# PE211 : Flag Football II

# **General Information**

Author: • Erin Calderone

Course Code (CB01): PE211

Course Title (CB02): Flag Football II

Department:PEProposal Start:Fall 2024

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 No

asynchronously?:

Course Control Number (CB00): CCC000571880

Curriculum Committee Approval Date: 05/22/2024

Board of Trustees Approval Date: 07/16/2024

Last Cyclical Review Date: 05/22/2024

Course Description and Course Note: PE 211 offers instruction and practice in intermediate flag football techniques and team play

in a recreational environment. This course builds upon the basic skills, team play, and offensive and defensive fundamentals learned in PE 210. Rules, football etiquette, and team

strategies are major components of this course.

Justification: Mandatory Revision

Academic Career: • Credit

Mode of Delivery:

Author:
Course Family:

# **Academic Senate Discipline**

Primary Discipline:

• Physical Education

Alternate Discipline: No value
Alternate Discipline: No value

Basic Skill Status (CB08)  Course is not a basic skills course.  Allow Students to Gain Credit by Exam/Challenge  General Education and C-ID		Course Special Class Status (CB13)  Course is not a special class.  Pre-Collegiate Level (CB21)  Not applicable.		Grading Basis  Grade with Pass / No-Pass Option Course Support Course Status (CB26) Course is not a support course	
General Education Sta Not Applicable	itus (CB25)				
Transferability			Transforability Status		
	nsferability Transferability St sferable to both UC and CSU Approved				
CSU GE-Breadth Area	A	Shehua	Ammond Date	Commonthly Course	
E-Lifelong Learning and Development	Learni Self-	Status  ng Approved  ing and  opment	<b>Approval Date</b> 02/16/2016	Comparable Course  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-Cla Hours	<b>ass</b> 0				
Total Student Learning Hours	54				
Credit / Non-Cred	dit Options				
Course Type (CB04)		Noncredit Course C	Category (CB22)	Noncredit Special Characteristics	
Credit - Degree Applicable		Credit Course.		No Value	
	ode (CB11)	Funding Agency Ca	itegory (CB23)	Cooperative Work Experience	
Course Classification Co	Credit Course.			Education Status (CB10)	
		Not Applicable.			
Course Classification Concredit Course.  Variable Credit Course.	se	Not Applicable.			
Credit Course.  Variable Credit Cour		Not Applicable.	Course Stude	ent Hours	
Credit Course.  Variable Credit Cour		Not Applicable.  Out of Class	Course Stude		
Credit Course.  Variable Credit Cour	Hours			n <b>(Weeks)</b> 18	
Credit Course.  Variable Credit Cours  Weekly Student I  Lecture Hours  Laboratory	Hours In Class	Out of Class	Course Duration	n <b>(Weeks)</b> 18	
Credit Course.  Variable Credit Cours  Weekly Student I  Lecture Hours  Laboratory Hours	Hours In Class 0 3	Out of Class 0	Course Duration	n (Weeks) 18 divisor 0	
Credit Course.  Variable Credit Cours  Weekly Student I  Lecture Hours  Laboratory	Hours In Class	Out of Class	Course Duration Hours per unit o	n (Weeks) 18 divisor 0 (Contact) Hours	
Credit Course.  Variable Credit Cours  Weekly Student I  Lecture Hours  Laboratory Hours	Hours In Class 0 3	Out of Class 0	Course Duration Hours per unit of Course In-Class Lecture	n (Weeks) 18 divisor 0 (Contact) Hours	

0

Lecture

**Course Development** 

Laboratory	0			
Studio	0			
Total	0			

# **Time Commitment Notes for Students**

No value

Units and Hours - Weekly Specialty Hours			
Activity Name	Туре	In Class	Out of Class
No Value	No Value	No Value	No Value

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

# Prerequisite

PE210 - Flag Football I (in-development)

# **Objectives**

- Recite rules and conduct of the game.Use basic football terminology.
- Develop fundamental skills as they apply to various positions played.
- Explain basic offensive and defensive strategies.
- Demonstrate sportsmanship in competitive situations.

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	Laboratory
Methods of Instruction	Guest Speakers
Methods of Instruction	Multimedia
Methods of Instruction	Presentations

# **Out of Class Assignments**

- Written analysis (e.g. summary of rule variations between different flag football organizations)
   Self-evaluation (e.g. evaluation of performance in tournament play)

Methods of Evaluation	Rationale
Other	Practical examination
Other	Group work (e.g. demonstrate sportsmanship in team play)
Exam/Quiz/Test	Written midterm examination
Exam/Quiz/Test	Written final examination
Other	Participation in class scrimmages and tournaments
Textbook Rationale	

No Value

Textbooks					
Author	Title	Publisher	Date	ISBN	
No Value	No Value	No Value	No Value	No Value	
Other Instructional Mat	erials (i.e. OER, handouts)				
Description	NFL Flag Fo	ootball 2024 Official Playing Rul	les		
Author	National Fo	ootball League			
Citation	https://cdn	.mediavalet.com/usca/rcx/DgBt	tnnoMFUCXWCBQE3YN2	w/XMiAtpBTH0er4fUrKeYJAC	/Original/NFL_Flag_Rulebook_21423.pd
Online Resource(s)					
Materials Fee					

# **Learning Outcomes and Objectives Course Objectives** Explain the rules, conduct, and terminology used in flag football. Apply flag football terminology to team discussions. Apply fundamental skills to various positions played. Demonstrate and explain basic offensive and defensive strategies. Incorporate social skills to enhance student interaction, individual growth, sportsmanship, and teamwork. SLOs Demonstrate and apply safety rules and procedures to effectively participate in a physical movement environment. Expected Outcome Performance: 70.0 ILOs Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or Core methodologies to solve unique problems. ILOs Apply knowledge of flag football strategies and rules into game play. Expected Outcome Performance: 70.0 ILOs Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or Core methodologies to solve unique problems. ILOs Demonstrate intermediate level football movement patterns based on game situations and team competition. ILOs Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or Core methodologies to solve unique problems. ILOs

# **Additional SLO Information**

 ${\bf Does\ this\ proposal\ include\ revisions\ that\ might\ improve\ student\ attainment\ of\ course\ learning\ outcomes?}$ 

No value

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

# Safety Procedures, Set-Up, and Breakdown (3 hours)

- Creating a safe environment
- Active warm-up
- Setting up the football field
- Breaking down the football field
- Cool-down

# Rules, Regulations, and Terminology at the Intermediate Level (5 hours)

- Rules: National Institute of Recreation and Sports Association (NIRSA)
- Rules: United States Flag Football Association (USFFA)
- Common referee arm and hand signals for penalties
- Overtime situations
- Statistical classifications for football terminology

# Intermediate Skills of Flag Football (8 hours)

- Passing
- Punting
- Kicking
- Blocking
- Running
- Hiking
- Play calling
- Play design
- Make progressive read

# Intermediate Individual Concepts for Flag Football (19 hours)

- Review of fundamentals
- Practice
- Competition situations
- Strategies
- Evasive techniques
- Master running routes
- Conditioning
- Spin move
- Huddle and team leadership
- Psychological preparation
- Hydration and injury prevention
- Sportsmanship

# Intermediate Team Play (19 hours)

- Offense
- Defense
- Strategy
- Tournament competition
- Master playbook

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 liason?  Becka Cooling (Kinesiology, Social Sciences)
Did you contact the DEIA liaison? No
Were there any DEIA changes made to this outline?
If yes, in what areas were these changes made:  No Value
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