

Course Description Form

Course Description

This course description provides a concise summary of the main features of the course and the learning outcomes expected of students, demonstrating whether maximum benefit has been gained from the learning opportunities available. It must be linked to the programmed description.

1. Educational institution	College of Physical Education and Sports Sciences
2. Scientific Department / Center	Individual Sport Branch
3. Course Name/Code	Racket Games Stage 2 /SEGI24F2091
4. Available attendance forms	practical
5. Chapter/Year	2023- 2024
6. Number of study hours (total)	2 hours per week
7. Date this description was prepared	2023 - 2024
8. Course objectives:	
<ul style="list-style-type: none">- Teaching students the basic principles of table tennis and badminton (racket grip, ready stance, foot and arm movement).- Students learn to perform different skills in table tennis (serve in its various types according to the height of the ball, according to the spin of the ball, according to the area where the ball falls, forehand and backhand in their various types) and badminton effectiveness (serve in its two types, high and long and low and short with the right and left sides of the racket, in addition to the skills of forehand and backhand in their various types, the forehand clearance over the head, the drop shot, the smash shot, as well as the pushed shot, the block shot and the push shot).- Knowing the different rules, regulations and requirements of the game.- The possibility of teaching students these activities after they graduate from the college, and this is the main goal of the college to graduate physical education teachers, as it will teach and train students in various sports activities and events.- Developing physical and psychological qualities, developing and upgrading motor skills, and developing the nervous system, as it increases the ability to concentrate, and develops the ability to think and observe.- Employing biomechanics to achieve the technique with the least possible effort according to the mechanical variables of movement.	

9. Course outcomes, teaching, learning and assessment methods:

A- Cognitive objectives

A1-At the end of the course, students should be able to define (the basic principles and basic skills of both games).

A2- At the end of the course, students should be able to know the rules, regulations and requirements of the game.

A3- At the end of the course, students should be able to develop physical qualities, develop and upgrade motor skills, and mental abilities, as it increases the ability to concentrate, and develops the ability to think and observe.

A4- At the end of the course, students should be able to perform all types of skills in badminton and table tennis and be able to referee matches for both games..

B - Course specific skill objectives

1- At the end of the course, students should be able to perform the basic principles of badminton.

2 - At the end of the course, students should be able to perform the basic principles of table tennis.

3 - At the end of the course, students should be able to perform the basic skills of table tennis.

4-At the end of the course, students will be able to perform the basic skills of badminton.

Teaching methods

- 1- Lecture method
- 2- Advanced Lecture Method
- 3- Blended learning method
- 4- E-learning method

Learning methods

- 1- Partial method
- 2- The total method

Evaluation methods:

- 1- Individual assessment
- 2- Group evaluation
- 3- Self-assessment

C- Emotional and value goals

- 1- The curriculum should develop a spirit of challenge.
- 2- The curriculum should develop the spirit of courage.
- 3- The curriculum should develop self-confidence.
- 4- The curriculum should develop the spirit of altruism.

Teaching and learning methods:
1- Guidance programs 2-Academic workshops 3- Specialized courses
Evaluation methods:
1- Value standards 2-Ethical standards 3- Behavioral standards
D - General and transferable skills (other skills related to employability and personal development):
D1- Safety and security skills D2- Helping methods skills D3-First aid D4- Injury rehabilitation

10. Course structure:					
The week	Hours	Required learning outcomes	Unit name/topic	Teaching method	Evaluation method
1	2 hours	About the history of table tennis – features of the game		The lecture	Group evaluation
2	2 hours	Game tools		The lecture	Group evaluation
3	2 hours	Basic principles of table tennis	Giving exercises on holding the racket, the ready stance, and arm and leg movements.	The lecture	Group evaluation
4	2 hours	Basic skills, high serve of all kinds	Giving exercises on the skill of high serve	The lecture	Group evaluation
5	2 hours	Low-level transmission of all kinds	Giving exercises on the skill of low serve	Advanced Lecture	Group evaluation
6	2 hours	Forehand	Giving forehand exercises	Advanced Lecture	Group evaluation
7	2 hours	Backhand	Giving exercises on the backhand	Advanced Lecture	Group evaluation
8	2 hours	Forward spiral strike	Giving exercises on the forward spiral strike	The lecture	Group evaluation
9	2 hours	Back screw strike	Giving exercises on the backhand curl	Advanced Lecture	Group evaluation

10	2 hours	smash and dropkick	Giving exercises on smash and drop shot	Advanced Lecture	Group evaluation
11	2 hours	Crushing blow - blocking blow	Giving exercises on the cutting blow - the blocking blow	Advanced Lecture	Group evaluation
12	2 hours	Spin strokes and the importance of spin	Giving exercises on rotation strokes and the importance of rotation	Advanced Lecture	Group evaluation
13	2 hours	Rule of the game	Conducting competitions between students and judging cases	Blended learning	Individual assessment
14	2 hours	Rule of the game	Conducting competitions between students and judging cases	Advanced Lecture	Individual assessment
15	2 hours	Theory tests			
16	2 hours	Practical tests			
Mid-year holiday					
17	2 hours	History of Badminton - Founding of the International Badminton Federation - Features of Badminton		The lecture	Group evaluation
18	2 hours	Badminton Goals - Badminton Tools		Advanced Lecture	Group evaluation
19	2 hours	Basic principles of badminton	Giving exercises on holding the racket, foot and arm movements.	Advanced Lecture	Group evaluation
20	2 hours	Basic skills in badminton - serve - high serve and serve law	Giving exercises on high serve	Advanced Lecture	Group evaluation
21	2 hours	low transmission	Giving exercises on low serve	Advanced Lecture	Group evaluation
22	2 hours	Forehand - Clearance	Give exercises on the clearance stroke	Advanced Lecture	Group evaluation
23	2 hours	Drop Shot - Overview of the Laws of the Game	Give exercises on the drop shot - play rounds	The lecture	Group evaluation
24	2 hours	front smash	Giving exercises on the forehand smash	Blended learning	Group evaluation
25	2 hours	Forehand Drive - Overview of the Laws of the Game	Giving exercises on the forehand shot - playing games and refereeing	Blended learning	Group evaluation
26	2 hours	Forehand block and push strokes - forehand curve and	Giving exercises on blocking and forehand	Blended learning	Group evaluation

		net stroke - forehand drop stroke	push – forehand curved stroke and net stroke – forehand drop stroke		
27	2 hours	Backhands – Backhand clearance – Backhand push – Backhand arch	Giving exercises on the back clearance stroke - the back push - the back arch stroke	Blended learning	Group evaluation
28	2 hours	Backhand block and push - Reception - Rules of play	Giving exercises on blocking and backhand push - receiving - playing matches and refereeing	Blended learning	Group evaluation
29	2 hours	Tactical Approach in Badminton – Law Supplement	Giving exercises on tactics in badminton - playing matches	The lecture	Group evaluation
30	2 hours	Rule of play	Playing matches and refereeing	The lecture	Group evaluation
31	2 hours	Theory tests			
32	2 hours	Practical tests			

11. Infrastructure:

1- Required Textbooks	- Tennis games (2009) Prof. Dr. Walid Waad Allah Al-Atwi and Prof. Dr. Subhan Mahmoud Al-Zuhairi
2- Main References (Sources)	
1) Recommended books and references (scientific journals, reports, etc.)	
2) Electronic references, websites	

12. Curriculum Development Plan

- Periodic review of academic courses
- Diversifying the methods used in the teaching process