

Tamkang University Academic Year 102, 1st Semester Course Syllabus

Course Title	PHYSICAL EDUCATION-BASKETBALL	Instructor	CHEN, KAI-CHIH
Course Class	TPIAB4A DIVISION OF SOFTWARE ENGINEERING, DEPARTMENT OF INNOVATIVE INFORMATION AND TECHNOLOGY, 4A	Details	<ul style="list-style-type: none"> ◆ Required ◆ One Semester ◆ 0 Credits
Teaching objectives			
<ul style="list-style-type: none"> I. Enhance physical adaptability. II. Establish correct sports concept. III. Enhance sport skills. IV. Experience fun in sports participation. 			
Schoolwide essential virtues			
<ul style="list-style-type: none"> A. A global perspective. B. Information literacy. C. A vision for the future. D. Moral integrity. E. Independent thinking. F. A cheerful attitude and healthy lifestyle. G. A spirit of teamwork and dedication. H. A sense of aesthetic appreciation. 			
Course Introduction	<p>Through the learning of the basic movements, rules, record laws and the referee laws of basketball, as well as the courses to develop the appreciation of the basketball games, this class provides students who are interested in basketball games and the referee laws to possess the basic ability of getting the basketball referee certificate.</p>		

The Relevance among Teaching Objectives, Objective Levels and Schoolwide essential virtues

I.Objective Levels (select applicable ones) :

- (i) Cognitive Domain : C1-Remembering, C2-Understanding, C3-Applying,
C4-Analyzing, C5-Evaluating, C6-Creating
- (ii) Psychomotor Domain : P1-Imitation, P2-Mechanism, P3-Independent Operation,
P4-Linked Operation, P5-Automation, P6-Origination
- (iii) Affective Domain : A1-Receiving, A2-Responding, A3-Valuing,
A4-Organizing, A5-Charaterizing, A6-Implementing

II.The Relevance among Teaching Objectives, Objective Levels and Schoolwide essential virtues :

- (i) Determine the objective level(s) in any one of the three learning domains (cognitive, psychomotor, and affective) corresponding to the teaching objective. Each objective should correspond to the objective level(s) of ONLY ONE of the three domains.
- (ii) If more than one objective levels are applicable for each learning domain, select the highest one only. (For example, if the objective levels for Cognitive Domain include C3,C5,and C6, select C6 only and fill it in the boxes below. The same rule applies to Psychomotor Domain and Affective Domain.)
- (iii) Determine the Schoolwide essential virtues that correspond to each teaching objective. Each objective may correspond to one or more Schoolwide essential virtues at a time. (For example, if one objective corresponds to three Schoolwide essential virtues: A,AD, and BEF, list all of the three in the box.)

No.	Teaching Objectives	Relevance	
		Objective Levels	Schoolwide essential virtues
1	1.Understand the history and developments of basketball.	C4	DEFGH
2	2.Know well the international amateur basketball rules.	C2	DEFGH
3	3.Proficient at the record laws and referee laws of the amateur basketball play.	P4	DEFGH
4	4.Develop the basic movements of basketball.	P3	DEFGH

Teaching Objectives, Teaching Methods and Assessment

No.	Teaching Objectives	Teaching Methods	Assessment
1	1.Understand the history and developments of basketball.	Lecture, Discussion, Practicum	Participation
2	2.Know well the international amateur basketball rules.	Discussion, Appreciation, Simulation, Practicum	Participation
3	3.Proficient at the record laws and referee laws of the amateur basketball play.	Lecture, Discussion, Simulation	Participation
4	4.Develop the basic movements of basketball.	Lecture, Discussion, Practicum	Participation

Course Schedule

Week	Date	Subject/Topics	Note

1	102/09/16 ~ 102/09/22	1.to introduce the rules of the PE class. 2. the basketball history.3 the progression of the course.	
2	102/09/23 ~ 102/09/29	to explain the basketball rules and basic skills .	
3	102/09/30 ~ 102/10/06	to perform the basketball basic skills.	
4	102/10/07 ~ 102/10/13	to introduce the dribble,cross-leg dribble,behind-the-back dribble and driving to the hoop.	
5	102/10/14 ~ 102/10/20	to practice the dribble,cross-leg dribble,behind-the-back dribble and driving to the hoop.	
6	102/10/21 ~ 102/10/27	to introduce the jump shot ,hook shot ,fade-away shot ,double pump and set shot.	
7	102/10/28 ~ 102/11/03	to practice the jump shot ,hook shot ,fade-away shot ,double pump and set shot.	
8	102/11/04 ~ 102/11/10	to introduce the 3 on 3 basketball game.	
9	102/11/11 ~ 102/11/17	to practice the 3 on 3 basketball game.	
10	102/11/18 ~ 102/11/24	Midterm Exam Week	
11	102/11/25 ~ 102/12/01	to divide into groups to play 3 on 3 basketball game.	
12	102/12/02 ~ 102/12/08	3 on 3 basketball game	
13	102/12/09 ~ 102/12/15	3 on 3 basketball game	
14	102/12/16 ~ 102/12/22	to introduce the 5 on 5 basketball game.	
15	102/12/23 ~ 102/12/29	to practice the 5 on 5 basketball game.	
16	102/12/30 ~ 103/01/05	to divide into groups to play 5 on 5 basketball game	
17	103/01/06 ~ 103/01/12	final exam	
18	103/01/13 ~ 103/01/19	Final Exam Week	
Requirement		1.to put on the sport clothes and shoes. 2.do not absence for 3 times, or you can not join the final exam.	
Teaching Facility		(None)	
Textbook(s)			

Reference(s)	
Number of Assignment(s)	(Filled in by assignment instructor only)
Grading Policy	<p>◆ Attendance : % ◆ Mark of Usual : % ◆ Midterm Exam : %</p> <p>◆ Final Exam : 60.0 %</p> <p>◆ Other (the learning attitude) : 40.0 %</p>
Note	<p>This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php.</p> <p>※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</p>