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Physical Education (PHED) 1524 Softball (1- 2 Units) CSU:UC [formerly PE 24ABCD]

Prerequisite: None

Total Hours: 48 hours lab for 1 unit; 96 hours lab for 2 units

Catalog Description: This is an activity course that will provide instruction in basic softball fundamentals. Emphasis will be on game play.

Type of Class/Course: Degree Credit

Text: Brown, Lee, Vance Ferrigno. *Training for Speed, Agility, and Quickness*. 2nd ed. Champaign, IL: Human Kinetics, 2005. Print.

Garman, Judi and Michelle Gromachi. *Softball Skills & Drills*. 2nd ed. Champaign, IL: Human Kinetics, 2011. Print.

Additional Instructional Materials: Softball equipment

Course Objectives:

By the end of the course, a successful student will be able to:

- 1. Improve skill level in softball techniques of:
 - a. Throwing,
 - b. Catching,
 - c. Fielding,
 - d. Batting,
 - e. Base running, and
 - f. Pitching.
- 2. Participate in game experience, and
- 3. Improve quickness, strength, and overall conditioning.

Course Scope and Content (Laboratory):

Unit I Softball Essential Skills

- A. Throwing
- B. Catching
- C. Fielding
- D. Batting
- E. Base running



F. Pitching

Unit II Conditioning

- A. Quickness
- B. Strength
- C. Cardiovascular
- D. Stamina

Unit III Offense

- A. Bunting
- B. Hitting
- C. Base running

Unit IV Defense

- A. Throwing
- B. Catching
- C. Fielding

Unit V Basic Rules of the Game

- A. Offense Rules
- B. Defense Rules
- C. Sportsmanship and Ethics

Unit VI Basic Team Strategy

- A. Offensive Signs
- B. Defensive Signs
- C. Scouting

Learning Activities Required Outside of Class:

The students in this class will spend a minimum of 1 hour per week outside of the regular class time doing the following:

- 1. Working on individual skills,
- 2. Keeping a notebook using class materials,
- 3. Studying Multimedia presentations, and
- 4. Reading of the textbook.

Methods of Instruction:

- 1. Practice of:
 - a. Individual skills and
 - b. Game
- 2. Demonstration,
- 3. Oral Instruction, and
- 4. Multimedia.

Methods of Evaluation:



- Skill demonstrations, including:
 a. Class performance and
 b. Intersquad games. 1.
- 2. Notebook