

PE141 : Badminton II

General Information

Author:	<ul style="list-style-type: none">Erin Calderone
Course Code (CB01) :	PE141
Course Title (CB02) :	Badminton II
Department:	PE
Proposal Start:	Spring 2025
TOP Code (CB03) :	(0835.10) Physical Fitness and Body Movement
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) :	CCC000576225
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 141 provides instruction in intermediate level techniques and strategies in badminton. This course focuses on body mechanics and fitness for game play, and develops more advanced shots and 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.	Course Special Class Status (CB13) Course is not a special class.	Grading Basis <ul style="list-style-type: none">Grade with Pass / No-Pass Option
<input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Pre-Collegiate Level (CB21) Not applicable.	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	No value	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

PE140 - Badminton I (in-development)

Objectives

- Apply the rules and scoring of badminton to game situations.
- Perform fundamental badminton shots with beginning level proficiency.
- Discuss techniques and strategies for playing singles badminton.
- Discuss the techniques and strategies for play doubles badminton.
- Use sportsmanship in competitive situations.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction	Collaborative Learning
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Methods of Instruction	Demonstrations
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Methods of Instruction	Discussion
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Methods of Instruction	Guest Speakers
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Methods of Instruction	Laboratory
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Methods of Instruction	Multimedia
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Methods of Instruction	Presentations
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<p>Out of Class Assignments</p> <ul style="list-style-type: none"> • 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)
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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

<p>Textbook Rationale</p> <p>No Value</p>
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Textbooks				
Author	Title	Publisher	Date	ISBN
No Value	No Value	No Value	No Value	No Value

<p>Other Instructional Materials (i.e. OER, handouts)</p>
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Description	Badminton: How to play, rules, and all you need to know
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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 match play.

Perform intermediate-level shots and strokes.

Analyze and execute offensive badminton strategies.

Analyze and execute defensive badminton strategies.

Explain singles and doubles strategies.

SLOs

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

Expected Outcome Performance: 70.0

ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions;
Core ILOs 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 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

Integrate knowledge of rules, techniques and strategies into game play.

Expected Outcome Performance: 70.0

ILOs Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive
Core ILOs 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
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

KIN
Kinesiology -
AA-T Recognize and apply methods to develop and promote a socially healthy lifestyle

Demonstrate intermediate skills based on game situations.

Expected Outcome Performance: 70.0

KIN
Kinesiology -
AA-T Demonstrate an understanding of biomechanical skills at different levels

PE
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

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

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
- Fouls
- 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 Shot Development (15 hours)

- Deep return
- Smash
- Drop
- Short net game
- Serve
 - Deep serves
 - Short serves
- Backhand
 - Overhead
 - Below shoulders

Intermediate Level Shots (11 hours)

- Cross-court shots
- Eliminating the “telegraph”
- Rushing the net
- Short net game

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 (4 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