

The Beginner's Guide to the Bump, Set, Spike MOOC

In my Beginner's Guide to the Bump, Set, Spike course, students will demonstrate mastery of volleyball basics by creating video blogs displaying newly learned skills, they will log hours of practice, and student's will socially interact via blog peer review and by the creation of a Prezi group project.

Course Topic

Volleyball Basics

Course Title

The Beginner's Guide to the Bump, Set, Spike



Who is This Class Designed For?

The course is designed for any beginner volleyball player. It's purpose is to teach fundamental volleyball rules, positions, strategy, and skill. People will be attracted to this course by pure interest in the sport. They will want to participate for various reasons. Perhaps they never had the opportunity to be on a volleyball team and wish they could learn the basic skills to play in a recreational league.

Course Objectives

1. Demonstrate knowledge of volleyball fundamentals such as rules, positions, and basic strategy.
2. Demonstrate mastery of serving, passing, setting, spiking, and blocking skills.

They will accomplish the above by

- A self-paced learning experience (Culatta, 2013).
- Experiencing a social environment via peer review. Gee states that humans are social by nature (2013).
- Being creative and having a unique experience (Mishra & Koehler, 2008).

Length of Course

self-paced

Student Projects

- Create a group prezi presentation teaching others the rules and fundamentals of volleyball (Groups will be based on chosen due date for assignment).
- Create a blog site to post work peers can review.
- Post videos demonstrating the basic skills learned.
- They will critique their own video and peers will give feedback.

Thought Behind the Course

The activities in this course are meant to teach the fundamentals of volleyball. Each activity builds upon the previous activity and, with practice, these learned skills will teach a person the fundamentals needed to play the sport. This is a self-paced course designed for student mastery (Culatta, 2013). Completion occurs when each student has mastered each individual skill. Students will move through the course in phases. Phase 1 will be learning the game rules, positions, and basic strategy. Phase 2 is serving. Phase 3

is passing/bumping. Phase 4 is setting. Phase 5 is spiking. And Phase 6 is blocking. Completion is based on mastering each phase.

Volleyball is a team sport. Being on a successful team is based on an understanding and appreciation for the team dynamic. Since this class is online, it is important that students practice, ideally with others. Students will log hours of practice to demonstrate that they are serious and committed to learning each skill and they will watch videos of the professionals in action. In addition, students will critique their own videos to see areas where they could improve. They will then comment on the videos of their peers to aid in the social dynamic of the team sport. Gee states that humans are social by nature (2013). Students will also complete a group project during phase 1. Using Prezi, they will combine their knowledge into one seamless presentation educating others on the basic skills of the game. This will start the class with a social/team dynamic. Also, Prezi will allow the students to be creative, unique, and explore with their learning experience, which they will later share with others (Mishra & Koehler, 2008).

How will peers help each other?

Peers will help each other by reviewing and commenting on each other's assignments. They will give each other feedback and encouragement while developing the acquired new skills. They will work on a group presentation (via Prezi) to teach others what they have learned (What better way to learn than to teach?!).

References

Culatta, R. (2013). Reimagining Learning: Richard Culatta at TEDxBeaconStreet .

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http://www.youtube.com/watch?feature=player_embedded&v=ZouAuonMXrg

Gee, J. P. (2013). Digital Media and Learning: A Prospective Retrospective. Retrieved from <http://www.jamespaulgee.com/sites/default/files/pub/Humans%20learn%20from%20experience.pdf>.

Mishra, P. & Koehler, M. (2008). Teaching Creatively: Teachers as Designers of Technology, Content and Pedagogy [Video File]. Retrieved from <http://vimeo.com/39539571>

Volleyball Image by Rejected. *China vs. Austria in Beach Volleyball – Summer Olympics Beijing 2008*. Retrieved on July 27, 2013 from http://commons.wikimedia.org/wiki/File:China_vs._Austria_in_Beach_Volleyball_-_Summer_Olympics_Beijing_2008.jpg