

**GRANDE PRAIRIE REGIONAL COLLEGE
DEPARTMENT OF PHYSICAL EDUCATION & ATHLETICS**

**PA 1310
Physical Activity Course
*Level I (BADMINTON)***

Course Outline Fall 2006

I. General Information

Instructor: Harry Stevens
Office: K 219
Phone: 539-2974
Class Time: September 7 to Dec 7; T, R, 16:00- 17:20

Credit: 1.5 Credits
Equivalent to PAC 131 (1.5 credits)--U of A.
Jr. PEAT (1.5 credits)-- U of C.
PHAC 2635 (1.5 credits)-- U of L.

II. Course Objectives

1. To develop the basic psychomotor skills of the game of badminton.
2. To introduce students to a number of theoretical aspects including the common concepts of the sport of badminton.
3. To promote participation and development of a positive attitude toward the life long sport of badminton.
4. To create a safe/fun learning environment.

III. Resources

Required Text: Grice, Tony; Badminton, Steps to Success, Windsor, Ontario; 1996

IV. Class Format

The mark breakdown for the course will be as follows:

Learning Behavior/Quiz	10%
Assignment(s)	10%
Final Exam	20%
Basic skills assessment and game play	<u>60%</u>
<hr/>	100%

Assignments: Details on assignments will be made available by the second week of classes.

Regular attendance and participation are expected at ALL sessions as much of the information provided cannot be obtained in any other way. Students who miss more than 10% of the total number of classes may NOT be granted permission to write the final exam, and/or asked to withdraw from the course. (See GPRC Calendar page 40) Students who miss class due to medical reasons MUST present medical verification to their instructor. Last day to withdraw with permission is November 3, 2006.

V. Course Evaluation

Alpha Grade of A+ and A equates to 4.0 equivalence, this is the highest level of achievement and therefore classifies as **excellent**.

1. In terms of **badminton ability** this would require the student to be able to demonstrate the following strokes, in testing situations, in game play, and in practice. These items are valued at 10% each, for a total of 60 %.

serve (long and short)
forehand clear
backhand clear
smash
drop shot
game playing ability

All of these strokes should be executed with consistency regardless of the pace or placement of the incoming shuttle.

2. In terms of **badminton knowledge**, the student should be able to show their understanding of the rules, history, strategies, skill progression, warm up activities, lead up games, common concepts and learning strategies of badminton. This will be measured in 3 ways, a short quiz, a written final exam, and assignments. Each of these should receive a grade of A+ or A to support a high degree of understanding of these components of the game of badminton. (30%)
3. Finally the student seeking the excellent rating should be able to illustrate **good learning behavior**, by being appropriately dressed, punctual, good attendance, considerate towards others, having a good work ethic, and helping to create a good learning environment. This will be determined from the student attendance records, and in-class observation of each student. (10%)

The three elements of evaluation are weighted to indicate the emphasis placed on each element. If the weighting's create an unreasonable chance of success then the student, through consultation with the instructor, can change the percentages by adding elements like a second assignment like a video analysis, a research paper, or a practical teaching session. The 10 - 20 % of marks reallocated will hopefully realign the weighting's to the student's benefit. Students seeking this kind of evaluation need the instructor's approval prior to Oct 12. **Practice** outside of class time is **highly recommended**. The test items will not be allowed retakes, including the assignments. **Please** ask if you are not clear as to what is expected of you in regards to how you will be evaluated in this class.