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Physical Education and Sports Science

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SPORT SCIENCE & MANAGEMENT SS5206 TCHOUKBALL

Academic Year	2024-25	Semester	1
Course Coordinator			
Course Code	SS5206		
Course Title	Tchoukball		
Pre-requisites	-		
No of AUs	3		
Contact Hours	39		

Course Aims

In this course, you will learn to properly execute the various skills of the game, apply the tactics, and adhere to the rules during gameplay. You should participate in this elective course to develop your knowledge and skills in Tchoukball.

Intended Learning Outcomes (ILO)

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

- 1. recall the rules of the game.
- 2. apply the rules of the game during gameplay.
- 3. explain the tactics of the game.
- 4. apply the tactics of the game during gameplay.
- 5. demonstrate and apply the skills during gameplay.

Course Content

The following topics will be covered:

- 1. Rules of the game
- 2. Tactics of the game
- 3. Skills of the game
- 4. Gameplay



NTU Competencies & Graduate Attributes

NTU Competencies		ſ
Character	V	
Competence	$\sqrt{}$	
Cognitive agility	$\sqrt{}$	

NTU Graduate Attributes	
Graduate Attributes	Level (i.e., basic, intermediate, advanced)
1. Adaptability	Intermediate
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
Practical Assessment	2, 4, 5	60%	Individual	Appendix 1 (Skills) & Appendix 2 (Gameplay)
2. Theory Assessment	1, 3	30%	Individual	Quiz
3. Participation	1, 2, 3, 4, 5	10%	Individual	Appendix 3
Total		100%		

Formative Feedback

The instructor will answer your questions regarding the game's rules and tactics during/after the presentation.

The instructor will provide verbal feedback to you on your performance during/after the technique practices, skill practices, and gameplay.

Learning and Teaching Approach

Approach	How does this approach support you in achieving the learning outcomes?
Presentation	The instructor will present the rules and tactics of the game to you in a classroom setting.
Skill Practice	The instructor will set the task, demonstrate the skill, observe your performance, and provide feedback.
Game Play	The instructor will plan and schedule a series of games for you to participate in, observe your gameplay performance and provide feedback.

Reading and References

NIE Research and Publications

Nil

Other Readings and References

- International Tchoukball Federation. (2009). The Official Tchoukball Rules. Retrieved from http://www.tchoukball.org.sg/sites/default/files/ER- 01 OfficialTchoukballRules en.pdf
- 2. Shen-Szu Fang (2010). *Tchoukball, Technical Teaching Training Method Tchoukball Basics & Tactics*. Great Door Design International, Ltd Inc.

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	Veek Topic Co		Readings/
1	 Introduction to Tchoukball Overarm passing and proper stance Open palm catching/receiving Shooting (Javelin style) Safe play 	1, 2, 3, 4, 5	Skill practice Game play
2	 Underarm passing and proper stance Catching: Grip & cushioning Shooting (Bowling shot & side shot) 	1, 2, 3, 4, 5	Skill practiceGame play
3	 Philosophy of Tchoukball and its Charter Overview of Tchoukball Rules Referee Hand Signals Introduction to team formation and position 	1, 2, 3, 4, 5	Skill practiceGame play

4	 Principle of attack: Entry pass to CP, FP & Wings Principle of Defence: 1st line 	1, 2, 3, 4, 5	Skill practiceGame play
5	Principle of attack: 3 passesPrinciple of Defence: 2nd line	1, 2, 3, 4, 5	Skill practice Game play
6	 Principle of attack: Cross- court switching Principle of Defence: 3rd line 	1, 2, 3, 4, 5	Skill practiceGame play
7	 Principle of attack: Feint Principle of attack: Cross Court Triangle 	1, 2, 3, 4, 5	Skill practice Game play
	Recess w	reek	
8	 Principle of attack: 2-step passing Principle of attack: Cross Court Rectangle 	1, 2, 3, 4, 5	Skill practice Game play
9	Quick transition to attack	1, 2, 3, 4, 5	Skill practiceGame play
10	Revision	1, 2, 3, 4, 5	Skill practice Game play
11	Skills Assessment	5	
12	Gameplay Assessment	2, 4	
13	Theory Assessment	1, 3	

Appendix 1: Practical (Skills) Assessment (30%)

The score obtained will be converted to 30% of the total mark.

Criteria	5	4	3	2	1	0
Passing Number of successful attempts in doing a baseline pass to a teammate in the midcourt (to Centre Pivot position).						
Long Passes Number of successful attempts in doing a baseline pass to a teammate at ¾ of the court (to opposite Forward Pivot position).						
Receiving Number of successful attempts in firmly receiving a pass from the baseline.						
Attack Number of successful attempts in scoring from at least 3 different angles.						
Defence Number of successful attempts in receiving a rebound from various angles.						

Appendix 2: Practical (Gameplay) Assessment (30%)

The Score obtained will be converted to 30% of the total mark.

Criterion	A+, A, A-	B+, B	B-, C+, C	D+, D	F
Application of Skills	Student demonstrates proper skills with few observable errors	Student demonstrates a few skills in a game	Student demonstrate s ineffective and inconsistent skills	Student demonstrates little or no skills	Student does not participate
Application of Strategy	Student demonstrates play and transitions from offence to defence smoothly.	Student demonstrates play, but transitions from offence to defence are slower and less decisive.	Student demonstrate s little or no strategy in movement from offence to defence.	Student does not assist in either scoring or defending	Student goes out of their way to let the opponent score
Leadership	Student demonstrates the ability to coordinate teammates at both ends of the court smoothly.	Student demonstrates the ability to coordinate teammates at both ends of the court with a few difficulties.	Student demonstrate s the ability to smoothly coordinate teammates at one end of the court.	Student demonstrates the ability to coordinate teammates at one end of the court with a few difficulties.	Student does not attempt to coordinate with teammates.
Application of Rules and Conventions	Student plays with few or no errors in scoring, terminology, etiquette and game rules.	Student applies major rules but makes minor errors in rules, scoring and/or terminology.	Student demonstrate s an understandi ng of general concepts but needs to apply rules correctly.	Relies on others to play and score correctly. Incorrect application of rules, terminology and strategy	Shows no regard for rules and strategies involved in being successful
Personal / Social Responsibilit y and Safety	Demonstrates appropriate team / individual behaviour. Prevents or resolves conflicts without	Demonstrate s appropriate team/individu al behaviour while showing respect for others	Maintains self-control but is inconsistent in energy and fair play	Lacks self- control. Needs others' encouragem ent to play in a safe and energetic manner	Has no empathy for others' safety or feelings

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Appendix 3: Participation (10%)

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