

SPORT SCIENCE & MANAGEMENT SS5104 BASKETBALL

Academic Year	2019/20	Semester	1	
Course Coordinator				
Course Code	SS5104			
Course Title	Basketball			
Pre-requisites	None require	ed		
No of AUs	3			
Contact Hours	Total hours:	39		

Course Aims

This course is designed to provide you with the basic skills and knowledge to play and enjoy recreational basketball. You will be taught on basic fundamental skills, rule/terminology, officiating, team offense/defense, and situational strategies.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

- 1. play basketball competently including basic skills in dribbling, passing, shooting, footwork and game play.
- 2. execute the basic offensive and defensive strategies in various game situations.
- 3. recall and apply the rules of the game during lesson and gameplay.

Course Content

The following topics will be covered:

- 1. Basic Techniques
 - a. Footwork stance, back pedal, pivoting and change of direction
 - b. Ball handling passing, receiving and dribbling
 - c. Shooting set shot, lay-up shot, free throw and jump shot
- 2. Basic Tactics
 - a. Rebounding defensive and offensive
 - b. Individual defensive and offensive moves
 - c. Basic team defensive and offensive concepts / strategies
- 3. Officiating
 - a. Rules, terminology and officiating patterns

Assessment (includes both continuous and summative assessment)

Component	Cours e ILO Tested	Related Programme LO or Graduate Attributes	Weightin g	Individual / Group	Assessmen t rubrics
1.Participation	1-3	A2, C2, D1,	10%	Individual	Appendix 1
2.Theory	3	A1, B1,B2	30%	Individual	
3.Practical	1-3	A1, A2, C1, C2, E1, E2	60%	Individual	Appendix 2 & 3
Total			100%		

Graduates of the SSM programme should show:

Competence	Competence						
A1: {Understanding}	process and interpret information, evidence and methodologies related to sport science or sport management						
A2: {Self-discipline}	independently apply themselves to solve relevant problems						
A3: {Modern Tool Usage}	use technology to communicate and provide feedback on sports activities, improve sports performance, monitor and increase physical activity, provide exercise prescription, solve problems for disadvantaged athletes/sportspeople, and commercialize and innovate sports products, events and services						
Creativity							
B1: {Critical Thinking}	critically assess the applicability of sport science and sport management tools toward problems and in the workplace						

critically analyse data from a multitude of sources
Childally analyse data from a multitude of sources
connect the subfields of sport science and sport management to tackle problems
be able to develop new applications or improve existing techniques
develop new ideas and plans for sport science, businesses and events
present findings or ideas from sport science and sport management research logically and coherently at the appropriate level for the intended audience and in all forms of communication
work in teams on projects that require sport science or sport management application, and communicate results via demonstration, verbally and in written form
act in a manner that respects the profession and meets the expectations of the sport science and sport management industry
promote sport and physical activity in all individuals to bring people together and improve physical, social and psychological outcomes
act with integrity and in a socially responsible and ethical manner in line with societal and legal expectations in relation to collecting and analysing data of people and protecting personal data with appropriate computer security
demonstrate appropriate safety, concern and good conduct in sport situations towards other individuals involved in the activity

Formative feedback

Feedback for learning will be verbal provided during each practical session where you have the opportunity to learn the techniques and apply them during game situations.

Every practical session, everyone will be rotated for applying your rules knowledge by officiating the games at the end of each session. Verbal feedback to be given while you are officiating. Discussion and debrief will be given after the games.

Throughout the course, you will have opportunity to apply the skills after practice. During the learning process, verbal feedback on the techniques and suggestions on the areas of improvement will be given.

Learning and Teaching approach

Approach	How does this approach support you in achieving the learning outcomes?				
Practical sessions on court	 Give hands-on experiential learning to support key strategies provided in class Provide tasks for you to utilize what they recently learned to apply in various game situations. Give space and time for small group activities and discussions to allow you to assimilate the content and for sharing learning Provide verbal feedback on your techniques to enhance your learning. 				
Lectures	Lectures will provide you with the key learning concepts and theories, which are closely linked to the practical sessions.				
Online learning	Time will be given for learning from online materials as a part of fl teaching approach. These materials will support key concepts ar knowledge on the rules covered in lectures and practical sessions				

Reading and References

American Sport Education Program (1996). Coaching Youth Basketball. Champaign, IL: Human Kinetics.

Krause, J.V., Meyer, D. & Meyer, J. (1999). Basketball Skills & Drills (2nd Ed). Champaign, IL: Human Kinetics

Wissel, H. (2004) Basketball: Steps to success. Champaign, IL: Human Kinetics.

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned pre-class readings and activities, attend all classes (i.e. lecture and practical) punctually and take tests by due dates. You are expected to take responsibility to follow up with course notes, assignments and course related announcements for sessions you have missed. You are expected to participate in all discussions and class activities unless there is a valid medical reason not to do so.

(2) Absenteeism

Absence from class without a valid reason will affect your overall course grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies.

If you miss a lecture, you must inform the course instructor via email prior to the start of the class.

(3) Absence Due to Medical or Other Reasons

If you are sick and not able to complete a test or submit an assignment, you have to submit the original Medical Certificate (or another relevant document) to the Sport Science & Management (or Home School) administration to obtain official leave. Without this, the missed assessment component will not be counted towards the final grade. There are no make-ups allowed.

(4) Attire and safety

You are expected to participate in practical sessions. In addition, you are expected to wear appropriate attire for participation, obey safety rules, and take appropriate care of and return all equipment after use.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the academic integrity website for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Collaboration is encouraged for your work in the class because peer-to-peer learning helps you understand the subject better and working in a team trains you to better communicate with others. Working together and exchanging ideas and experiences will help improve the quality of your assessed presentation. It is important to credit others for their contribution to your work which promotes ethical practices and academic integrity.

Course Instructors

Instructor	Office Location	Phone	Email	

Planned Weekly Schedule

Week	Topic	Course LO	Readings/ Activities
1	 Course requirements and assessments. Footwork Ball handling Passing & Receiving (Chest, bounce & overhead) Passing & Receiving (Chest, bounce & overhead) 	LO1	
2	 Revision Dribbling (pivot) Shooting – Set shot Dribbling (cross-over) Shooting – Lay-up Revision Individual offense 	LO1,LO3	
3	 Watch the experts play the sport (SUNIG or POL-ITE competition/video) Shooting – Jump shot Individual defensive Rebound & Fast break 	LO1, LO3,	
4	 Defensive & Offensive skills (2 V 2, 3 V 3) Give & Go Offensive skills (4 V 4) Offensive skills (3 on 2, 2 on 1) 	LO1, LO2, LO3,	
5	 Offensive skills (5 V 5) Pick and Roll (2 V 2) Setting screen (3 on 3, 4 on 4) 	LO2, LO3	
6	 Officiating (video) 3 V 3 Competition (FIBA33) Students are expected to organize and administer the competition 18 • Team offensive strategy: man-to-man 	LO1, LO2, LO3,	
7	 Team defensive strategy: help man-to-man 20 • Man to Man Competition (5 V 5) Officiating Students are expected to organize and administer the competition Man to Man Competition (5 V 5) Officiating Students are expected to organize 	LO1,LO2, LO3	

	and administer the competition		
8	Recess Week		
9	 Team defensive strategy: 2-1-2 zone defense Officiating Team offensive strategy: against 2-1-2 zone defense Officiating Competition (2-1-2 Zone defense/offense) 	LO1, LO2, LO3	
10	 Team defensive strategy: 2-1-2 zone defense Officiating Team defensive strategy: 1-2-2 zone defense Officiating Team offensive strategy: against 1-2-2 zone defense Officiating Competition (1-2-2 zone) Officiating 	LO1, LO2, LO3	
11	 Recap on defensive strategy (2-1-2 & 1-2-2) Recap on offensive strategy (against 2-1-2 & 1-2-2) Officiate and administer competition 	LO1, LO2, LO3	
12	Practical Test (Individual Skills)	LO1	
13	Practical Test (Individual Skills & Team Play)	LO2	
14	Practical Test (Team Play) and Theory Test	LO2, LO3	

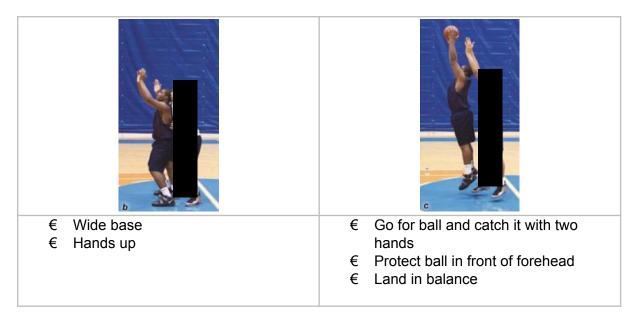
Appendix 1: Participation Assessment (10%)

Criterion	0-2	3-5	6-7	8-10
Pre-class readings and/or participation	required	of the required	readings and/or	Completes all the required readings and/or actively participates in all
in activities during class	actively participate in	participates in some of the	participates in	activities during class

Appendix 2: Technique Assessment (30%)

Individually, you will be assessed on your demonstration of the one-handed set shot, a lay-up, and rebounding. Illustration and descriptors for the one-handed set shot (10%), a lay-up (10%), and rebounding (10%) are adapted from Wissel (2011).

Rebounding (without opponent; refer only to player in black attire)



Scoring for rebounding

Student will perform the technique three times and each performance will be scored using the rubric below. A maximum of three points can be scored for each performance, and a maximum of nine points can be scored for this section of the technique assessment.

Points	0	1	2	3
Description	Student performs none of the descriptors.	Student performs 1-2 descriptors.	Student performs 3-4 descriptors.	Student performs all 5 descriptors.

One-handed set shot



- € Feet shoulder-width apart
- € Knees slightly bent
- € Shoulders relaxed
- € Elbow in
- € Shooting hand faces basket; non-shooting hand supports ball
- € Ball high between ear and shoulder
- € Eyes on basket



- € Lower knees before shot
- € Eyes on target



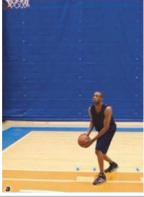
- € Extend legs, back, shoulders and elbow together
- € Keep non-shooting hand on ball until release
- € Flex shooting hand's wrist and fingers forward
- € Release ball off finger pads
- € Follow through with arm extended
- € Ball enters basket

Scoring for one-handed set shot

Student will perform the technique three times and each performance will be scored using the rubric below. A maximum of five points can be scored for each performance, and a maximum of fifteen points can be scored for this section of the technique assessment.

Points	0	1	2	3	2
Description	Student	Student	Student	Student	Ball enters
	performs	performs 1-7	performs	performs all	basket
	none of the	descriptors.	8-13	14	
	descriptors.		descriptors.	descriptors.	

Lay-up1



- € Pick up ball at knee of shooting side foot; shooting hand on top, non-shooting hand supports ball
- € Take short step with take-off foot
- € Dip knee of take-off foot
- € Eyes on basket



- € Raise ball straight up to shoot with shooting hand facing basket
- € Jump straight up, pushing off with take-off foot
- € Protect ball with non-shooting hand until release
- € Land in balance at spot of take-off, ready to rebound
- **€** Ball enters basket

Scoring for lay-up

Student will perform the technique three times and each performance will be scored using the rubric below. A maximum of five points can be scored for each performance, and a maximum of fifteen points can be scored for this section of the technique assessment.

Points	0	1	2	3	2
Description	Student performs none of the descriptors.	Student performs 1-4 descriptors.	Student performs 5-7 descriptors.	Student performs all 8 descriptors.	Ball enters basket

¹ https://www.youtube.com/watch?reload=9&v=Zc_nD92Fu6k

Appendix 3: Gameplay assessment (30%)

You will be assessed on the performance of the concept-related behaviors during gameplay. The concepts and its related behaviors are detailed in the table below, and your performance is rated on a 5-point scale ranging from "very effective (always)" to "very ineffective (never)".

Concepts	Behaviors (adapted from Basketball learning outcomes; SDCD, 2016)	Veryeffective(always)	E ff e c ti v e (u s u a II y)	Moderatelyeffective(sometimes)	I n e ff e c ti v e (r a r e I y)	Veryineffective(never)
Keeping possession of the ball	 Pass the ball when guarded to a teammate who is free, dodge the defender and move into open space to receive the ball Dodge the defender and move into open space, receive the ball with a jump/stride stop and pivot to a ready position to shoot, pass or dribble 					
Using space to invade	Receive the ball in a ready position to shoot, pass or dribble, and dribble when there is an open lane towards the basket					
Creating space to invade	Dodge the defender and move into open space to create options for teammate to shoot, pass or dribble					
Attacking the goal	Receive the ball in a ready position to shoot, dribble or shoot, shoot when there is space and within range and					

	 ability, and follow through to rebound the ball Dribble when there is an open lane towards the basket, shoot in a continuous action when within range and ability, and follow through to rebound the ball 			
Regaining possession of the ball	Intercept the pass when it is within the defender's reachRebound the ball after a shot			
Delaying the invasion	 Guard the attacker to prevent the attacker from dribbling towards the basket 			
Denying space to invade	Guard the attacker to prevent the attacker from receiving the ball			
Denying scoring opportunities	Guard the attacker to prevent the attacker from shooting			