

PE142 : Badminton III

General Information

Author:	<ul style="list-style-type: none">Erin Calderone
Course Code (CB01) :	PE142
Course Title (CB02) :	Badminton III
Department:	PE
Proposal Start:	Spring 2025
TOP Code (CB03) :	(0835.00) Physical Education
CIP Code:	(31.0501) Sports, Kinesiology, and Physical Education/Fitness, General.
SAM Code (CB09) :	Non-Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000591637
Curriculum Committee Approval Date:	Pending
Board of Trustees Approval Date:	Pending
Last Cyclical Review Date:	10/01/2017
Course Description and Course Note:	PE 142 provides instruction in advanced level techniques and strategies in badminton. Mastery of body mechanics, fitness, and advanced skills are emphasized, as well as development of advanced shots and game play strategies for both singles and doubles.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	
Author:	
Course Family:	

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Physical Education
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08) Course is not a basic skills course. <input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Course Special Class Status (CB13) Course is not a special class. Pre-Collegiate Level (CB21) Not applicable.	Grading Basis <ul style="list-style-type: none">Grade with Pass / No-Pass Option Course Support Course Status (CB26) Course is not a support course
--	--	--

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

CSU GE-Breadth Area	Area	Status	Approval Date	Comparable Course
E-Lifelong Learning and Self-Development	Lifelong Learning and Self-Development	Approved	08/28/2023	No Comparable Course defined.

Units and Hours

Summary

Minimum Credit Units (CB07)	1
Maximum Credit Units (CB06)	1
Total Course In-Class (Contact) Hours	54
Total Course Out-of-Class Hours	0
Total Student Learning Hours	54

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience
 Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	0	0
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	0
Laboratory	54
Studio	0
Total	54

Course Out-of-Class Hours

Lecture	0
Laboratory	0
Studio	0
Total	0

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite

PE141 - Badminton II (in-development)

Objectives

- Apply the rules and scoring of badminton to competitive game play.
- Perform intermediate-level shots and strokes.
- Analyze and execute offensive badminton strategies.
- Analyze and execute defensive badminton strategies.
- Explain singles and doubles strategies.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction	Collaborative Learning
-------------------------------	------------------------

Methods of Instruction	Demonstrations
-------------------------------	----------------

Methods of Instruction	Discussion
-------------------------------	------------

Methods of Instruction	Guest Speakers
-------------------------------	----------------

Methods of Instruction	Laboratory
-------------------------------	------------

Methods of Instruction	Multimedia
-------------------------------	------------

Methods of Instruction	Presentations
-------------------------------	---------------

Out of Class Assignments

- Written analysis (e.g. written analysis of strategy variations between singles and doubles play)
- Self-evaluation (e.g. written evaluation of performance in tournament play)

Methods of Evaluation	Rationale
Other	Practical examination
Exam/Quiz/Test	Written midterm examination
Exam/Quiz/Test	Written final examination
Other	Participation in class tournament
Presentation (group or individual)	Peer-to-peer coaching

Textbook Rationale

No Value

Textbooks				
Author	Title	Publisher	Date	ISBN
No Value	No Value	No Value	No Value	No Value

Other Instructional Materials (i.e. OER, handouts)

Description	Badminton: How to play, rules, and all you need to know.
--------------------	--

Author	No value
Citation	https://olympics.com/en/news/badminton-guide-how-to-play-rules-olympic-history
Online Resource(s)	

Description	Instructor-generated reading materials.
Author	No value
Citation	No value
Online Resource(s)	

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Apply the rules and scoring of badminton to tournament play.

Perform advanced-level shots and strokes.

Execute multi-step offensive badminton strategies.

Execute multi-step defensive badminton strategies.

SLOs

Demonstrate and apply safety rules and procedures to effectively participate in a physical movement environment.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
-----------------------------	--

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

<i>PE</i> Core PLOs	Demonstrate and apply the fundamental skills, knowledge, etiquette and vocabulary used in the practice and performance of individual activities
---------------------------	---

Demonstrate and apply the fundamental skills, knowledge, etiquette and vocabulary used in the practice and performance of team activities

Apply rules, techniques and strategies into advanced game play.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.
-----------------------------	--

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

PE Demonstrate and apply the fundamental skills, knowledge, etiquette and vocabulary used in the practice and performance of individual activities

Core

PLOs

Demonstrate and apply the fundamental skills, knowledge, etiquette and vocabulary used in the practice and performance of team activities

Apply appropriate skills and strategies based on game situations.

Expected Outcome Performance: 0.0

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

No value

Laboratory/Studio Content

Game Rules and Scoring Review (2 hours)

- Service Rules
- Lets
- Boundary lines and variance
- Singles game scoring
- Doubles game scoring
- Tournament modifications to basic rules
- How to "set" a game score

Racket Grips Review (2 hours)

- Standard
- Modified
- Backhand
- Proper wrist motion
- Appropriate use of various grips for game situations

Basic and Intermediate Shot Mastery (12 hours)

- Deep return
- Smash
- Drop
- Short net game
- Serve
- Deep serves
- Short serves
 - Backhand
 - Overhead
- Below shoulders
- Cross-court shots
- Eliminating the "telegraph"
- Rushing the net
- Short net game

Advanced Level Shots (12 hours)

- Backhand cross court drop
- Deception drop
- Fast drop
- Net brush shots
- Advanced service return
- Flick serve
- Drive serve
- Half smash

Techniques and Strategies of Playing Singles (4 hours)

Techniques and Strategies of Playing Doubles (8 hours)

- Side and side
- Front and back
- Shifting doubles

Developing Footwork and Fitness (6 hours)

- Aerobic fitness
- Agility drills
- Footwork and court position

Tournament Play (8 hours)

- Ladder: doubles and singles
- Intramural Class "C" tournaments

Total hours: 54

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

Yes

GCC Major Requirements

Physical Education

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

Becka Cooling (Kinesiology, Social Sciences)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

Yes

If yes, in what areas were these changes made:

- Course Description
- Exit Standards
- SLO's

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value