DPC20J VOLLEYBALL

COURSE DESCRIPTION
This course is designed to provide student teachers with the opportunity to develop their skills and game performance in volleyball and acquire lesson ideas, content development/progressions and teaching strategies for the teaching of volleyball in primary schools.

Student teachers will be introduced to developmentally appropriate teaching styles/styles/approaches/models that develop their pupils into enthusiastic and competent participants of the game. These approaches include Teaching Games for Understanding (TGFU) and Play-Practice-Play.

Relevant Sports Science knowledge behind learning and teaching the techniques, tactics in the game, assessment tools on specific skills and concepts of the game, as well as the use of information technology (IT) will also be introduced.

COURSE OBJECTIVES
At the completion of this course, student teachers will be able to:

1. Develop competency in volleyball to effectively demonstrate and teach the various techniques, tactics, strategies and skills involved.
2. Design developmentally appropriate lesson ideas, content & progressions and plans that maximize opportunities for pupils to participate and acquire game knowledge and skills.
3. Understand and apply developmentally appropriate teaching styles/styles/approaches/models to develop their pupils into enthusiastic and competent participants of the game.
4. Understand and apply sports science knowledge in the teaching of techniques and skills and the development of game performance in their pupils.
5. Employ appropriate formative and summative assessment tools.
6. Infuse information technology (IT) effectively into their lessons to engage their pupils in learning the game.
<table>
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<tr>
<th>Week</th>
<th>Outline</th>
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| 1    | Course Introduction  
Introductory/Lead-up Games (modified rules, space, no. of players, equipment, scoring etc.)  
Fundamental Movement Skills & manipulatives (FMS) involved – locomotor, non-locomotor/object control, stability skills |
| 2    | Lead-up Games – involving principles of play in Net barrier games / Small sided games  
Attacking & Defending Concepts in Volleyball Game  
Technique & Skills Development – Dig & Volley (Cooperative Play activities)  
Modified Games / Small Sided Games |
| 3    | Attacking & Defending Concepts ~ Setting up to attack and positioning for defend; 3 touch game play – Receive, Set and Attack  
Technique & Skills ~ Dig, Volley and Serves  
Modified Games / Small Sided Games |
| 4    | Attacking & Defending Concepts ~ Setting up to attack (depth and width) & team positioning for defend and attack  
Technique & Skills ~ Dig, Volley, Serves and lead ups to Spike and Blocks  
Modified Games / Small Sided Games |
| 5    | Attacking & Defending Concepts ~ Setting up to attack (depth and width) & team positioning for defend and attack ; Team Practices  
Technique & Skills ~ Dig, Volley, Serves – Refinement and Extension / Basic Footwork  
Modified Games / Small Sided Games |
| 6    | Intra – Class (Modified Volleyball Competition) – Design and Organisation  
Assessment on Individual Skills |
| 7    | Attacking & Defending Concepts: Front court and back court positioning  
Technique & Skills ~ Leading to Blocks and Spikes  
Designing purposeful activities in Volleyball  
Modified Games / Introduction to full sided game |
| 8    | Attacking & Defending Concepts: Purposeful Practices in Volleyball  
Technique & Skills ~ Leading to Blocks and Spikes / Focus on Front Court and Back Court play  
Designing purposeful activities in Volleyball  
Full sided game |
| 9    | Attacking & Defending Concepts: Purposeful Practices in Volleyball  
Technique & Skills ~ Focus on Front Court and Back Court play  
Designing purposeful activities in Volleyball  
Full sided game |
| 10   | Attacking & Defending Concepts: Advance Team Strategies / Libero Roles  
Technique & Skills ~ Refinement of Blocks and Spikes / Focus on Front Court and Back Court play  
Designing purposeful activities in Volleyball  
Full sided game |
| 11   | Practical Assessment (Technique, Tactics, Game Performance)  
Full Sided Game Play with basic officiating |
| 12   | Practical Assessment (Technique, Tactics, Game Performance)  
Full Sided Game Play with basic officiating  
Course Recap and Evaluation |
COURSE ASSESSMENT

<table>
<thead>
<tr>
<th>Component</th>
<th>Weightage</th>
<th>Due Dates</th>
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<tbody>
<tr>
<td>Practical Assessment</td>
<td>60%</td>
<td>dd-mm-y</td>
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<tr>
<td>Assignment/Test</td>
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<td>dd-mm-y</td>
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<tr>
<td>Professional Qualities</td>
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<td>dd-mm-y</td>
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Participation in all classes is compulsory.

COURSE REFERENCES

Required/Recommended Text(s)

Additional References
1. FIVB Rules of the Game 2013