

**DISCLAIMER:** The course outline below serves as a general informational guide for students. Course content and assessment modes may vary for different lecturers. Actual course outlines will be made known to students on GeNIEus by the individual lecturers. **DO NOT** purchase textbooks based on the information contained in this document.

## **IPE3110 BASKETBALL**

### **COURSE DESCRIPTION**

This course is designed to provide student teachers with the opportunity to develop their techniques, skills and game performance in basketball and acquire lesson ideas, content development/progressions and teaching strategies for the teaching of basketball in primary schools.

Student teachers will be introduced to developmentally appropriate teaching styles/strategies/approaches/models that develop their pupils into confident and active participants of the game. These approaches may include Teaching Games for Understanding (TGFU), Play Practice, Games Concept Approach (GCA) and/or Sport Education Model (SEP). Relevant Sports Science knowledge behind effective techniques, skills, tactics and their development in the game, various game-specific assessment tools of skills and game performance as well as the use of information technology (IT) will also be introduced.

### **COURSE OBJECTIVES**

At the completion of this course, student teachers will be able to:

1. Develop competency in the game of basketball to effectively demonstrate and teach the various techniques, tactics, strategies and skills involved.
2. Design developmentally appropriate lesson ideas, content & progressions and plans that maximize opportunities for pupils to participate and acquire game knowledge and skills.
3. Understand and apply sports science knowledge in the teaching of techniques and skills and the development of game performance in their pupils.
4. Employ appropriate formative and summative assessment tools.
5. Infuse information technology (IT) effectively into their lessons to engage their pupils in learning the game.

## COURSE CONTENT

Week	Outline
1	Course Introduction Introductory/Lead-up Games (modified rules, space, no. of players, equipment, scoring, etc.) Fundamental Movement Skills (FMS) involved – locomotor, non-locomotor/object control, stability skills, foot work
2	Lead-up Games – involving principles of play Attacking Concepts – Scoring (Keeping possession) Technique & Skills – Off-the-ball (evasive running, support, etc.), On-the-ball (passing and receiving) Modified Games
3	Attacking Concepts – Scoring (Keeping possession) Technique & Skills – Off-the-ball (fake and support, running to space etc.), On-the-ball (dribbling) Modified Games
4	Attacking Concepts – Scoring (Creating space in attack) Technique & Skills – Off-the-ball (invading space, width, depth, etc.), On-the-ball (dribble, fast break) Modified Games
5	Attacking Concepts – Scoring (Attacking the goal) Technique & Skills – Off-the-ball (space, width, depth, support, etc.), On-the-ball (shooting, lay-up etc.) Modified Games
6	Defending Concepts – Preventing Scoring (Defending space) Technique & Skills – Off-the-ball (man-to-man, triangular defense, etc.), On-the-ball (applying pressure) Modified Games
7	Defending Concepts – Preventing Scoring (Defending space) Technique & Skills – Off-the-ball (man-to-man defense, help defense etc.), On-the-ball (applying pressure, blocking) Modified Games
8	Defending Concepts – Preventing Scoring (Defending the goal) Technique & Skills – Off-the-ball (zone defense, positioning, etc.), On-the-ball (applying pressure, rebounding) Modified/Full
9	Attacking & Defending Concepts – Restarting Play (sideline, baseline, starting the game, etc.) Technique & Skills – Off-the-ball (Zone defense, help defense, triangular defense, etc.), On-the-ball (quick movement of ball, shooting, dribbling to score or pass, etc.) Full Games
10	Attacking & Defending Concepts – All Technique & Skills – All Game Tactics & Strategies Full Games
11	Practical Assessment (Technique, Tactics, Game Performance) Full sided Games Play
12	Practical Assessment (Technique, Tactics, Game Performance)

	Full sided Games Play Course Evaluation
--	--

## COURSE ASSESSMENT

	<b>Component Weightage</b>	<b>Due Dates</b>
Practical	60 %	On going dd-mm-yr
Assignment & Test	30 %	dd-mmm-yy (assignment) dd-mmm-yy (test)
Professional Qualities	10 %	On going

- Practical (60%)
  - Student teachers will be assessed on their individual / group performances in activity or game play. (40%)
  - Student teachers will be assessed on their performance in the Basketball Skills Test (20%)
- Assignment (10%)
  - Student teachers are to submit a checklist of a given basketball technique/skill.
- Written test (20%)
  - Student teachers will be assessed on their comprehension of the FIBA's Official Basketball Rules 2012 (Rules 4, 5, 6 and Official's signals).
- Professional qualities (10%)
  - Student teachers will be assessed on their professional qualities demonstrated throughout the duration of the course, such as:
    - Participate with good-will in all activities,
    - Offer assistance to others willingly,
    - Complete and submit all tasks in a timely fashion,
    - Act with personal dignity and afford dignity to all others, and
    - Comply with academic and ethical codes of the University.

## COURSE REFERENCES

1. American Sport Education Program. (2007). *Coaching basketball technical and tactical skills*. Champaign, IL: Human Kinetics.
2. Federation Internationale de Basketball. (2012). *Official basketball rules 2012*. Downloaded from <http://www.fiba.com/downloads/Rules/2012/OfficialBasketballRules2012.pdf>.
3. Krause, J.V., Meyer, D. & Meyer, J. (2008). *Basketball skills & drills* (3rd ed.). Champaign, IL: Human Kinetics.
4. Ministry of Education. (2006). *Basketball skills test: Administration manual*. Singapore: Education Programmes Division, MOE.
5. Mitchell, S. A., Oslin, J. L. & Griffin, L. L. (2003). *Sport foundation for elementary physical education: A tactical games approach*. Champaign, IL: Human Kinetics.

6. Mitchell, S. A., Oslin, J. L. & Griffin, L. L. (2006). *Teaching sport concepts and skills: A tactical games approach* (2<sup>nd</sup> Ed.). Champaign, IL: Human Kinetics.
7. Wissel, H. (2004). *Basketball: Steps to success* (2<sup>nd</sup> ed.). Champaign, IL: Human Kinetics.