

Course Outline of Record

1. Course Code: KINE-062
2.
 - a. Long Course Title: Golf
 - b. Short Course Title: GOLF
3.
 - a. Catalog Course Description:
This course provides beginning, intermediate, and advanced instruction and practice in the skills and strategies of golf.
 - b. Class Schedule Course Description:
Golf activity class.
 - c. Semester Cycle (if applicable): *N/A*
 - d. Name of Approved Program(s):
 - KINESIOLOGY
4. Total Units: 1.00 Total Semester Hrs: 36.00
 Lecture Units: 0.5 Semester Lecture Hrs: 9.00
 Lab Units: 0.5 Semester Lab Hrs: 27.00
 Class Size Maximum: 40 Allow Audit: No
 Repeatability No Repeats Allowed
 Justification 0
5. Prerequisite or Corequisite Courses or Advisories:
Course with requisite(s) and/or advisory is required to complete Content Review Matrix (CCForm1-A)
N/A
6. Textbooks, Required Reading or Software: (List in APA or MLA format.) *N/A*
7. Entrance Skills: *Before entering the course students must be able:*
a. be eligible to take college credit courses.

8. Course Content and Scope:

Lecture:

- a. History and Tradition.
- b. Discussion of Golf Etiquette and Rules.
- c. Course Management Strategies (club selection, weather conditions, etc.)
- d. Golf Handicapping System
- e. Discussion/Demonstration of various types of golf clubs and golf balls.
- f. Video Viewing and Analysis
 - i. professional
 - ii. self-analysis?

Lab: (if the "Lab Hours" is greater than zero this is required)

- a. The Golf Swing
 - i. grip
 - ii. address/stance
 - iii. swing motion
 - iv. chip shot
 - v. pitch shot
 - vi. bunker shot
 - vii. uneven lies
- b. Putting
 - i. grip/stance
 - ii. reading greens

iii. psychology of putting

9. Course Student Learning Outcomes:

1. Demonstrate the techniques for the performance of golf skills.
2. Cite and apply the basic rules of golf.

10. Course Objectives: *Upon completion of this course, students will be able to:*

- a. Recognize and demonstrate correct mechanical techniques for the performance of golfing skills: i. Full Swing ii. Partial Swings iii. Short Game iv. Putting v. Uneven Lies vi. Bunker Play
- b. Apply the rules of the game.
- c. Apply course management strategies.
- d. Apply acceptable etiquette during game play.
- e. Develop an appreciation for the game that will enhance their enjoyment.
- f. Demonstrate an understanding of safety and injury prevention.

11. Methods of Instruction: *(Integration: Elements should validate parallel course outline elements)*

- a. Activity
- b. Demonstration, Repetition/Practice
- c. Discussion
- d. Journal
- e. Lecture
- f. Observation
- g. Participation

Other Methods:

- a. Guest speakers. b. Student reports. c. Audio/visual presentations.

12. Assignments: *(List samples of specific activities/assignments students are expected to complete both in and outside of class.)*

In Class Hours: 36.00

Outside Class Hours: 18.00

a. In-class Assignments

- a. Skill practice.
- b. Attend golf tournaments.

b. Out-of-class Assignments

- a. Reading assignments with written reports.
- b. Readings in magazines and periodicals (give reports).
- c. Skill practice.
- d. Attend golf tournaments.

13. Methods of Evaluating Student Progress: *The student will demonstrate proficiency by:*

- Written homework
- Self-paced testing
- Laboratory projects
- Field/physical activity observations
- Group activity participation/observation
- Student participation/contribution

14. Methods of Evaluating: Additional Assessment Information:

- a. Essay b. Non-Computational Problem-Solving c. Skill Demonstration d. Multiple Choice Exams.
- e. Attendance and Participation

15. Need/Purpose/Rationale -- *All courses must meet one or more CCC missions.*

PO-GE C5 – Personal Growth and Development

Exhibit habits of intellectual exploration, personal responsibility, and well being.

IO - Personal and Professional Development

Demonstrate an understanding of ethical issues to make sound judgments and decisions.

16. Comparable Transfer Course

University System	Campus	Course Number	Course Title	Catalog Year
-------------------	--------	---------------	--------------	--------------

17. Special Materials and/or Equipment Required of Students:

18. Materials Fees: Required Material?

Material or Item	Cost Per Unit	Total Cost
------------------	---------------	------------

19. Provide Reasons for the Substantial Modifications or New Course:

periodic review and update

20. a. Cross-Listed Course (*Enter Course Code*): *N/A*

b. Replacement Course (*Enter original Course Code*): *N/A*

21. Grading Method (*choose one*): Letter Grade Only

22. MIS Course Data Elements

a. Course Control Number [CB00]: CCC000299761

b. T.O.P. Code [CB03]: 83500.00 - Physical Education

c. Credit Status [CB04]: D - Credit - Degree Applicable

d. Course Transfer Status [CB05]: A = Transfer to UC, CSU

e. Basic Skills Status [CB08]: 2N = Not basic skills course

f. Vocational Status [CB09]: Not Occupational

g. Course Classification [CB11]: Y - Credit Course

h. Special Class Status [CB13]: N - Not Special

i. Course CAN Code [CB14]: *N/A*

j. Course Prior to College Level [CB21]: Y = Not Applicable

k. Course Noncredit Category [CB22]: Y - Not Applicable

l. Funding Agency Category [CB23]: Y = Not Applicable

m. Program Status [CB24]: 1 = Program Applicable

Name of Approved Program (*if program-applicable*): KINESIOLOGY

Attach listings of Degree and/or Certificate Programs showing this course as a required or a restricted elective.)

23. Enrollment - Estimate Enrollment

First Year: 0

Third Year: 0

24. Resources - Faculty - Discipline and Other Qualifications:

a. Sufficient Faculty Resources: Yes

b. If No, list number of FTE needed to offer this course: *N/A*

25. Additional Equipment and/or Supplies Needed and Source of Funding.

N/A

26. Additional Construction or Modification of Existing Classroom Space Needed. (*Explain.*)

N/A

27. FOR NEW OR SUBSTANTIALLY MODIFIED COURSES

Library and/or Learning Resources Present in the Collection are Sufficient to Meet the Need of the Students Enrolled in the Course: Yes

28. Originator Wendy Ansley Origination Date 10/09/14