Tamkang University Academic Year 112, 2nd Semester Course Syllabus

Course Title	PHYSICAL EDUCATION-BASKETBALL	Instructor	YU-CHI CHANG			
Course Class	TGUPB1AL PE BY INTEREST, 1AL	Details	 General Course Required One Semester 			
Relevance to SDGs	SDG4 Quality education					
	Departmental Aim of Educ	ation				
I. Enhand	e physical adaptability.					
II. Establis	sh correct sports concept.					
III. Enhand	III. Enhance sport skills.					
IV. Experie	ence fun in sports participation.					
Subject Schoolwide essential virtues						
1. A globa	1. A global perspective. (ratio:5.00)					
2. Informa	tion literacy. (ratio:5.00)					
3. A vision	3. A vision for the future. (ratio:5.00)					
4. Moral integrity. (ratio:20.00)						
5. Independent thinking. (ratio:5.00)						
6. A cheerful attitude and healthy lifestyle. (ratio:30.00)						
7. A spirit of teamwork and dedication. (ratio:25.00)						
8. A sense of aesthetic appreciation. (ratio:5.00)						

Ir	The purposes of the course are to let students understand the concepts of the basketball. Through practicing in class, movement security, and varies basketball skills. they help students understand the present situation of individual exercise techniques; assess the movement environment potential risks;promote the methods of exercises.					
do I. II.	The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives. Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives. I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc. II.Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc. III.Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.					
No.	Teaching Objectives			objective methods		
1	Introduction and practice of volleyball, badminton, basketball, and swimming techniques			Cognitive		
2	1. Understan 2. Motivates 3. Develop t basketball. 4. Cooperat importance 5. Learn how	Cognitive				
3	 Understand the history, rules and the developments of the game Motivates the interests for basketball. Develop the basic movements and enhance athletic skills of basketball. Cooperate with the team during the games and understand the importance of team-work. Learn how to participate in the game. 					
	The	correspond	lences of teaching objectives	core competences, essential virtues, teaching me	thods, and assessment	
No.	Core Compe	etences	Essential Virtues	Teaching Methods	Assessment	

1			12345678	Lecture, Practicum, Experience	Testing, Practicum, Activity Participation		
2			1234567	Lecture, Discussion, Practicum	Testing, Discussion(including classroom and online), Practicum, Activity Participation		
3			12345678	Lecture, Discussion, Practicum, Experience	Testing, Discussion(including classroom and online), Practicum, Activity Participation		
				Course Schedule			
Week	Date		Со	Note			
1	113/02/19~ 113/02/25	Introduction of sports facilities of campus, requirements of course.					
2	113/02/26 ~ 113/03/03	Introduction of history of basketball and course progression					
3	113/03/04 ~ 113/03/10	introduction of basketball rules (Aquatic activity security promoting week)					
4	113/03/11~ 113/03/17	Introduction of the way to play basketball					
5	113/03/18~ 113/03/24	Practicing of passing and dribbling					
6	113/03/25~ 113/03/31	Practicing Laying up and shooting					
7	113/04/01~ 113/04/07	Practicing defensive foot work and methods					
8	113/04/08~ 113/04/14	Introduction of ream defensive and offensive techniques					
9	113/04/15~ 113/04/21	Midter	Midterm Exam Week				
10	113/04/22 ~ 113/04/28	Review	Review and practice of basic techniques				
11	113/04/29~ 113/05/05	practice of 1 on 1, 2 on 2, and 3 on 3					
12	113/05/06 ~ 113/05/12	Introduction of recoding game scoring and how to be a referee on court					
13	113/05/13 ~ 113/05/19	3 on 3 with groups					
14	113/05/20~ 113/05/26	Basic techniques assessment					
15	113/05/27 ~ 113/06/02	Basic te	echniques assessment				
	1	5 on 5 games with groups					

17	113/06/10~ 113/06/16	5 on 5 games with groups					
18	113/06/17 ~ 113/06/23	Final exams					
Key capabilities		self-directed learning Social Participation					
Interdisciplinary		STEAM course (S:Science, T:Technology, E:Engineering, M:Math, A field:Integration of Art and Humanist) Competency-based education 'competency exploration' sustained competency or global issues STEEP (Society, Technology, Economy, Environment, and Politics) In addition to teaching content of the teacher's professional field, integrate other subjects or invite experts and scholars in other fields to share knowledge or teaching					
Distinctive teaching		Game-based learning courses Collaborative teaching (multiple teachers and business teachers in the school) course Learning technologies (such as AR/VR,etc.) incorporated to physical courses					
Course Content		General Courses					
Requirement							
Textbooks and Teaching Materials		Self-made teaching materials:Handouts, Videos, Practice					
R	eferences						
Grading Policy		 ◆ Attendance: 40.0 % ◆ Mark of Usual: % ◆ Midtern ◆ Final Exam: 30.0 % ◆ Other < >: % 	m Exam∶	30.0 %			
	This syllabus may be uploaded at the website of Course Syllabus Management System at <u>http://info.ais.tku.edu.tw/csp</u> or through the link of Course Syllabus Upload posted on the Note 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.						
TGUPB	1T9873 0AL	Page	:4/4	2024/4/12	10:54:15		