

LEAD CITY UNIVERSITY, IBADAN
FACULTY OF EDUCATION
DEPARTMENT OF KINESIOLOGY, SPORTS
SCIENCE AND HEALTH EDUCATION
Second Semester 2017/2018 Session
Course Title: Skill Development in Ball Games
Course Code: KSC 214

Lecturer in Charge: Mr. Victor Femi Awoseyi B.Sc. (Hons) PGDE (PHE), M.Ed. (PHE)

SECTION A

Introduction: This course is designed to harness all the theoretical knowledge with all the practical experiences in the various skills in all ball games.

COURSE OBJECTIVES: At the end of the course, students should be able to

- (i) Demonstrate the various skills learnt in the various games – Ballgames, Basketball, volleyball, football.
- (ii) Show proficiency in at least 2 of the games.

COURSE DESCRIPTION:

Skill development and techniques in Ball Games

TEACHING PLAN:

FIRST PRACTICUM:

- (i) Demonstration in Volleyball skills.
- (ii) OFFICIALS IN GAMES OF VOLLEYBALL.

SECOND PRACTICUM:

- (i) Demonstration in Handball skills.
- (ii) OFFICIALS IN HANDBALL.

THIRD PRACTICUM:

- (i) Demonstration in Basketball skills.
- (ii) OFFICIALS IN BASKETBALL.

FOURTH PRACTICUM:

- (i) Demonstration in football skills.
- (ii) OFFICIALS IN GAME OF FOOTBALL.

REVISION AND TEST

COURSE REQUIREMENT AND ASSESSMENT.

Attendance - 10%

Practical s	-	30%
Examination	-	<u>60%</u>
		<u>100%.</u>

READING LIST

SECTION B

TUTORIAL QUESTIONS

A. VOLLEYBALL

1. Explain in full the various types of passes in volleyball
2. Give a gull explanation of the coaching hints to be emphasized in the teaching of (ii) spiking in volleyball
3. Draw (i) the volleyball court (ii) standing positions of a team

B. SOCCER (FOOTBALL)

4. Name 5 skills in the game of soccer. Explain in details any 3 of them.
5. Discuss 8 infringements that can warrant award of PENALTY KICKS in football.
6. Give the dimensions of football pitch for (i) local matches (ii) international matches.

C. HANDBALL

7. (a) What is feigning in the game of handball
(b) Explain any 2 attacking formations in handball
8. State any 5 infringements that a player can commit in handball. What are their penalties?
9. List the names and roles of the officials in a game of handball.

D. BASKETBALL

10. List 6 fundamental skills in basketball games. Describe any 3 in details
11. Discuss the playing strategy in a game of basketball
12. (i) List 3 each in basketball (a) Personal Fouls (b) Technical fouls
(ii) What are the penalties?
13. Write short notes on (a) Pivot Skill (b) Objectives of a volleyball team
14. What are the qualities expected of participants in the various ball games
15. Discuss the mode of dressing for
 - (i) Football game
 - (ii) Basketball game
 - (iii) Volleyball game
 - (iv) Handball game

SECTION C

MARKING SCHEME

- | | | |
|----|----------------------------------|----------------|
| 1. | Any 3 types in details x 5 marks | <u>15marks</u> |
| | | 15Marks |
| 2. | Any 5 Hints in details x 3 marks | <u>15makrs</u> |
| | | 15Marks |

3.	i. Drawing of court with specifications/labeling	10marks
	ii. Position in the court	<u>5marks</u>
		15Marks
4.	naming any 6 skills x 1mark	6marks
	any 3 in details x 3marks	<u>9marks</u>
		15Marks
5.	any 7 listed offences x 2marks	14marks
	Explanation or examples	<u>1mark</u>
		15Marks
6.	Dimensions – both length and width – Local	7½marks
	both length and width – International	<u>7½Marks</u>
		15Marks
7.	Definition of feigning	5marks
	Any 2 attacking formations in details x 5marks	<u>10marks</u>
		15Marks
8.	Any 5 listed infringement x 2marks	10marks
	Penalty for each x 1mark	<u>5marks</u>
		15Marks
9.	Listing the officials x 5marks	5marks
	Role of each official x 2marks	<u>10marks</u>
		15Marks
10.	Any 6 fundamental skills x 1mark	6marks
	Any 3 in details x 3marks	<u>9marks</u>
		15Marks
11.	Offensive Formation	7½marks
	Defense Formation	<u>7½marks</u>
		15Marks
12.	3 personal forth x 2marks	6marks
	3 technical forth x 2marks	6marks
	Any 3 penalties x 1mark	<u>3marks</u>
		15Marks
13.	Pivot Skill	7½marks

Objectives

7½marks

15Marks

14. Any 5 qualities x 3marks

15marks

15Marks

15. Dressing for each game x 3marks

12marks

Correct explanation in any 3 x 1mark

3marks

15 Marks