Cougar swing: A web site model curriculum devoted toward improving hitting productivity for varsity baseball competition

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**Abstract**

The main goal of this project is to develop a curriculum for hitting by designing an instructional web site and evaluation unit for high school baseball players at Canyon Springs High School.

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Many models of curriculum development have been reported in literature. For example, Classic Model, also known as Prescriptive Model (Tyler, 1949), considers curriculum development as a linear and logical activity mainly focusing on four aspects. Her model gives due consideration to external factors that may affect various components of a curriculum including the vicinity and community of school's location, the school district’s educational policies, the goals, resources, and administrative strategies of the school, teachers’ personal style and characteristics, the nature of the student population. Employee productivity is a major concern for employers and lower productivity cannot be blamed on the employee entirely. A lot of it has to do with the environment at the work place, and the work conditions along with a series of factors that define the work culture. Employers have to implement wide spread changes in their setup to improve the productivity of their work force. Employee talent is a valuable asset for a company or organization, and it needs to be tapped to its fullest by keeping the employees motivated to perform and deliver the results they are qualified for and capable of. Emp