



# **Using computers as a way to help learn some skills for a sports education lesson**

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## **1. Introducing research:**

### **1.1 Introduction to the research:**

The rapid changes that have taken place in our world have changed the concept of modern education, which seeks to develop education through reliance on education technology and its modern educational means, and the success of the educational process in the field of sports education depends on many factors and multiple factors not only the role of both teacher and student but also to include the role of educational devices and means, and the contribution of these devices and means in providing appropriate educational conditions suitable for the possibility of the learner and time Dedicated to education.

Computers are one of the most commonly used methods in many areas of life as computers entered the fields of education and scientific research from the widest doors and enriched the educational process at all levels and can no longer keep up with the development and change in this contemporary life away from it and the computer is one of the educational means that can be used on all activities in general and the field of sports in particular as it works to increase the speed of learning and improve quality. The importance of using a computer is matured in increasing the teacher's ability to display the subject to be taught and enables the learner to understand and understand scientific facts, as well as reduces the effort exerted during the lecture and stimulates the motivation to learn.

### **1.2 Search problem:**

Scientific progress has a significant impact on supporting the educational process and providing the teacher with tools, means and devices that help him to make it easier to communicate information to learners, such as images, models and audio and visual recording devices, and the use of these modern methods and devices frees the teacher from the methods used, as well as the great economy of effort and time and in line with the scientific progress witnessed by the world, and accordingly the researcher decided to experiment with introducing the computer as a means of helping in the process of learning some skills to study sports education.

### **1.3 The importance of research**

In line with the scientific progress of our time and in a serious attempt to develop the lesson of sports education with other lessons, the importance of research is highlighted by the development of an educational curriculum that carries with it the possibility of learning some of the skills of the sports education lesson through the use of computers as a means of helping the learning process.

#### **1-4 Search objectives:**

- Recognizing the impact of computer use is a way to help learn critical football skills in sports education.
- Identifying the impact of using computers as a means of helping to learn football scoring in a sports education lesson.
- Recognizing the impact of computer use is a way to help learn the skill of intermediate handling football in a sports education lesson.

#### **1.4 Research assumptions:**

- There are morally significant differences between the results of tribal and remote tests of the two groups (experimental and controlled) in learning some skills to study sports education and in the interest of distance tests.
- There are morally significant differences in the results of remote tests between the two groups (experimental and controlled) in learning some skills to study sports education and for the benefit of the experimental group.

#### **1.5 Search limits :**

1.5.1 Human field: professional olive preparatory.

1.5.2 Temporal Area: 15/10/2018 to (15/12/2018).

1-5-3 Spatial Area: Professional Olive Preparatory Stadium.

#### **1.6 Search terms:**

- Computer as: "An electronic calculator and not an electronic mind in the understandable sense, because one of the features of the mind is the ability to think, analyze and innovate, and these queens cannot be done."

### **2.1 Theoretical framework:**

#### **• 1.1 Computer:**

The continuing technical revolution with breadth and proliferation has produced a computer that represents a paradigm shift and even a challenge to all the innovations or tools we can use in our daily lives. A computer or computer is defined as "an electronic calculator that transmits data, and then you use a particular program to provide it with this data to reach the desired results."

#### **2.1.2 The skill of rolling football:**

"Rolling is to use the parts of the foot to roll the ball on the ground when the player does not have a chance to pass and so when the player wants to advance in an empty yard and the roll with the ball must serve the team's offensive play plans and although modern football aims to speed up performance and prefer direct quick passing."

### **2.1.3 Football scoring skill:**

Scoring is one of the most important skills in football that the players aim to achieve goals in the goal of the opponent and settle the game in their favor, and scoring is the skill that both the player and the public love where they increase their enthusiasm when injuring the ball for the goal, and knows scoring "the basic means of scoring goals, It must be mastered by the players, which is no longer the preserve of the attackers, but all players have to train and master it from different distances and directions.

### **2.1.4 Football handling skill:**

Handling is one of the most basic skills used in football and the reason for this is because football is a group game in which the team as a whole participates in order to achieve the planned goal, handling "the basis of team play and is a component of communication and connectivity in collective plans, and the implementation of plans in football depends on the ability and ability of players to perform the games between them, There is nothing that affects the level of the team more than the bad and cut-out, and the perfect and correct handling increases the confidence of the players and helps them to move quickly towards the opponent's goal."

## **Research methodology and field procedures:**

### **3.1 Research approach:**

The nature of the research problem made it necessary for the researcher to use the experimental approach as (an attempt to control the situation to be studied except for the variable or variables that are believed to be the cause of a particular change in that situation).<sup>0</sup>

### **3.2 Research community:**

The research community is determined by the middle second-grade students of the Jihad Middle School for the 60 students.

### **3.3 Sample search:**

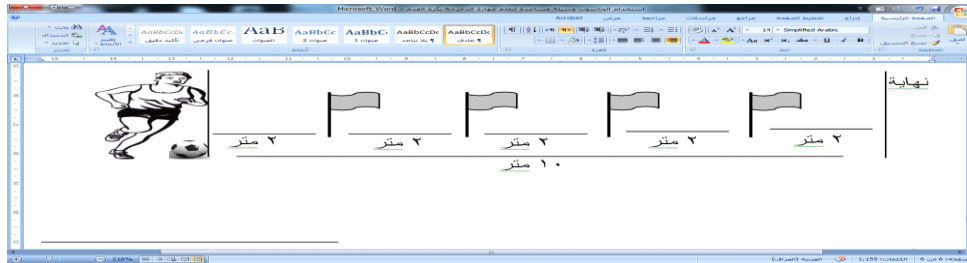
A deliberate sample of 24 students was selected randomly divided into two experimental and controlled groups (12) students per group, and the sample is "the model on which the researcher is conducting the whole and the focus of his work."<sup>0</sup>

### **3-4 Search tool:**

#### **3.4.1 Tests used:**

##### **3.4.1.1 Test of the skill of rolling football**

The researcher relied on the technical performance evaluation test of the skill of rolling football on the virtual form of skill by evaluating three of the gentlemen assessed in the game of football in a method of observation based on the overall degree of technical performance consisting of (10) degrees, knowing that this test is codified and used by researchers.



Shape (1)

The test shows the skill of rolling between the figures and the distance (10) meters

Description of the test of the skill of rolling football

- Test name: Rolling between the figures and the distance (10) meters.
- The purpose of the test: to evaluate the technical performance of the skill of rolling.
- Used tools: legal football, whistle, electronic stopwatch, number 4.
- Calendar grade: (10) degrees.
- Description of performance: The tested player performs three consecutive attempts to perform the skill of rolling, the player stands with a ball behind the starting line, and when given the start signal the player runs the ball between the figures as in figure (1).
- Registration: The best attempt is calculated for the test player from the three attempts and each evaluator and then collects the three best attempts and calculates the computational medium.

#### 3.4.1.2 Test scoring skills:

The goal of the test: measure the accuracy of scoring.

Used tools: seven footballs, a tug, a rope, a goal divided into three regions.

Performance method: Distribute (7) balls in the penalty area and the student starts running from behind the head on the penalty bracket towards the first ball, aims and returns to turn around the head, and then heads for the second ball. Thus with all the balls, the scoring is higher than the ground level and the student is free to choose any foot, with the performance being done in jogging mode.

Registration method: The grade is calculated by the group of grades obtained by the student from scoring the seven balls as follows:

The student is awarded (3 grades) if the ball enters the specified areas (1.3).

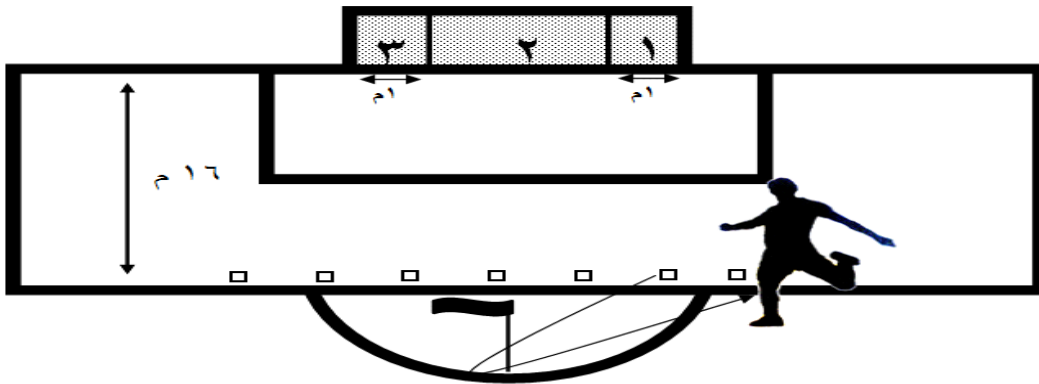
The student is awarded one degree if the ball enters the specified area (2).

The student is given zero if the ball goes out of goal.

If the ball hits the crossbar or column, the ball does not enter and the student does not enter the degree of that specific area in which the ball hit.

Implementation of the test: The student stands near the first ball and as soon as the start signal is

given, the student runs towards the person to rotate around it and returns to the ball to score it towards the goal and then returns to rotate around the head and head for the second ball and so on until he finishes scoring the seven balls, and the person who registers is required to be higher than the ground level while leaving the freedom to perform the test at any foot of his choice provided that the performance is done in the position of running, while the person registering to be on the side of the ground The goal is to calculate the number of successful attempts and score each attempt to then collect the score of those attempts.



Shape (2)  
The scoring skill test shows football.

### 3.4.1.3 Testing the skill of medium handling football. <sup>0</sup>

The goal of the test: to measure medium handling.

Tools: Limited test area, (5) balls or more, measuring bar, burke.

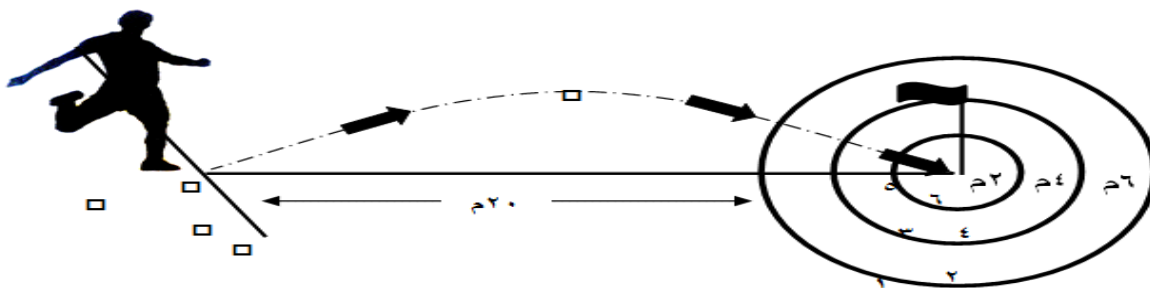
It paints three overlapping circles, respectively (2m,4m,6m) and is given grades respectively (6,4,2) and the center of the circles is the point of distance between the starting line and the three circles, which are 20 m away.

Test execution: The player is given (5) consecutive attempts.

The number of scores the player has received from the five attempts is calculated.

In the event of a ball falling on the circle lines, the following grades are given in sequence to the circles (5,3,1) degrees.

The attempt is repeatedly failed in the event of the ball falling out of circles.



Shape (3)  
The intermediate handling test shows football.

### **3-4-2 used devices and strategies:**

- Lap Top 1.
- Data Show number (1).
- Video camera number (2) type (saony).
- Manual type calculator (casoy).
- Electronic stopwatch number (4).
- Balance to measure weight number (1)
- Measuring bar in centimeter number (1).
- Laser discs (CD) number (4).
- Whistle number (2).
  - The playground of the Jihad Middle School for Boys.
  - Arab and foreign sources.
  - Interviews.
  - Observation and experimentation.
    - Data dump form.
    - Auxiliary staff\*.

**3.5 Photo and illustrative film preparation:** Some images and illustrations of the subject of the research have been included, and have been presented to a group of experts in the field of teaching the skills of the sports education lesson and most of them have been accepted, as their opinions have shown that they are valid and useful to be applied as a model for teaching the skills in question, although most of these images and films have been applied by players with a high level of technical performance, making them an ideal model for the motor skills that will be learned.

The researcher then used a computer expert to enter, prepare and arrange images and films according to the hierarchy to teach all the skills in question, as well as to introduce some special explanations that serve the educational process, for the purpose of showing them beautifully and coordinatedly to increase the learner's desire and motivation.

### **3.6 Reconnaissance experiment:**

A survey experiment was conducted on 10 October 2018 before tribal tests were conducted on a sample of middle/middle-class students of jihad for boys without a research sample of (6) students, randomly selected.

3.7 The researcher used the following statistical tools:

- Arithmetic medium.....<sup>0</sup>.
- Broker.....<sup>0</sup>.
- Standard deviation.....<sup>0</sup>.
- Sprain factories.....<sup>0</sup>.
- Simple confusion.....<sup>0</sup>.
- T-TEST for non-independent samples.....<sup>0</sup>.
- T-TEST for independent samples.....<sup>0</sup>.
- **View test results as imposed :**
- **It shows the results of the tribal and remote testing, the computational circles, the standard deviations of differences and the value (t) calculated for the second and experimental groups.**

4.1.1 Presentation of the results of the tribal and distance football skill test:

Table (1)

Features	Unit of measurement	Tribal test		Remote test		Value (t)		Significance
		Arithmetic medium	Standard deviation	Arithmetic medium	Standard deviation	Calculated	Scheduling	
Experimental	degree	7.38	1.21	15.3	1.35	12.18	2.201	Moral
Officer	degree	7.09	1.17	12.1	1.61	9.98		Moral

- Below the level of significance (0.05) and the degree of freedom (11)=1-12).

4.2 Presentation of the results of the test of scoring skill in tribal and remote football:

Table (2)

Features	Unit of measurement	Tribal test		Remote test		Value (t)		Significance
		Arithmetic medium	Standard deviation	Arithmetic medium	Arithmetic medium	Calculated	Scheduling	
Experimental	degree	5.22	1.51	10.2	1.65	9.18	2.201	Moral
Officer	degree	5.08	1.47	8.3	1.71	7.42		Moral

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- Below the level of significance (0.05) and the degree of freedom (11)=1-12).

#### 4.3 Presentation of the results of the intermediate handling skill test in tribal and remote football:

Table (3)

Features	Unit of measurement	Tribal test		Remote test		Value (t)		Significance
		Arithmetic medium	Standard deviation	Arithmetic medium	Standard deviation	Calculated	Scheduling	
Experimental	degree	4.23	1.55	7.2	1.35	8.18	2.201	Moral
Officer	degree	4.09	1.43	5.53	1.61	7.10		Moral

- Below the level of significance (0.05) and the degree of freedom (11)=1-12).  
The results presented in the tables (3,2,1) showed that there was a moral impact in learning some of the skills of the sports education lesson and for the benefit of the two controlling and experimental groups, thus correcting the second imposition.
- Shows the results of the remote tests and the value (t) calculated for the experimental and controlling groups.

#### 4.2.1 Results of the distance football skill test:

Table (4)

Group	Unit of measurement	Remote test		Value (t)		Significance Statistics
		Arithmetic medium	Standard deviation	Calculated	Scheduling	
Experimental	degree	15.3	1.35	3.25	2.074	Moral
Officer	degree	12.1	1.61			

- Below the level of significance (0.05) and the degree of freedom (22)=2-24.

#### 4.2.2 Presentation of the results of the football scoring skill test :

Table (5)

Group	Unit of measurement	Remote test		Value (t)		Statistical significance
		Arithmetic medium	Standard deviation	Calculated	Scheduling	
Experimental	degree	10.2	1.65	3.13	2.074	Moral
Officer	degree	8.3	1.71			



- Below the level of significance (0.05) and the degree of freedom (22)=2-24.

**4.3.3 Presentation of the results of the intermediate handling skill test in football:**

**Table (6)**

Group	Unit of measurement	Remote test		Value (t)		Significance Statistics
		Arithmetic medium	Standard deviation	Calculated	Scheduling	
Experimental	degree	7.2	1.35	3.51	2.074	Moral
Officer	degree	5.53	1.61			

- Below the level of significance (0.05) and the degree of freedom (22=2-24).

The results presented in the tables (6.5.4) showed that there was a moral impact in learning some of the skills of the sports education lesson and for the benefit of the experimental group and thus validated the second imposition.

- **Conclusions and proposals:**

**5.1 Conclusions**

1. Using computers helped learn the skills of the sports education lesson and achieved better results than the method of learning.
2. Through its ability to display and repeat skills, the computer has been able to deliver the educational material in an interesting and simplified manner to learners.
3. Computer work to increase the motivation of learners (students) towards self-learning through learning (watch- performance- watching - performance correction - comparison).
4. Through its ability to display images and movies slowly and divide skill parts, the computer recognizes the skill learners' performance with high accuracy of compatibility.

**5.2 Proposals**

1. Use the computer to learn other skills to study sports education.
2. Use the computer to learn the skills of the sports education lesson for different age groups and both sexes.
3. Circulating the computer-designed tutorial to schools to benefit from it in the educational process.

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