

## **EFFECTIVE: MAY, 2008 CURRICULUM GUIDELINES**

A.	Division: Education		Ef	fective Date:		May, 2008	
B.	Department / Sport Science Program Area:		Ne	ew Course		Revision:	X
	Piogram Area:		If Revision, Section(s) Revised: Date Last Revised:			D, F, L, M, N, Q	
C:	SPSC 2325 D: Applied Methods: Softball & Volleyball E: 3						
	Subject & Course No.		Descriptive Title			Semester Credits	
F:	Calendar Description:						
	This course will provide students with the knowledge and experience necessary to teach or coach softball and volleyball lessons. Students will learn to analyze, plan, lead, and perform softball and volleyball activities using a tactical games approach.						
G	Allocation of Contact Hours to Type of Instruction / Learning Settings						
Ī	Primary Methods of Instructional Delivery and/or Learning Settings:						
	Lecture/Practice						
	Number of Contact Hours: (per week / semester for each descriptor)  4  Number of Weeks per Semester:  15		J: Course for which this Course is a Prerequisite  None				
			K:	Maximum Class Size	Size:		
			35				
L:	PLEASE INDICATE:						
	Non-Credit						
	College Credit Non-Transfer						
	X College Credit Transfer:						
	SEE BC TRANSFER GUIDE FOR TRANSFER DETAILS (www.bctransferquide.ca)						

## M: Course Objectives / Learning Outcomes

Upon completion of the course the student will be able to:

- 1. Identify historical and theoretical factors that have influenced the development of the games of softball and volleyball.
- 2. Integrate educational and coaching elements in the overall design of instructional or seasonal units and lesson plans for softball and volleyball.
- 3. Demonstrate correct performance in selected skills and tactics, as well as compare inter-task and intratask transfer of selected skills and tactics, where and when applicable, involved in the performance of softball and volleyball.
- 4. Apply observation, analysis, and feedback methods and procedures to detect and correct errors in selected skills and tactics during game performance.

5.