

**Course Outline**

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

**TERM EFFECTIVE:** Spring 2018                      **CURRICULUM APPROVAL DATE:** 09/25/2017

**SHORT TITLE:** BADMINTON - INTERMEDIATE

**LONG TITLE:** Badminton - Intermediate

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
.5 OR 1	18	Lecture:	0	Lecture:	0
		Lab:	1.5 OR 3	Lab:	27 OR 54
		Other:	0	Other:	0
		Total:	1.5 OR 3	Total:	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

**STUDENT LEARNING OUTCOMES:**

1. Demonstrate the techniques for a badminton clear, drive, smash, and drop shot.

Measure of assessment: demonstration

Year assessed, or planned year of assessment: 2017

Semester: Spring

2. Apply the rules of the game for singles and doubles play, including game scoring.

Measure of assessment: demonstration, written and/or oral exam

Year assessed, or planned year of assessment: 2017

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

Curriculum Approval Date: 09/25/2017

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.

Student Performance Objectives: 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.

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.

Student Performance Objectives: 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.

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.

Student Performance Objectives: Demonstrate the skills learned to date in singles game play. Discuss the rules and scoring for singles and utilize them in game play.

4.5 - 9 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.

Student Performance Objectives: 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.

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.

Student Performance Objectives: Participate in game play. Demonstrate their skills, knowledge of the rules, and scoring in a variety of class activities.

2 Hours:

### **METHODS OF INSTRUCTION:**

demonstration, lecture, discussion, guided practice

### **OUT OF CLASS ASSIGNMENTS:**

Required Outside Hours:

Assignment Description: As this is a lab class no out of class assignments are required.

### **METHODS OF EVALUATION:**

Skill demonstrations

Percent of total grade: 50.00 %

40% - 60% Demonstration exams  
Objective examinations  
Percent of total grade: 20.00 %  
10% - 30% Multiple Choice; True/False; Matching; Completion  
Other methods of evaluation  
Percent of total grade: 30.00 %

**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: KIN  
CSU Crosswalk Course Number: 19B  
Prior to College Level: Y  
Non Credit Enhanced Funding: N  
Funding Agency Code: Y  
In-Service: N  
Occupational Course: E  
Maximum Hours: 1  
Minimum Hours: .5  
Course Control Number: CCC000536774  
Sports/Physical Education Course: Y  
Taxonomy of Program: 127000