



Universitas Negeri Surabaya
Faculty of Sports and Health Sciences
S1 Sports Coaching Education Study Program

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date												
T/p Badminton	8520202243		T=2 P=0 ECTS=3.18	1	July 18, 2024												
AUTHORIZATION	SP Developer		Course Cluster Coordinator		Study Program Coordinator												
		Dr. Or. Muhammad, S.Pd., M.Pd.												
Learning model	Case Studies																
Program Learning Outcomes (PLO)	PLO study program which is charged to the course																
	Program Objectives (PO)																
	PLO-PO Matrix																
		P.O															
	PO Matrix at the end of each learning stage (Sub-PO)																
	P.O	Week															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Short Course Description	Understanding and mastery of badminton game concepts, game rules and their applications. Lectures are carried out with practice, project assignments, and reflection.																
References	Main :																
	1. Alhusin, S. 2007. Gemar Bermain Bulutangkis . Surakarta: Seti-aji 2. Grice, T. 2007. Bulutangkis Petunjuk Praktis untuk Pemula dan Lanjut. Jakarta : Raja Graha Rafindo. 3. Hari setiono dan Nurhasan, 2001. Belajar bermain bulutangkis . Unesa 4. Lutan dan Suherman, 2000. Perencanaan Pembelajaran Penjaskes . Jakarta: Depdiknas. 5. M. Ngalim P, 2002. Perencanaan Pembelajaran . Bandung: Remaja Rosdakarya 6. M. Tohar, 1992. Olahraga Pilihan Bulutangkis . IKIP Semarang. Semarang. 7. Zanwar, M. 1992. Olahraga Pilihan Bulutangkis . Pengaruh Latihan Bulutangkis Menggunakan skor 15 dan skor 21 terhadap peningkatan Vo2. Skripsi tidak diterbitkan. Semarang FIK IKIP. Unnes.																
	Supporters:																
Supporting lecturer	Dra. Ika Jayadi, M.Kes. Dr. Oce Wiriawan, M.Kes. Dr. Mochamad Purnomo, 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	1. Understand the historical development of badminton. 2. Understand the development of badminton regulations	Students can explain at least 75% about: a. History of badminton b. Game and competition rules	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Lectures, discussions and questions and answers 4 X 50			0%
2	1. Understand the historical development of badminton. 2. Understand the development of badminton regulations	Students can explain at least 75% about: a. History of badminton b. Game and competition rules	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Lectures, discussions and questions and answers 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 serves	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun 3.Full marks are obtained if you do all the questions correctly.	Lectures, discussions, questions and answers, assignments and performances (presentations) 4 X 5			0%
4	Understand basic grip techniques and forehand and backhand strokes	Students can explain four types of grips and perform 2 types of serves	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun 3.Full marks are obtained if you do all the questions correctly.	Lectures, discussions, questions and answers, assignments and performances (presentations) 4 X 5			0%

5	Understand and be able to perform Basic Techniques	Students can do 2 types of punches	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Lectures, discussions, questions and answers and 1 X 1 assignments			0%
6	Understand and be able to perform Basic Techniques	Students can do 2 types of punches	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Lectures, discussions, questions and answers and 1 X 1 assignments			0%
7	Students can perform basic punching techniques	Students can do 2 types of punches	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun 3.Full marks are obtained if you do all the questions correctly.	practice 4 X 50			0%
8	Students can perform basic punching techniques	Students can do 2 types of punches	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun 3.Full marks are obtained if you do all the questions correctly.	practice 4 X 50			0%

9	UTS	UTS	Criteria: UTS	UTS 1 X 1			0%
10	Students can perform basic footwork techniques	Can do footwork movements	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
11	Students can perform basic footwork techniques	Can do footwork movements	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
12	Students can apply various types of strokes in learning	Able to make modified games which include elements of hitting in the game of badminton.	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and 4 X 50 assignments			0%

13	Students can apply various types of strokes in learning	Able to make modified games which include elements of hitting in the game of badminton.	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
14	Students can explain the match system and refereeing	Able to explain and simulate match and referee systems	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
15	Students can explain the match system and refereeing	Able to explain and simulate match and referee systems	Criteria: 1.Full marks are obtained if you can make punching movements well and the skill results are also good. 2.Completeness of results reports from tips in the form of games that are easy, effective, efficient and fun. 3.Full marks are obtained if you do all the questions correctly.	Discussion, performance, questions and answers and 4 X 50 assignments			0%
16	UAS	UAS	Criteria: UAS	UAS 1 X 1			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.
3. **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.
 4. **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.
 5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
 6. **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.
 7. **Forms of assessment:** test and non-test.
 8. **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.
 9. **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.
 10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
 11. **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%.
 12. TM=Face to face, PT=Structured assignments, BM=Independent study.