

Eastern Illinois University
Department of Kinesiology and Sports Studies
KSS 2380-001 – Fall 2009
Technique and Theory of Basketball and Flag Football

Instructor: Scott Ronspies, Ph.D.

Office: McAfee 2002

Office Hours: M (9-10; 1-2) T (12-1) W (9-10; 1-2) Th (12-1) F (10-12)

Email: sronspies@eiu.edu

Phone: 581-7291

Credit Hours: 2

Optional Text:

Mitchell, S., Oslin, J. & Griffin, L., (2006). *Teaching sport concepts and skills: A tactical games approach. 2nd ed.* Champaign, IL: Human Kinetics.

Catalog Course Description:

The development of basic game skills, strategies, and techniques in basketball and flag football. Students will be introduced to the fundamentals of basketball and flag football through lecture, practice tasks, and game play experiences. Students will also be introduced to various methods of teaching basketball and flag football.

Purpose/Rationale:

By organizing games that promote tactical knowledge and application, students will have an opportunity to develop greater understanding and gain insight into how the conceptual approach promotes game performance and student participation.

Course Objectives:

To develop and improve skills and tactical awareness in basketball and flag football. To gain knowledge relative to rules, strategies, and game procedures. In addition, students will apply techniques to effectively teach basketball and flag football.

Student Learning Outcomes:

Students will:

- 1 Demonstrate proficient game performance skills in basketball/flag football.
- 2 Demonstrate and understanding of the tactical similarities between games.
- 3 Demonstrate a tactical understanding of games by selecting and performing the necessary skill and/or movements required to solve tactical problems that occur during game play.
- 4 Demonstrate an understanding of rules and procedures of games by applying them during game play and within more abstract settings (discussions, assessments, worksheets, portfolios, etc.)
- 5 Demonstrate behaviors that indicate sensitivity for the uniqueness of others.
- 6 Demonstrate and understanding of professional behavior by interacting respectfully with others and cooperating in the set-up, takedown, and care of equipment and facilities.
- 7 Demonstrate concern for his or her own development of game performance and view it as a requisite for teaching as a professional physical educator.
- 8 Demonstrate concern for their classmate's game performance development and view it as a requisite for the maintenance of optimal learning environment in PE.

- 9 Be able to accurately conduct game performance analyses and skill assessments.
- 10 Exhibit a basic understanding of the proper progression of skills and tactics from simple to complex as related to basketball/flag football.
- 11 Demonstrate understanding of current technology by completing assignments and assessments that require operation of computer equipment.
- 12 Compile portfolios to demonstrate competencies acquired as a result of participating in this course.
- 13 Develop an understanding of tactics and the ability to transfer this understanding effectively from one game to another.
- 14 Develop a tactical knowledge in order to improve game performance.
- 15 Understand how to enhance game performance at different developmental levels.
- 16 Identify major tactical problems for scoring, prevention of scoring and restarting play.
- 17 Develop and demonstrate an awareness of the basic individual skills and tactics through tests and analyses.
- 18 Demonstrate an appropriate level of application of skills during game play.
- 19 Describe mechanics of individual game skills, rules of play, and offensive and defensive tactics.

Student Activities/Instructional Strategies

Students will be able to demonstrate improvement in knowledge, skill, attitude and values through lecture, discussion, demonstration, and participation. The environment and requirements or participation will be structured to provide success for each student. Such an environment should foster the development of positive attitudes and values. Student activities will include the following:

1. Participation in conditioned games that emphasize tactics related to basketball/flag football.
2. Participation in tasks that promote development of a variety of skills.
3. Participation in problem solving activities that promote tactical understanding
4. Attendance at lectures, participation in demonstrations, teaching experiences, and responsibility for required readings.
5. Identification of efficient and effective movement through comparative analysis of skills performed in game play situations.
6. Evaluation of game performance using authentic methods of assessment
7. Utilization of computer hardware and software related to performance analysis of game play, and development of individual movement skills and professional competencies
8. Utilization of materials for the purpose of skill and game play analysis.

Evaluation:

Final grades will be based on written work, self-assessments, peer assessments, skill analysis, game performance analysis, packets, teaching experiences, and development of personal and professional skills.

<u>Percentage</u>	<u>Letter grade</u>
90-100	A
80- 89	B
70- 79	C
60- 69	D
< - 60	F

Disability Access

If you have a documented disability and wish to receive academic accommodations, please contact the Coordinator of the Office of Disability Services (217-581-6583).

EIU's Policies

EIU's policies and recommendations for academic misconduct will be followed.

Electronic Devices

Please extend courtesy to your instructor and fellow students by turning your cell phones to silent/vibrate and turning off other electronic devices. Thank you for your cooperation.

Attendance Policy

Attendance and participation in this class is required to receive a passing grade. It is the responsibility of the student to notify the instructor prior to any class absence. A grade of zero will be given for all work missed in the event of ANY absence without prior notice. Most in-class work cannot be made-up. Extenuating circumstances will be dealt with on an individual basis. On the 3rd absence and thereafter, 5% will be deducted from the final grade for each absence.

Tardiness

Every student is expected to be properly dress, in the proper location, and ready for activity when class begins. All students will be allowed one tardy with no questions asked.

Dress

Students are expected to dress in clothes appropriate to the activity. You must have appropriate shoes, and clean, dry shoes when in the gym. If inappropriately dressed, students will not be permitted to participate. We will be both inside and out; dress accordingly (i.e., sunblock, hat, etc.) and bring water.

Student Responsibilities

1. You will be responsible for assisting with equipment. If you cannot come early or stay late, make arrangements with another student to cover for you. Class routines are established to help class run smoothly and efficiently. Please make every effort to comply, and encourage your classmates to do likewise.
2. There are very specific safety procedures related to each activity. Please make every effort to follow these rules, and encourage or remind your classmates to do likewise. Also, if you see some unauthorized person entering the class and/or area, politely direct them off the area.
3. You are expected to work to improve your own skill as well as the skill of your classmates. Therefore, it is important that you support and encourage the achievements and efforts of all individuals. Cooperation is key.
4. If you ever find yourself standing around and not doing anything in class, come see me. One of us is doing something wrong.
5. Be an **INTENTIONAL** learner. You are not only working to improve your game performance skills, but your skills as a teacher as well. Actively participate and get all you can from this course.
6. Reading assignments will be announced in class. Please complete these assignments to enhance your understanding of material covered.

CLASS REQUIREMENTS

To successfully complete the course, you must demonstrate and document competency in the following areas:

COMPETENCY #1 (15%) - Demonstrate the ability to observe, analyze, and remediate skills to improve performance in basketball/flag football. Skill performances will be assessed in class.

Documentation:

Skill Analyses -

- Analysis of individual performance (2.5pts)
- Identify errors in individual performance (2.5pts)
- Behaviors & practices to remediate individual performance errors (2.5pts)
- Cited resources and described these resources (2.5pts)

Instructions - Select one skill from each sport to assess a partner performing (at least 10 trials). For each skill, describe the **ideal** performance, describe the **actual** performance (identifying errors), and describe a specific behavior or practice (task or game) to improve performance of the chosen skill. Find resources (1990 or later) that provide techniques to improve specific skills and movements. A description of the resource content should be included. Resources should be sought through the Internet, magazines, professional journals (e.g., JOPERD and Scholastic Coach), physical education pedagogy books, videotapes, etc. NO CREDIT will be given unless resources are cited. Use APA Publication Manual, Fifth Edition to cite resources (APA manual is available in reference section of library or online).

COMPETENCY #2 (20 %) - Demonstrate the ability to analyze game performance in basketball/flag football.

Documentation:

Game Performance Assessment Instrument (GPAI) score sheet(s) and written narrative. Your narrative should be based on the score sheet(s) and should refer to each player you assess.

- An introductory paragraph that outlines the criteria used on the GPAI and how the point system was used for assessment (2.5pts)
- A detailed description of each team member you scored including each point given and why (5pts)
- A concluding statement of your partner's (strengths and weaknesses) in general based upon your observations throughout game play (2.5pts)

Instructions - game performance analyses will be completed during and after class. The competency will include neatly completed GPAI sheets and written accounts of the game play strengths and weaknesses of your partner, as noted above.

COMPETENCY #3 (15%) - Demonstrate knowledge of course content.

Documentation:

- Assessments, Sport Ed. Packet, assignments, and all work assigned for the course

Instructions - Includes all information provided in class. These will serve as examples for future use.

COMPETENCY #4 (15%) - Demonstrate the ability to understand, explain, and teach a tactic within the game forms of basketball/flag football.

Documentation:

Part A:

- Actual teaching of the tactic to a group of students

Part B:

- A Written description and explanation of the specific tactic
- A reflection on the presentation and recommendations

Instructions -

For the teachings, student groups will conduct a presentation of an assigned tactic within that particular game/sport.

COMPETENCY #5 (35 %) - demonstrate your ability to work within a group setting to complete the Sport Education packet and be an active team member in all facets.

- Completed packet
- Active participation within group