

## PE152 : Basketball III

### General Information

Author:	<ul style="list-style-type: none"><li>Erin Calderone</li></ul>
Course Code (CB01) :	PE152
Course Title (CB02) :	Basketball III
Department:	PE
Proposal Start:	Spring 2026
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) :	CCC000571882
Curriculum Committee Approval Date:	02/26/2025
Board of Trustees Approval Date:	04/22/2025
Last Cyclical Review Date:	02/26/2025
Course Description and Course Note:	PE 152 teaches the advanced concepts of basketball and the application of practice and game situational strategies. Instruction includes a review of intermediate techniques, rules of basketball, development of team play and competitive participation. Students also learn several offensive and defensive strategies, game plans, effective offense and defense practice drills, the physiological and psychological benefits of playing basketball, and the psychological considerations of competition.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Mode of Delivery:	<ul style="list-style-type: none"><li>In-Person</li></ul>
Author:	No value
Course Family:	Basketball

### Academic Senate Discipline

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

## Course Development

### Basic Skill Status (CB08)

Course is not a basic skills course.

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

- 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

<b>Course Duration (Weeks)</b>	18
<b>Hours per unit divisor</b>	54

### Course In-Class (Contact) Hours

Lecture	0
Laboratory	54
Studio	0
<b>Total</b>	54

### Course Out-of-Class Hours

Lecture	0
Laboratory	0
Studio	0
<b>Total</b>	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

## Prerequisites, Corequisites, Recommended Corequisites, and Recommended Preparation

### Prerequisite

PE151 - Basketball II (in-development)

#### Objectives

- Demonstrate understanding of the current rules of basketball.
- Demonstrate intermediate level basketball motor skills.
- Demonstrate understanding and execution of intermediate level basketball offensive and defensive concepts.
- Explain intermediate level situational basketball strategies.
- Execute various types of basketball conditioning drills.
- Demonstrate a positive team attitude.

## Entry Standards

Entry Standards

Description

No value

No value

## Course Limitations

Cross Listed or Equivalent Course

Description

No value

No value

## Specifications

Methods of Instruction

Methods of Instruction

Lecture

Methods of Instruction

Laboratory

Methods of Instruction

Discussion

Methods of Instruction

Multimedia

Methods of Instruction

Demonstrations

## Out of Class Assignments

- Self-evaluation (e.g. analysis of individual game-play performance)
- Written analysis (e.g. summary and examination of a professional basketball game)
- Portfolio project (e.g. creating offensive and defensive game or practice plans)
- Individual research project (e.g. interview a local high-school or college basketball coach and analyze their game strategy)

Methods of Evaluation

Rationale

Other

Practical examination

Exam/Quiz/Test	Written midterm examination
Exam/Quiz/Test	Written final examination
Other	Participation in a basketball tournament

### 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)

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

## Learning Outcomes

### Course Objectives

Apply understanding of the current rules of basketball.

Demonstrate proficiency in advanced level basketball motor skills.

Apply advanced level basketball offensive concepts and defensive concepts.

Explain and apply advanced level situational basketball strategies.

Execute various types of advanced basketball conditioning drills.

Demonstrate a positive team attitude and apply psychological preparation strategies before game play.

## 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; cultivate creativity that leads to innovative ideas.  
*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.

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

**Apply advanced level knowledge of basketball strategies and rules to 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 conclusions; cultivate creativity that leads to innovative ideas.  
*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.

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

**Develop and apply advanced level basketball motor skills and situational techniques to practice and games.**

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; cultivate creativity that leads to innovative ideas.  
*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.

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

**Apply advanced techniques to create situational team plays.**

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; cultivate creativity that leads to innovative ideas.  
*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.

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

## 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

#### Review of the Rules of Basketball (4 hours)

- Types of fouls and violations
- Length of games and time outs
- Basketball History
- Scoring
- Quarters versus halves
- Bonus and Double Bonus
- Court regulations
- Substitutions

#### Advanced Basketball Motor Skills (10 hours)

- Review of intermediate techniques
- Perfecting shooting form and body mechanics
- Advanced defensive techniques
- Advanced passing skills and techniques
- Advanced dribbling skills and techniques
- Advanced level footwork

#### Advanced Offensive Concepts (10 hours)

- 1 versus 1 moves
- Post play
- Passing strategies
- Screening techniques
- Reading basketball situations
- Fast break tactics
- Skills for strong jumpers
- Skills for strong penetrating players

#### Advanced Defensive Concepts (10 hours)

- Fundamental stance
- Sliding
- Arm positions
- Guarding on-ball
- Guarding off-ball
- Post defense
- Match-up zones
- Trapping defenses
- Switching defenses

#### Team and situational strategies (10 hours)

- Advanced offensive strategies
- Team spacing
- Offensive alignments

- Advanced scoring strategies
- Advanced cutting, screening and offensive rebounding
- Advanced defensive strategies
- Man-to-man, zone defense and rotations
- Charges
- Advanced defensive rebounding
- Face guarding
- Trapping
- Situational strategies
  - Out-of-bounds
  - Jump ball
  - End of clock
  - Fouls

**Basketball conditioning drills (5 hours)**

- Advanced sprint training
- Advanced lateral agility
- Advanced plyometrics and vertical jump training
- Advanced weight training for basketball

**Team Dynamics (5 hours)**

- Mutual respect
- Fatigue and temperament
- Evaluation of outcomes - winning versus success
- Developing psychological hardiness
- Preparing for competition

**Total hours: 54**

**Additional Information**

**Repeatability**

Not Repeatable

**Justification (if repeatable was chosen above)**

No Value

**Is it possible this course will have a material fee?**

No

**I have contacted my library liaison (<https://campusguides.glendale.edu/faculty/liasons>):**

No Value

**What term(s) will this course be offered?**

Fall/Spring

**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

## 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?

No

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