

Course Outline

COURSE: PE 37 **DIVISION:** 40 **ALSO LISTED AS:** KIN 37

TERM EFFECTIVE: Fall 2011 **Inactive Course**

SHORT TITLE: SOFTBALL

LONG TITLE: Softball

<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:

Coeducational activity designed for all skill levels. Rules, fundamentals, and strategy and game play will be 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 37, 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. The students will perform the following skills: throwing, catching, pitching, hitting, bunting, fielding, base running, and sliding.

ILO: 7, 2

Measure: demonstration

2. The students will apply the rules of softball, including scorekeeping techniques.

ILO: 2, 7, 4, 1

Measure: written exam, role playing

3. The students will describe and execute the strategies of softball, specifically slap defenses, 1st and 3rd defensive and offensive strategies, and pickoffs.

ILO: 7, 2, 1, 4

Measure: demonstration, role playing, exam

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

Inactive Course: 11/08/2010

This course is now listed as Kinesiology 37, effective Fall 2011.

Curriculum Approval Date: 03/10/2008

3 - 6 Hours

Discuss class procedures, course syllabus and grading. Introduce stretching and conditioning. Demonstrate throwing and catching fundamentals. Practice the mechanics of these skills in group and individual settings.

SPO: The students will demonstrate the correct mechanics for throwing and catching a softball. They will participate in warm up stretching and conditioning drills.

3 - 6 Hours

Demonstrate and practice the fundamentals of fielding for both infield and outfield play. Incorporate throwing and catching skills with infield and outfield play in game-like practice situations.

SPO: The students will demonstrate the correct footwork required for infielders and outfielders. They will demonstrate the proper throwing and catching fundamentals while playing the infield and the outfield.

3 - 6 Hours

Introduction to the fundamentals of hitting. Specific drills that will lead to the correct mechanics of hitting will be practiced. The techniques of bunting will be included.

SPO: The students will discuss the importance of not allowing their weight to shift forward during the swing. They will demonstrate the proper technique for hitting.

4.5 - 9 Hours

The skills learned to date will be incorporated into modified game situations. Introduce pitching, including the techniques for both slow pitch and fast pitch softball. The proper techniques of base running and sliding will be described and demonstrated.

SPO: The students will discuss the mechanics of pitching, noting the differences in technique between slow pitch and fast pitch. They will explain and demonstrate the proper techniques of base running and sliding. The students will perform the skills learned to date in game-like situations.

6 - 12 Hours

Discuss the strategies involved in softball. Introduction to defensive strategies for fielding slaps, 1st and 3rd situations, and pickoffs. Explain how the various skills learned are applied to these strategies. The rules of softball, both slow pitch and fast pitch, will be explained. Officiating and scorekeeping will be discussed. Practice will continue on the skills learned through modified games.

SPO: The students will incorporate various softball strategies into game play. They will demonstrate the proper offensive and defensive strategies in 1st and 3rd situations. They will explain how a hit, an error and an out is recorded in a scorebook. The skills learned will be applied during game play.

6 - 12 Hours

Game play, including a variety of modified games. May include a class tournament. Review for final.

SPO: The students will demonstrate their skills during game play. They will execute the appropriate offensive and defensive strategies based on the situation.

2 Hours

Final.

The students skills or proficiencies will be enhanced by supervised repetition and practice as this is a skill building class.

METHODS OF INSTRUCTION:

demonstration, lecture, 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:

Requires student participation

The basis for assigning students grades in the course:

Writing assignments: 0% - 0%

Problem-solving demonstrations: 0% - 0%

Skill demonstrations: 40% - 70%

Objective examinations: 10% - 30%

Other methods of evaluation: 30% - 60%

REPRESENTATIVE TEXTBOOKS:

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV E1, effective 200170

CSU GE:

CSU E1, effective 200170

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200170

UC TRANSFER:

Transferable UC, effective 200170

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: 37

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: CCC000018743

Sports/Physical Education Course: Y

Taxonomy of Program: 083500