



**Universitas Negeri Surabaya
Faculty of Sports and Health Sciences
Bachelor of Sports Science Study Program**

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																
Badminton	8920102029		T=2	P=0	ECTS=3.18	4	July 17, 2024																																
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator																																	
			Dr. Heri Wahyudi, S.Or., M.Pd.																																	
Learning model	Case Studies																																						
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																						
	Program Objectives (PO)																																						
	PLO-PO Matrix																																						
		P.O																																					
Short Course Description	Understanding and mastery of badminton game concepts, game rules and applications. Lectures are carried out with practice, assignments and reflection.																																						
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td rowspan="2" style="width: 20%; text-align: center;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 5%; text-align: center;">1</td> <td style="width: 5%; text-align: center;">2</td> <td style="width: 5%; text-align: center;">3</td> <td style="width: 5%; text-align: center;">4</td> <td style="width: 5%; text-align: center;">5</td> <td style="width: 5%; text-align: center;">6</td> <td style="width: 5%; text-align: center;">7</td> <td style="width: 5%; text-align: center;">8</td> <td style="width: 5%; text-align: center;">9</td> <td style="width: 5%; text-align: center;">10</td> <td style="width: 5%; text-align: center;">11</td> <td style="width: 5%; text-align: center;">12</td> <td style="width: 5%; text-align: center;">13</td> <td style="width: 5%; text-align: center;">14</td> <td style="width: 5%; text-align: center;">15</td> <td style="width: 5%; text-align: center;">16</td> </tr> </table>							P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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References	Main :																																						
	<ol style="list-style-type: none"> 1. Alhusin, S. 2007. Gemar Bermain Bulutangkis. Surakarta: Setiaj 2. Grice, T. 2007. Bulutangkis Petunjuk Praktis untuk Pemuladan Lanjut. Jakarta : Raja GrahaRafindo. 3. Pool James, 2008. Belajar Bulutangkis. Bandung. Pionir Jaya 4. PB. PBSI. 2001. Panduan Praktis Bermain Bulutangkis, Jakarta : PB. PBSI 5. Meyer & Meyer Sport, 2014, Badminton Handbook, British Library 6. Meyer & Meyer Sport, 2010, Badminton Handbook Training – Tactics – Competition, Sportpublishers' Association (WSPA) 7. Tony Grice., 2008, Badminton steps to success, HUMAN Kinetics 																																						
	Supporters:																																						
Supporting lecturer	Dr. Himawan Wismanadi, M.Pd. Testa Adi Nugraha, S.Pd., M.Pd. Lutfhi Abdil Khuddus, S.Pd., M.Pd. Afif Rusdiawan, S.Pd., M.Kes.																																						
Week-	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)																																
		Indicator	Criteria & Form	Offline (offline)	Online (online)																																		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)																																

1	Understand the historical development of badminton. Understand the development of badminton sport regulations	Students can explain at least 75% about: a. History of badminton Game Rules and matches	Criteria: 1. Can explain the historical development of badminton 2. Can explain the development of changes in badminton sport regulations	Lectures, discussions and questions and answers 2 X 50			0%
2	Understand basic grip techniques and forehand and backhand strokes	Students can explain four types of grips and perform 2 types of punches	Criteria: Full marks are obtained if you can make punching movements well and the skill results are also good.	Lectures, discussions, questions and answers, assignments and performances (presentations) 4 X 50			0%
3	Understand basic grip techniques and forehand and backhand strokes	Students can explain four types of grips and perform 2 types of punches	Criteria: Full marks are obtained if you can make punching movements well and the skill results are also good.	Lectures, discussions, questions and answers, assignments and performances (presentations) 4 X 50			0%
4	Understand and be able to perform basic badminton lob hitting techniques, and the drop shot technique.	Students can do 2 types of punches	Criteria: Full marks are obtained if you can make punching movements well and the skill results are also good.	Lectures, discussions, questions and answers and assignments 4 X 50			0%
5	Understand and be able to perform basic badminton lob hitting techniques, and the drop shot technique.	Students can do 2 types of punches	Criteria: Full marks are obtained if you can make punching movements well and the skill results are also good.	Lectures, discussions, questions and answers and assignments 4 X 50			0%
6	Students can perform basic punching techniques, smash punch techniques and drive punch techniques.	Students can do 2 types of punches	Criteria: Full marks are obtained if you can make punching movements well and the skill results are also good.	Lectures, discussions, questions and answers and assignments 4 X 50			0%
7	Students can perform basic punching techniques, smash punch techniques and drive punch techniques.	Students can do 2 types of punches	Criteria: Full marks are obtained if you can make punching movements well and the skill results are also good.	Lectures, discussions, questions and answers and assignments 4 X 50			0%
8	U.S.S	-	Criteria: -	- 2 X 50			0%
9	Students can perform basic footwork techniques	Can do footwork movements	Criteria: Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
10	Students can perform basic footwork techniques	Can do footwork movements	Criteria: Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
11							0%
12							0%

13	Students can explain refereeing and the match system	Able to explain and simulate match and referee systems	Criteria: Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and assignments 6 X 50			0%
14	Students can explain refereeing and the match system	Able to explain and simulate match and referee systems	Criteria: Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and assignments 6 X 50			0%
15	Students can explain refereeing and the match system	Able to explain and simulate match and referee systems	Criteria: Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and assignments 6 X 50			0%
16	UAS	UAS	Criteria: UAS	UAS 2 X 50			0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

Notes

- Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
- The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
- Indicators for assessing** abilities in the process and student learning outcomes are specific and measurable statements that identify the abilities or performance of student learning outcomes accompanied by evidence.
- Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
- Forms of assessment:** test and non-test.
- Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
- Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.