 **DIVISION:** 40 **ALSO LISTED AS:** KIN 27

TERM EFFECTIVE: Fall 2011 **Inactive Course**

SHORT TITLE: BASKETBALL

LONG TITLE: Basketball

<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

COURSE DESCRIPTION:

Co-educational activity designed for all skill levels. Fundamentals, strategy and rules of the game are included. May be repeated three times for credit. This course has the option of a letter grade or pass/no pass. This course is now listed as Kinesiology 27, effective Fall 2011.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

- L - Standard Letter Grade
- P - Pass/No Pass

REPEATABILITY: R - Course may be repeated
 Maximum of 3 times

SCHEDULE TYPES:

- 04 - Laboratory/Studio/Activity

STUDENT LEARNING OUTCOMES:

1. Students will demonstrate two different dribbling, passing, and shooting techniques used to advance the ball up the court and score.
 Measure: demonstration, performance
 ILO: 7, 2, 4, 1

GE-LO: E1

2. Students will explain the difference between a player to player defense and a zone defense.

Measure: performance, class discussion

ILO: 7, 1, 2, 4

GE-LO: A1, A2

3. Students will describe the general strategies and rules involved in the game of basketball.

Measure: written exam, oral exam, discussion

ILO: 2, 7, 1

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

Inactive Course: 11/08/2010

This course is now listed as Kinesiology 27, effective Fall 2011.

Curriculum Approval Date: 02/23/2009

4.5 - 9 Hours

Course description, overview, and methods of evaluation. Discuss the fundamental skills, basic rules, and concepts of the game of basketball. Introduce stretching and warm-up exercises appropriate for basketball. Discuss the importance of proper warm-up and lead students in warm-up running and stretching exercises at the beginning of each class. Explain and demonstrate the different ways of dribbling the ball up the court utilizing each hand. This would include cross-over, stop and go, and reverse spin type of maneuvers. Describe and practice the most common types of passes in basketball such as the chest, bounce, hook, two-hand overhead, and baseball pass. Introduce the jump stop and stride stop and the different types of pivots involved in basketball, such as the left and right reverse pivots and the right and left front pivots. Provide opportunities for students to practice these skills by incorporating dribbling, stopping, pivoting, and passing skills into one drill.

SPO: At least two types of dribbling, passing, stopping, and pivoting methods will be demonstrated by the student. They will explain when and why these skills would be used.

4.5 - 9 Hours

Warm-up running and stretching exercises. Introduce the proper shooting technique, starting with the footwork and ending with the correct follow through. Practice the right and left handed lay-up, the reverse lay-up, the bank shot, the set shot, and the jump shot. Incorporating fun shooting games like "21", "Around-the-World", "Knockout", and "HORSE" can be used to practice shooting techniques. Utilize multi-purpose drills such as the three-person weave, 3 on 2, and 2 on 1 which will allow students to develop their dribbling, passing, and shooting skills. Introduce the concepts of player to player defense. As appropriate discuss the rules of the game.

SPO: The student will demonstrate both a right handed and a left handed lay-up as well as a set shot and a jump shot. They will utilize their shooting, passing, and dribbling skills during class activities.

4.5 - 9 Hours

Warm-up running and stretching exercises. Explain, demonstrate, and allow students to practice low post moves such as the power drop step move to the baseline and the center of the key and jump shots and hooks off these moves. The up and under low post move from both sides of the key can also be included. Introduce 1 on 1 offensive moves from the wing, baseline, and top of the key positions. Opportunities to practice these moves against a defender will be provided. Teach screening and introduce the pick and roll in 2 on 2 play. Discuss the rules of the game as they apply to screening and picks and rolls. Skill tests on dribbling, passing, and shooting the basketball.

SPO: The student will describe and demonstrate the pick and roll and setting a screen. They will demonstrate two different offensive moves from the wing, baseline, and top of the key. The student will explain the rules that govern a screen and a pick and roll. Skill testing will be completed by the student.

6 - 12 Hours

Warm-up running and stretching exercises. Explain and demonstrate proper blocking out and rebounding techniques. Practice opportunities will be provided, incorporating offensive players vs. the defense. Introduce students to the concepts and theories behind fastbreak basketball. Incorporate the 3 on 1, 3 on 2, and 2 on 1 fastbreak drills into the lessons. This will allow students to practice all the skills learned to date. Introduce students to the various cuts and screens employed in 3 on 3 half court games. Teach defenders the concepts of sliding through and fighting over the top of screens and switching offensive players when a very good screen is set. As necessary, discuss the rules of the game. Divide into three player teams and provide opportunities for students to practice these skills.

SPO: The correct blocking out and rebounding techniques will be demonstrated. Students will participate in various fastbreak drills where they will demonstrate all the skills learned to date. Cuts and screens and how to defend against them will be discussed and demonstrated.

6 - 12 Hours

Warm-up running, stretching exercises, and fastbreak drills. Introduce the concepts, strategies, and theories behind playing zone defenses, such as the 2-3, 1-2-2, 1-3-1, and 3-2. Discuss and demonstrate proper positioning and rebounding responsibilities. Divide students into five person teams and have both teams play various zone defenses while playing full court. Provide practice opportunities for students to incorporate all the skills learned into half court and full court game play. This may include a variety of tournaments.

SPO: Students will explain and demonstrate the defensive responsibilities of each defender within the zone. They will participate in game play where they will demonstrate all the skills presented in class.

2 Hours

Final.

Students who repeat the class will have the opportunity to improve their technique. Skills or proficiencies are enhanced by supervised repetition and practice within class periods.

METHODS OF INSTRUCTION:

Lecture, demonstration, video, and guided practice.

METHODS OF EVALUATION:

The types of writing assignments required:

None

The problem-solving assignments required:

None

The types of skill demonstrations required:

Performance exams

The types of objective examinations used in the course:

Multiple choice

True/False

Matching items

Completion

Other category:

Other: Requires student participation

The basis for assigning students grades in the course:

Writing assignments: 0% - 0%

Problem-solving demonstrations: 0% - 0%
Skill demonstrations: 30% - 60%
Objective examinations: 20% - 30%
Other methods of evaluation: 30% - 60%

REPRESENTATIVE TEXTBOOKS:

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:
 GAV E1, effective 199650
CSU GE:
 CSU E1, effective 199650
IGETC:
CSU TRANSFER:
 Transferable CSU, effective 199650
UC TRANSFER:
 Transferable UC, effective 199650

SUPPLEMENTAL DATA:

Basic Skills: N
Classification: A
Noncredit Category: Y
Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: PE
CSU Crosswalk Course Number: 27
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: CCC000167830
Sports/Physical Education Course: Y
Taxonomy of Program: 083500