Tamkang University Academic Year 107, 1st Semester Course Syllabus

Course Title	PHYSICAL EDUCATION-BADMINTON	Instructor	GU, HUEI-LAN
Course Class	TGUPB2L PE BY INTEREST, 2L	Details	Required1st SemesterO Credits

Aim of Education

- I. Enhance physical adaptability.
- $\ensuremath{\mathbb{I}}$. Establish correct sports concept.
- Ⅲ. Enhance sport skills.
- IV. Experience fun in sports participation.

School wide essential virtues

- 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

Badminton is one of the most popular sports in the world. It may play indoors or outdoors for recreation as well as competition and appeals to all age groups and various skill levels. Playing badminton requires a certain level of fitness and participants may appreciate the benefits of playing it socially, recreationally and psychologically. The objectives of the course are to strengthen physical fitness and to foster the abilities to join and to enjoy sports activities.

The Relevance among Teaching Objectives, Objective Levels and Schoolwide essential virtue I.Objective Levels (select applicable ones) (i) Cognitive Domain : C1-Remembering, C2-Understanding, C3-Applying, C4-Analyzing, C5-Evaluating, C6-Creating (ii) Psychomotor Domain: Pl-Imitation, P2-Mechanism, P3-Independent Operation, P6-Origination P4-Linked Operation, P5-Automation, (iii) Affective Domain : Al-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.) Relevance **Teaching Objectives** Objective Schoolwide essential Levels No virtues 1. To understand the badminton and the rules of competition. P3 DFG 2. To learn the basic activity of the badminton and the ability of competition. 3. To train up the sports habit throughout your life. 4. To train up the highly sport habit and the fine ability to get with the society. 1. 瞭解羽球運動及競賽規則 2.學會羽球基本動作及比賽能力 3.培養羽球為終身運動的習慣 4.培養高尚的運動習慣及良好的社會適應能力和倫理道德觀念 Teaching Objectives, Teaching Methods and Assessment **Teaching Objectives** Teaching Methods Assessment No

1	1. To underst	and the badminton and	Lecture	Participation				
	the rules of c	ompetition.						
	2. To learn the basic activity of the							
	badminton a	nd the ability of						
	competition.							
	3. To train up	the sports habit						
1	throughout y	our life.						
	4. To train up the highly sport habit							
	and the fine ability to get with the							
	society.	, 3						
	1.瞭解羽球運動及競賽規則							
		本動作及比賽能力						
		終身運動的習慣						
	4.培養高尚的運動習慣及良好的社會適							
	應能力和倫理							
			Carrier Cale and the					
	Course Schedule							
Week	Date	Sub	pject/Topics	Note				
1	107/09/10~	curriculum and instruction information						
	107/09/16	currediant and instruction information						
2	107/09/17 ~	Handshake grip						
	107/09/23	- '						
3	107/09/24 ~ 107/09/30	service						
	107/10/01~							
4	107/10/07	Forehand Clear						
5	107/10/08 ~	Defensive clear						
J	107/10/14							
6	107/10/15 ~	Drive						
	107/10/21	-						
7	107/10/22 ~ 107/10/28	Forehand Cut						
	107/10/29 ~	Facility of Car						
8	107/11/04	Forehand Cut						
9	107/11/05 ~	Game practice						
	107/11/11							
10	107/11/12 ~	Midterm Exam Week						
	107/11/18							
11	107/11/19 ~ 107/11/25	The rules of the badminton						
	107/11/26~	C: 1						
12	107/12/02	Singles game						
13	107/12/03 ~	Singles game						
13	107/12/09	Singles guine						
14	107/12/10~	Men's / Women's Doubles						

Men's / Women's Doubles

15

107/12/16 107/12/17 ~

107/12/23

16	107/12/24 ~ 107/12/30	Mixed doubles		
17	107/12/31 ~ 108/01/06	Mixed doubles		
18	108/01/07 ~ 108/01/13	Final Exam Week		
Re	quirement			
Tea	ching Facility	thing Facility (None)		
Textbook(s)		Badminton Rules: A Player's Guide (Play the Game S. Badminton: Technique, Tactics, Training		
R	eference(s)	Teaching materials for being the badminton coach. the court of the badminton	the badminton coach.	
	Number of ssignment(s) (Filled in by assignment instructor only)			
Grading Policy		 ◆ Attendance: 30.0 % ◆ Mark of Usual: 20.0 % ◆ Midterm Exam: 25.0 % ◆ Final Exam: 25.0 % ◆ Other ⟨ ⟩: % 		
Note		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 . ** Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.		

TGUPB2T9875 1L Page:4/4 2018/9/12 16:11:13