

Berrien Springs Partnership Syllabus and Instructor Qualifications

CLASS TITLE: Andrews Jr. Cardinal Basketball

GRADE OR AGE LEVELS: 9th - 12th Grades

FORMAT: IN-PERSON

START DATE: 09/21/25

END DATE: 12/14/25

WEEKS TOTAL: 10

WEEKS OFF: None

DAY/TIME REQUIRED: TBD

ADD'L DAYS/WK AVAILABLE: TBD

HOURS (REQUIRED): 24

HOURS (POSSIBLE): 30

TOTAL SEMESTER HOURS POSSIBLE: 20

LOCATION/ADDRESS: Andrews Academy, 8833 Garland Ave, Berrien Springs

MAIN INSTRUCTOR: Suzi Hayes

ADDITIONAL PRIMARY INSTRUCTORS (background checked):

Ryan Hayes, Suzi Hayes, Scott Baker, Josh Leets, and Rick Loenser

CONTACT INFORMATION: Phone: 989-289-0340 Email: hsuzanne@andrews.edu

ADDITIONAL REGISTRATION AT SITE REQUIRED? Yes

IF YES, INSTRUCTIONS FOR REGISTRATION: Visit the Andrews Junior Cardinal

Website (www.andrewsjrcardinals.org) for additional registration information, such as medical paperwork, a copy of insurance card, and waivers.

MAIN INSTRUCTOR QUALIFICATIONS: Coach Hayes has been coaching basketball for the past 4 years through the Andrews Junior Cardinal basketball programs. She played competitive basketball for more than 12 years. She is currently a co-Athletic Director for the Andrews Jr. Cardinals Basketball program. Recent training under the Andrews University Athletic Department includes Title IX and Concussion Protocols.

COURSE DESCRIPTION:

Andrews Jr. Cardinals Basketball is designed to provide participants the opportunity to develop and improve their basketball skills through weekly practices. These practices will focus on conditioning, passing, shooting, ball handling, court awareness, and offense and defense strategies.

SYLLABUS/OUTLINE: WEEKLY BREAKDOWN OF PROJECT-BASED LEARNING ACTIVITY

Week 1: Introduction, pre-test, skill assessments

Week 2: Condition training, terminology, dribbling, passing, and scrimmaging.

Week 3: Condition training, shooting technique, rebounding, and scrimmaging.

Week 4: Condition training, offense & defense strategies, and scrimmaging.

Week 5: Condition training, fastbreak & press-break strategies, and scrimmaging.

Week 6: Condition training, advanced shooting techniques, and scrimmaging.

Week 7: Condition training, position-based strategies, skills, and scrimmaging.

Week 8: Condition training with integration of previous skills and scrimmaging.

Week 9: Condition training with integration of previous skills and scrimmaging.

Week 10: Wrap-Up, Post-Test Evaluation

COURSE OBJECTIVES AND APPROXIMATE TARGET DATES:

1. By week 3 students will demonstrate a basic understanding of basketball fundamentals.
2. By week 5 students will show improvement from their baseline tests in Week 1 and can practice drills on their own.
3. By week 8 students will have a well-rounded knowledge of basketball rules and strategies while demonstrating improved shooting and teamwork.
4. By week 10, students will be able to show skill improvement while exhibiting knowledge of offensive and defensive strategies.

STUDENT ASSESSMENT - What will be used to evaluate student progress and/or end-of-semester pass/fail status?

- 1) Student agrees to attend at least 80% of class sessions/lessons offered. Attendance is kept online and tracked by Partnership staff. Failure to meet 80% or be on track to meet 80% may result in program discontinuation.
- 2) The Partnership Student Assessment or Performance Form is filled out by the teacher and turned in to Partnership staff. The link to this form is found on the web page for this class. Failing marks for lack of participation, behavior issues, practice time, etc. may result in program discontinuation.

Class-specific assessment: Student skills will be assessed in the first week based on their basketball knowledge and shooting skills. Each week, we will keep track of shooting stats.

ADDITIONAL RESOURCES: (online, books, video, etc.): Breakthroughbasketball.com

CLASS POLICIES: ATTENDANCE, BEHAVIOR, WEATHER, ETC.

Attendance: 80% unless excused absence from parents

Behavior: Good attitude and sportsmanship

Weather: Classes will be cancelled based on school closings