Course Information

Division: Health & Physical Education
Course Number: HPE 180
Title: Introduction to Leadership I
Credits: 1
Developed by: Jim Bagnall
Lecture/Lab Ratio: 1 Lecture/0 Lab
Transfer Status:

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<th>ASU</th>
<th>NAU</th>
<th>UA</th>
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<tr>
<td></td>
<td>Elective Credit</td>
<td>Elective Credit</td>
<td>PE Departmental Elective, PE Activity Credit limit of three units</td>
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Activity Course: No
CIP Code: 13.1314
Assessment Mode: Pre/Post Test (20 Questions/20 Points)
Semester Taught: Upon Request
GE Category: None
Separate Lab: No
Awareness Course: No
Intensive Writing Course: No

Prerequisites
None

Educational Value
Students will gain an understanding of the personal characteristics necessary for becoming an effective team player in various social, academic and athletic arenas. Additionally, students will learn how to transform their lives from the ordinary into the extraordinary using four basic principles which will help them bring fresh energy and creativity to their lives: how to make a real difference every day, how to become more successful by building strong relationships, how to create real value for others and how to constantly reinvent themselves.

Description
An introduction to teamwork skills including an overview of basic principles as well as assessment and implementation strategies.
Supplies
Pen or pencil and notebook.

Competencies and Performance Standards

1. Identify the traits that bring an individual success within a team framework.

   Learning objectives
   What you will learn as you master the competency:
   a. Identify the traits of a team player.
   b. Define the traits of a team player.
   c. Explain how developing the traits of a team player will bring individual success within the team framework.
   d. Explain how to develop the traits of a team player.
   e. Develop and implement a plan to improve the traits of a team player.

   Performance Standards
   Competence will be demonstrated:
   o upon successful completion of post-test, exams and class assignments

   Criteria - Performance will be satisfactory when:
   o learner identifies and defines the traits of a team player
   o learner explains how to develop the traits of a team player and how developing the traits brings individual success within the team framework
   o learner develops and implements a plan to improve the traits of a team player

2. Explain how qualities such as discipline, enthusiasm, communication, preparation and commitment in an individual can improve a team's effectiveness as a whole.

   Learning objectives
   What you will learn as you master the competency:
   a. Define individual discipline, enthusiasm, communication, preparation, and commitment.
   b. Explain how an individual's discipline, enthusiasm, communication, preparation, and commitment can improve a team's effectiveness as a whole.
   c. Explain how to develop individual discipline, enthusiasm, communication, preparation, and commitment.
   d. Develop and implement a plan to improve an individual's discipline, enthusiasm, communication, preparation, and commitment.

   Performance Standards
   Competence will be demonstrated:
   o upon successful completion of post-test, exams and class assignments

   Criteria - Performance will be satisfactory when:
   o learner defines individual discipline, enthusiasm, communication, preparation and commitment
   o learner explains how an individual's discipline, enthusiasm, communication, preparation and commitment can improve a team's effectiveness as a whole
   o learner explains how to develop individual discipline, enthusiasm, communication, preparation, and commitment
   o learner develops and implements a plan to improve an individual's discipline,
enthusiasm, communication, preparation, and commitment

3. Describe teamwork choices and the benefits derived from these choices.

**Learning objectives**
*What you will learn as you master the competency:*

a. Identify team player problems.

b. Explain how team player problems can hamper a team's effectiveness.

c. Explain how to handle team player problems.

d. Develop and implement a plan to deal with team player problems.

**Performance Standards**
*Competence will be demonstrated:*

- upon successful completion of post-test, exams and class assignments

**Criteria - Performance will be satisfactory when:**

- learner explains problems with team players and how they affect the team
- learner recognizes when team player problems exist
- learner explains their role as a team player when problems arise
- learner performs their role as a team player

**Types of Instruction**
Classroom Presentation

**Grading Information**

**Grading Rationale**

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Pre Test</td>
<td>0%</td>
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<tr>
<td>Attendance</td>
<td>50%</td>
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<td>Written reports, quizzes, oral presentations</td>
<td>40%</td>
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<td>Post Test</td>
<td>10%</td>
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**Grading Scale**

- **A** 90% - 100%
- **B** 80% - 89%
- **C** 70% - 79%
- **D** 60% - 69%
- **F** Below 60%