Akashi College		ollege	Year 2023			Course Title	Physical Education I-2		
Course	Informa	tion		1					
Course Co	ode	5112			Course Category	General	General / Compulsory		
Class For	mat	講義・実技	講義・実技			School C	Credit: 1		
Departme	ent	Electrical a	Electrical and Computer Engineering			1st			
Term	1./	Second Se	mester		Classes per Week 2				
	Matérials								
Instructo	_		akayuki,ISHIDA	Masamı					
Particip Can ta	ke action t	sses to impro	orts safely. Als	wn health and physo, recognizes the s	sical strength. Also ignificance of colla	o, have some laborating and	evel of self-discipline. cooperating with the team and can		
Rubric									
			Ideal Level		Standard Level		Unacceptable Level		
Achievement 1			Actively participate in classes to improve their health and physical strength. Have a high level of self-discipline.		Participate in classes to improve their health and physical strength. Have some level of self-discipline.		Reluctant to participate in classes, or improve their own health and physical strength. Do not have a high level of self- discipline.		
Achievement 2			Actively participate in various sport practices and games, and are very competitive. Also have a great influence on games, etc.		Can actively participate in various sport practices and games. And also have the skills for them.		Do not participate in various sport practices and games.		
Achievement 3			Understand the role of a leader well, and can help increase teamwork.		Understand and take on the role	can play or of a leader.	Do not understand the role of a leader. Also, never play that role.		
Assigne	d Depar	tment Obj	ectives						
Teachin	ig Metho	d							
Outline		the habit of	l of this course is for students to learn more about the fun and depth of sports so that they can build t of playing sports on a daily basis. This class requires an active and proactive attitude to participate. It is will split into groups and leaders will take the lead to plan, review, and implement the course Students can choose from: Baseball, softball, soccer, futsal, tennis, basketball, volleyball, badminton, anis						
le Ithey shou			s are encouraged to actively participate in games and practice and to discover the fun of sports. First, buld learn the rules and how to play games, etc., and try to learn basic skills. In addition, they are d to develop more advanced technologies and improve teamwork through games and game-style. Students and instructors should work together to create a safe and welcoming class.						
Notice them, po • Do no grade de • Tardir but their • If it is that class absence.			school-designated training wear, athletic shoes, or other designated clothing. If students fail to wear oints will be deducted from their grade. of wear or bring accessories, watches, or any other unnecessary items. These are also eligible for eduction. ness will be excused for the first 20 minutes. Students can participate in the class after 20 minutes, r attendance will be marked as absent. It is discovered that a student left class early without being excused (ditching class), their attendance for swill be marked as absent, and their grade for previous classes will suffer a deduction equal to an ints who miss 1/4 or more of classes will not be eligible for evaluation.						
Charact	eristics	<u> </u>	Division in Le				-		
☑ Active		,	☐ Aided by ICT ☐ Applicable t			Remote Class	☐ Instructor Professionally Experienced		
Course	Plan								
		Т	heme		C	Goals			
2nd Semeste r	3rd Quarter	1st B	aseball, softbal asketball, volle	l, soccer, futsal, te yball, badminton, t	resity Reflect on their or		s in each sport and select a leader.		
		2nd H	ealth (joint clase epartment of N	ss with Hyogo Univ Iursing)			wn health and take the consider their future lifestyles.		
		3rd B	aseball, softbal asketball, volle	l, soccer, futsal, te yball, badminton, t	nnis, C able tennis r	Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
		4th B	aseball, softbal asketball, volle	nnis, C able tennis r	Can do warm-up and practice, play games, and reflect on the class, led by a leader.				
		5th B	aseball, softball, soccer, futsal, tennis, asketball, volleyball, badminton, table tennis			Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
		6th B	aseball, softbal asketball, volle	nnis, C able tennis r	Can do warm-up and practice, play games, and reflect on the class, led by a leader.				
		7th B	aseball, softbal asketball, volle	l, soccer, futsal, te yball, badminton, t	nnis, C able tennis r	Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
		Ь	asketball, volle	l, soccer, futsal, te yball, badminton, t	able tennis   r	Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
	4th Quarter	b.	aseball, softball, soccer, futsal, tennis, asketball, volleyball, badminton, table tenni			Split into teams in each sport and select a leader.			
		10th B	Baseball, softball, soccer, futsal, tennis, basketball, volleyball, badminton, table tennis			Can do warm-up and practice, play games, and reflect on the class, led by a leader.			

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		11th		Baseball, softball, soccer, futsal, tennis, basketball, volleyball, badminton, table tennis			Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
	12th 13th		Baseball, softball, socobasketball, volleyball,	cer, futsal, tennis, badminton, table tennis		Can do warm-up and practice, play games, and reflect on the class, led by a leader.				
			Baseball, softball, soccer, futsal, tennis, basketball, volleyball, badminton, table tennis reflect on the class, led by a leader.							
		14th		Baseball, softball, soccer, futsal, tennis, basketball, volleyball, badminton, table tennis			Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
		15th		Baseball, softball, soccer, futsal, tennis, basketball, volleyball, badminton, table tennis			Can do warm-up and practice, play games, and reflect on the class, led by a leader.			
		16th		No final exam						
Evaluation Method and Weight (%)										
				roach to a class	Practical skill	Le	eadership	Total		
Subtotal			75		15	10		100		
Basic Proficiency			75		0	0		75		
Specialized Proficiency			0		0	0		0		
Cross Area Proficiency			0		15	10	)	25		