

**SPORT SCIENCE & MANAGEMENT
SS5204 FLOORBALL**

Academic Year	2024-25	Semester	1
Course Coordinator			
Course Code	SS5204		
Course Title	Floorball		
Pre-requisites	-		
No of AUs	3		
Contact Hours	39		

Course Aims

This course aims to equip you with background knowledge of floorball laws of the game and fundamental competencies of floorball techniques and tactics. You will develop skills and tactics to demonstrate and apply your knowledge and competencies during gameplay.

Intended Learning Outcomes (ILO)

By the end of this course, you should be able to:

1. know the rules of the game and recognise basic refereeing signals.
2. demonstrate the skills of floorball during gameplay.
3. apply appropriate tactics during gameplay.

Course Content

The following topics will be covered:

1. Introduction to Floorball; Rules and Equipment
2. Floorball techniques (offence): Ball control, protection, passing & shooting
3. Floorball techniques (defence): Channeling, tackling & blocking shots
4. Combination of skills
5. Floorball tactics (offensive concepts)
6. Floorball tactics (defensive concepts)
7. Practical assessment during gameplay
8. Articulate the basic rules of the game and refereeing a game

NTU Competencies & Graduate Attributes

NTU Competencies

Character	√
Competence	√
Cognitive agility	√

NTU Graduate Attributes

Graduate Attributes	Level (i.e., basic, intermediate, advanced)
1. Adaptability	Intermediate
2. Building Inclusivity	Basic
3. Collaboration	Advanced
4. Decision Making	Basic
5. Critical Thinking	Basic

Assessment (includes both continuous and summative assessment)

Component	ILO Tested	Weighting	Team/ Individual	Assessment Rubrics
1. Practical Assessment	2, 3	60%	Individual	Appendix 1
2. Theory Assessment	1	30%	Individual	Quiz
3. Participation	1-3	10%	Individual	Appendix 2
Total		100%		

Formative Feedback

Feedback for learning will be verbally provided during each practical session, where you have the opportunity to learn the techniques and apply them during game situations.

In every practical session, everyone will be rotated to apply your rules knowledge by officiating the games at the end of each session. Verbal feedback is to be given while you are officiating. Discussion and debriefing will be given after the games.

Throughout the course, you will have the opportunity to apply the skills after practice. During the learning process, verbal feedback on the techniques and suggestions on the areas of improvement will be given.

Learning and Teaching Approach

Approach	How does this approach support you in achieving the learning outcomes?
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Practical Sessions	<ul style="list-style-type: none"> - Give hands-on experiential learning to support key strategies provided in class. - Provide tasks for you to utilise what you recently learned to apply in various game situations. - Give space and time for small group activities and discussions to allow you to assimilate the content and for sharing learning. - Provide verbal feedback on your techniques to enhance your learning.
Lectures	Lectures will provide key learning concepts and theories closely linked to the practical sessions.

Reading and References

NIE Research and Publications

Nil

Other Readings and References

1. International Floorball Federation. (2022). *Rules of the Game*. Retrieved from <https://floorball.sport/rules-and-regulations/rules-of-the-game/>
2. International Floorball Federation. (n.d.). *Floorball youth start-up kit*. Retrieved from <http://www.floorball.org/Materiaalit/Floorball%20Youth%20Start%20Up%20Kit.pdf>

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned pre-class readings and activities, attend all classes – lecture and laboratory – punctually, submit all scheduled assignments and take tests by due dates. You are not allowed to swap laboratory groups without express permission from the course coordinator. You are expected to take responsibility to follow up with course notes, assignments and course related announcements for sessions they have missed. You are expected to participate in all discussions and class activities unless there is a valid medical reason not to do so.

(2) Absenteeism

Absence from class without a valid reason will affect your overall course grade. Valid reasons include falling sick, supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies.

If you miss a lecture, you must inform the course instructor via email prior to the start of the class.

(3) Absence Due to Medical or Other Reasons

If you are sick and not able to complete a test or submit an assignment, you have to submit the original Medical Certificate (or another relevant document) to the Sport Science &

Management (or Home School) administration to obtain official leave. Without this, the missed assessment component will not be counted towards the final grade. There are no make-ups allowed.

(4) Attire and safety

You are strongly encouraged to wear proper sports shoes (preferably court shoes instead of running shoes that support your ankle and multi-direction change). No sandals or general going-out shoes are allowed. Wear comfortable sports apparel for lessons. Please remove jewellery such as necklaces, earrings, rings, etc. and trim your nails. Bring a set of dry clothes to change into after the class. Bring along a water bottle for hydration purposes.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognise your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion, and cheating. If you are uncertain of the definitions of any of these terms, you should go to the [NTU Student Academic Integrity Policy and Procedures link](#) in the Student Portal for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Special note: Generative AI tools will be allowed to the extent stipulated for each assignment in the assignment instructions, and any such use must be duly referenced or disclosed.

Course Instructors

Instructor	Office Location	Phone	Email
TBA			

Planned Weekly Schedule

Week	Topic	ILO	Readings/ Activities
1	Course Introduction & Basic Rules of Game Stick Handling & Ball Control Introduction to Stationary passing Moving into open spaces to support	1, 2	Floorball – Rules of the Game
2	Ball Control & Protection Stationary Passing Practices Situational awareness when moving	1, 2	Floorball – Rules of the Game

3	Dribbling Modified games Maximising playing area Channelling away from danger areas Offensive Concepts	1, 2	Floorball – Rules of the Game
4	Stationary Shooting Shooting on the Move Passing & Managing High passes Creating spaces for shots Offensive Concepts	1, 2	Floorball – Rules of the Game
5	Advance Shooting Techniques Taking Penalty Shots Movement into goal-scoring spaces Offensive Concepts	1, 2, 3	Floorball Youth Start-Up Kit
6	Combination of skills Introduction to Play-ups Basic refereeing signals Defensive Concepts	1, 2, 3	Floorball – Rules of the Game Floorball Youth Start-Up Kit
7	Mid-Season Friendly Competition	1, 2, 3	Floorball Youth Start-Up Kit
8	Footwork and Body Positions in Attack Tackling and Body position in Defence Maximising Advantageous Attack Situation (2v1, 3v2) Defensive Concepts	1, 2, 3	Floorball Youth Start-Up Kit
9	Defensive Concepts Introduction to Basic Defence System Marking an Opponent, Blocking shots	1, 2, 3	Floorball Youth Start-Up Kit
10	Practical Assessment (Offensive & Defensive game concepts)	1, 2, 3	
11	Practical Assessment (Offensive & Defensive game concepts)	1, 2, 3	
12	Written Test	1	
13	Friendly matches (4v4 or 5v5) Course review	1, 2, 3	

Appendix 1: Practical Assessment (60%)

Offence game concepts	A+, A, A-	B+, B	B-, C+, C	D+, D	F
Keeping possession of the object. (max 10%)	Student can consistently keep possession of the object in all game situations.	Student can consistently keep possession of the object in most game situations.	Student has some success in keeping possession of the object.	Student is beginning to experience some success in keeping possession of the object.	Student is consistently unable to keep possession of the object.
Using space to invade (max 10%)	Student can consistently send the object to an undefended teammate in all game situations.	Student can consistently send the object to an undefended teammate in most game situations.	Student has some success in sending the object to an undefended teammate.	Student is beginning to experience some success in sending the object to an undefended teammate.	Student is consistently unable to send the object to an undefended teammate.
Creating space to invade (max 10%)	Student can consistently beat his defender and advance the object towards the goal in all game situations.	Student can consistently beat his defender and advance the object towards the goal in most game situations.	Student has some success in beating his defender and advancing the object towards the goal.	Student is beginning to experience some success in beating his defender and advancing the object towards the goal.	Student is consistently unable to beat his defender and advance the object towards the goal.
Attacking the goal (max 10%)	Student can consistently send the object accurately towards the goal in all game situations.	Student can consistently send the object accurately towards the goal in most game situations.	Student has some success in sending the object accurately towards the goal.	Student is beginning to experience some success in sending the object accurately towards the goal.	Student is consistently unable to send the object accurately towards the goal.
Defence game concepts	A+, A, A-	B+, B	B-, C+, C	D+, D	F
Denying space to invade (max 10%)	Student can consistently prevent the attacker from advancing the object	Student can consistently prevent the attacker from advancing the object	Student has some success in preventing the attacker from	Student is beginning to experience some success in preventing	Student is consistently unable to prevent the attacker from advancing

	towards the goal in all game situations.	towards the goal in most game situations.	advancing the object towards the goal.	the attacker from advancing the object towards the goal.	the object towards the goal.
Regaining possession of the object <i>(max 10%)</i>	Student can consistently regain possession of the object in all game situations.	Student can consistently regain possession of the object in most game situations.	Student has some success in regaining possession of the object.	Student is beginning to experience some success in regaining possession of the object.	Student is consistently unable to regain possession of the object.

Appendix 2: Participation (10%)

Criterion	8 to 10	6 to 7	3 to 5	0 to 2
Pre-class readings and/or participation in activities during class	Completes all the required readings and/or actively participates in all activities during class.	Completes most of the required readings and/or actively participates in most of the activities during class.	Completes some of the required readings and/or actively participates in some of the activities during class.	Does not complete the required readings and/or actively participate in activities during class.