Class Hours: 0.0
Laboratory Hours: 2.0
Credit Hours: 1.0
Date Revised: Spring 01

Catalog Course Description:

The introduction and development of basic skills, general rules, and strategy, related to the game of basketball with particular emphasis on acquisition of skills.

Entry Level Standards:

None

Prerequisites:

None

Textbook(s) and Other Reference Materials Basic to the Course:

Textbook:
Personal Equipment:
Athletic wear and shoes

I. Week/Unit/Topic Basis:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction/ Syllabus review/ Locker distribution/ Warming-up/ conditioning</td>
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<tr>
<td>2</td>
<td>Individual defense-dribble</td>
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<tr>
<td>3</td>
<td>Passing and receiving (One handed push pass, Baseball pass, Chest pass, Bounce pass, Flip pass, and Two hand overhead pass)</td>
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<tr>
<td>4</td>
<td>Shooting (Jump shot, Lay-up shot, and Foul shot)</td>
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<tr>
<td>5</td>
<td>Offensive and defensive movement without the ball (cuts, fakes, pivots, picks, rolls, rebounding</td>
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<tr>
<td>6</td>
<td>3 on 3 class play</td>
</tr>
<tr>
<td>7</td>
<td>3 on 3 class play/ Midterm on skills</td>
</tr>
<tr>
<td>8</td>
<td>Rules/ 5 on 5 class play</td>
</tr>
<tr>
<td>9</td>
<td>1-3-1 Zone defense/ 5 on 5 class play</td>
</tr>
</tbody>
</table>
II. Course Objectives*:

A. Play and practice basketball employing correct technique. II.2
B. Demonstrate knowledge of basketball etiquette and safety. I.5
C. Demonstrate knowledge of basketball terminology. I.5
D. Play basketball employing rules and keeping score. II.2
E. Demonstrate knowledge of basketball history. II.2
F. Evaluate and correct errors in basketball form and execution. III.2
G. Demonstrate knowledge of basketball equipment and facilities. 1.5
H. Demonstrate knowledge of basketball strategies. II.2, III.2
I. Demonstrate knowledge of basketball form and technique. II.2

*Roman numerals after course objectives reference goals of the university parallel program.

III. Instructional Processes*:

Students will:

1. Listen to and participate in lectures and discussions regarding factual information relevant to basketball. Communication Outcome, Information Literacy Outcome
2. Read and demonstrate knowledge of basketball technique, rules and other relevant factual information. Communication Outcome, Information Literacy Outcome
3. Analyze, evaluate, and modify technique to improve performance. Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy
4. Develop basketball strategies. Problem Solving and Decision Making Outcome, Active Learning Strategy
5. Appreciate the intrinsic value of basketball as a life-long recreational activity. Personal Development Outcome, Transitional Strategy

*Strategies and outcomes listed after instructional processes reference Pellissippi State’s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the
classroom, and encouraging students to take active and responsible roles in the educational process.

IV. Expectations for Student Performance*:

Upon successful completion of this course, the student should be able to:

1. Demonstrate knowledge of basketball etiquette. B
2. Demonstrate knowledge of basketball terminology. C
3. Demonstrate knowledge of the history of basketball. E
4. Demonstrate knowledge of how to score a basketball game. D
5. Pick out the basketball equipment necessary to maximize performance.
6. Dribble a basketball with both hands. A, F, I
7. Shoot foul shots with accuracy. A, F, I
8. Shoot jump shots with accuracy, A, F, I
9. Shoot right handed and left handed lay-up shots with accuracy. A, F, I
10. Employ proper form during the execution of a jump shot. A, F, I
11. Employ proper form during the execution of a lay-up shot. A, F, I
12. Employ proper form during the execution basketball passes (one handed push pass, baseball pass, chest pass, bounce pass, flip pass, two hand overhead pass). A, F, I
13. Demonstrate knowledge of and employ off ball skills (cuts, fakes, pivots, picks and rolls). A, F, I
14. Demonstrate knowledge of and employ rebounding skills. A, F, I
15. Demonstrate knowledge of individual defensive skills. A, F, I
16. Demonstrate knowledge of the 2-1-2-zone defense. A, F, I
17. Demonstrate knowledge of the 1-3-1-zone defense. A, F, I
18. Demonstrate knowledge of the zone press. A, F, I
19. Demonstrate knowledge of one to man defense. A, F, I
20. Demonstrate knowledge of team offenses. A, F, H, I
22. Play a basketball game employing a variety of basketball skills, safety, rules, and scoring. A, B, D, F, G, H, I

*Letters after performance expectations reference the course objectives listed above.

V. Evaluation:
A. Testing Procedures:

Midterm: 20 points
Final: 20 points
Skill Test: 30 points

B. Laboratory Expectations:

N/A

C. Attendance and participation: 30 points

After three absences, 4 points will be subtracted from the student's attendance grade. Students with eight or more absences will not pass this course. Students who fail to participate in assigned activities will be counted as absent.

D. Extra Credit: 5 points

View a televised basketball game, then summit a two-paged typed report.

E. Grading Scale:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>93 - 100</td>
</tr>
<tr>
<td>B+</td>
<td>92 - 88</td>
</tr>
<tr>
<td>B</td>
<td>87 - 83</td>
</tr>
<tr>
<td>C+</td>
<td>82 - 78</td>
</tr>
<tr>
<td>C</td>
<td>77 - 73</td>
</tr>
<tr>
<td>D+</td>
<td>72 - 68</td>
</tr>
<tr>
<td>D</td>
<td>67 - 62</td>
</tr>
<tr>
<td>F</td>
<td>&gt; 61</td>
</tr>
</tbody>
</table>

VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meeting in order to receive credit for the course. Individual department/programs/disciplines, with the approval to the vice president to Academic and Student Affairs, may have requirements that are more stringent.

B. Make-up policy:

1. After one week, students will not be allowed to make-up written examinations.
2. With documentation, students will be allowed to make up absences. Make-up sessions should be supervised and consist of activities engaged in during the sessions that the student missed.

C. Other Policies:

Injury Policy:
Students injured during class must inform the instructor immediately. An accident/incident report must be filed. This applies to all injuries no matter how minor.

Tardy Policy:
Students, who are more than fifteen minutes late to class, will be considered absent.