THE EFFECT OF USING E-LEARNING TECHNOLOGY OF BLENDING STYLE IN LEARNING SOME THE BASIC OFFENSIVE SKILLS IN BASKETBALL FOR THE EIGHTH GRADE STUDENTS BY AGE (13-14) YEARS

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ABSTRACT:

The aim purpose of this research is to find the effect of using e-learning technology in a blended learning style in learning some of the basic offensive skills in basketball for the eighth-grade students of Al-Mustapha Secondary School for excellent Boys in the General Directorate of Education in Baghdad, Karkh II. The research community consists of (75) students of the eighth-grade student from section (ABC), and 28 students were selected as randomly from selected samples (eight students were selected for the exploratory experiment), the rest of the sample was divided into two groups (experimental and control). (10 students) per educational group. After conducting the scientific procedures for the tests and the equation in homogeneous sample, each group of the experimental and control groups implemented their educational curriculum as follows:

1. The first experimental group applied the blended learning method

2. The second control group applied the usual of method of the physical and sport educational teacher

The study lasted eight weeks, two units per week for each group. The time of the study was 45 minutes per unit. The researcher used the statistical rules and some statistical laws to analyze the data.
The researcher concluded that the applying of the blended learning method has proved effectiveness in learning and acquiring some basic offensive skills (high dribbling, chest passing and stability scoring) in experimental group basketball compared to the traditional method followed by the control group teacher.
The researcher recommended the need to use e-learning in the form of education that is mixed with other activities and skills for the same school level and the need for teachers to adopt physical education blended method in their curriculum.

Keywords: e-learning technology - the basic offensive skills – basketball.

INTRODUCTION

The researcher seeks to use modern teaching methods to acquire good knowledge and learning to raise students' desires and interests in which will increase their motivation to learn and provide them with the skills that develop thinking, innovation skills, and help them develop their abilities to use modern technologies and

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integrate them into e-learning. In order to achieve the objectives of the educational process.

The researcher believes that the mixed learning approach is one of the innovative solutions to improve the education and progress. The teacher prepares the lesson with multimedia and learning technology that makes the lesson more enjoyable, stimulating and better learning for the   student.
Blending education is a modern teaching method in providing the required educational materials in many aspects that allow for change according to the student's preferred method, allowing the teacher to focus on important ideas as they write, synthesize lecture and presentation through multimedia, integrate e-learning and traditional learning.

This will provide students with focus on organizing tasks to take advantage of educational materials because they are arranged and coordinated in an easy and a good way.

Basketball is based on basic skills as it is important basis for the level of progress of the learner. Skills are the basis for learning any game, using modern teaching methods and using e-learning in learning and teaching through the proper application of motor skills and how to teach them to learn. Learning the basic offensive skills in basketball, commensurate with their cognitive physical needs, knowledge and skills.

The importance of the research is through the application of the method of blended learning methods in educational institutions through the use of electronic grades in the schools of excellence, especially in the physical education lesson for middle school students and contribute to the acquisition and retention of some basic offensive skills in the basketball for students of eighth grade in schools of excellence.

MATERIALS AND METHODS:

Research Methodology:
experimental and control groups with tribal and remote
The researcher used the experimental method of testing to suit the nature of the problem

Search community and sample:
The objective of the research is to use a method of teaching, which is a blended learning, to learn some of the basic offensive skills in basketball for the eighth-grade students of Al-Mustafa Secondary School in the General Directorate for the Education of Baghdad Karkh II. The research community consists of (75) students of the eighth-grade student from section (ABC), and 28 students were selected as randomly from selected samples (eight students were selected for the exploratory experiment), the rest of the sample was divided into two groups (experimental and control). (10 students) per educational group. After conducting the scientific procedures for the tests and the equation in homogeneous sample, each group of the experimental and control groups implemented their educational curriculum as follows:

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The researcher recommended the need to use e-learning in the form of education that is mixed with other activities and skills for the same school level and the need for teachers to adopt physical education blended method in their curriculum.

The researcher used the experimental method and design of two groups with pre-test and post-test. "More than one experimental group can be used according to the importance of controlling the factors and the expected accuracy of the experiment" as Fawzya Garibah and others stated.

Table (1) Experimental adopted design in the research

Educational methods	Aggregates	pre tests	the program	post tests
Method of A blended learning	the group Experimental First	-High dribble Chest pass - - The scoring of the stability in the basketball game	education programs	-High dribble -Chest pass -The scoring of the stability in the basketball game .
Method From the teacher	the group Control Second	- High dribble - Chest pass - The scoring of the stability in the basketball game	Regular Program	-High dribble - Chest pass -The scoring of the stability in the basketball game .

After examining the scientific sources, previous research, the opinion of experts and specialists in motor learning the basketball teaching methods. These tests were selected for the skills of basketball in search because they are easy and standardized tests applied in the Iraqi environment and the same age. The scientific coefficients were conducted (honesty, stability, subjectivity) for the tests subject to the research agencies:

. - the first test: high dribbling distance (20) m

- the second test of the battery Liston: bouncing back test (chest passing with the wall)

The third test of the Ever battery: test of free stability throw-

After studying many sources, previous scientific studies, conducting interviews with experts and specialists in the field of motor learning and teaching methods in basketball and the opinion of the scientific committee and conducting exploratory experiments, the researcher developed a curriculum for the experimental group for eight weeks for each group, the rate of (16) educational units. 2 teaching units per week for each educational group Unit time (45 minutes) for the period from 24/10/2018 to 24/12/2018

The vocabulary of some of the basic skills of basketball was based on his experience in the field of his work as a teacher of sports and physical education, especially in the field of teaching basketball. In addition to the follow-up of scientific and educational sources, and approved by the scientific committee as well as

consultation of expert opinions, learning methods and teaching methods activities of the Iraqi Ministry of Education.

Exploration Experience:

The researcher conducted an exploratory experiment on Monday related to the research tests in Prior to conducting the before tests, two basketball proficiency units were held on Tuesday (19/10/2018) for the purpose of introducing students to the skills and steps required to implement and execute the required tasks to achieve the required objectives as well as to prepare all test requirements and assistive staff. order to :

Know the time required to perform tests .

Know the validity of the tools and devices used in the Search.

.Find out whether the sample accepts the tests

Identify the obstacles and difficulties that may arise

Experiment . .in the main

Main experience:

Tribal skills tests for the research sample:

Pretests were carried out with the help of the supporting team in the school's sports arena to conduct technical tests. Video tests were filmed taking into account the location of the camera so that the vertical direction of the skill performance is

at a height suitable for providing the best possible imaging as follows:

The pretest skills of basketball were conducted in cooperation with the school administration and were as follows:
• Test (high dribbling - Chest passing) on Wednesday, 20/10/2018.
• Test (stability scoring test) on Thursday, 21/10/2018.

The technical performance of the students (for the experimental and control groups) were filmed. The film was converted into a CD and distributed to experts and specialists in the basketball. Note that the number of arbitrators were three, the grade of (10) according to the distribution of points on the movement parts of offensive basketball skills.
Firstly, the first experimental group using e-learning according to the blended learning method.

After the researcher examined a number of models of blended learning designed method, the researcher adopted the Sharman education design model. This model is a number of basic stages (content analysis phase, design stage, production stage, application phase, evaluation stage). Each of the stages built in this model is as follows:
1- The phase of analysis of educational content: The curriculum of the Ministry of Education in the second semester of the academic year (2018-2019) includes some of the basic offensive skills of basketball for students of eight grade, and analysis of the characteristics of learners in the efficiency of students in the use of computers and projector taking into account teaching by the teacher face to face.

2 - Design phase: The teacher organized the educational goals, the method of providing blending education and methods and provide feedback (internal and external) and educational activities.
3 - Production phase: The teacher of physical education to prepare the educational material according to the blending educational method where the teacher design lessons according to the presentation program using multimedia using PowerPoint to be taught by the teacher in the classroom face to face with students using computer and electronic board. Mixing them between different styles of online-based technology and recording video clips of the technical stages of basketball skills and the use of sound

effects and music and the rest of the devices that will be mentioned in the educational part of the lesson plan.
4 - Implementation phase: applying of the blended learning method by students in the educational unit according to the curriculum of the skills of basketball and the repetition of skill in the practical part of the application of the lesson in the arena (basketball court).
5 - the evaluation phase: The goal of this stage is to measure the effectiveness and efficiency of education, divided into two types as follows:
A - Formative and field assessment: It is provided to the students during the study represented by the self-evaluation after each lesson and through the teacher's observation of the student's performance of the required activities and interaction with the educational program within the unit.
B - Final schedule: It is provided to students after the completion of the application of the educational program to ensure the effectiveness of the program as a whole.

The lesson is conducted according to the method of blending education method by receiving the student's education under the directions of the teacher face to face or use the electronic board and

discussion between students and teachers or interactive video of some basketball skill that will have the greatest burden on the teacher through:
- The researcher identified the subject and analysis of the content and then prepare the video with the sound effects of the explanation devoted to them through the teacher of physical education of the types of basketball skills placed research and serialization and add some effects in editing programs, and printed on CD.
- The practical application of the lesson by students in the arena on what was seen in the classroom and guide the teacher (feedback) during the practical application of the educational unit.
The researcher divided the lesson (educational unit) (45 minutes) according to the method of education blending into sections:
o Preparatory Section: (10 minutes) Divided into:
- (2 minutes) Students exit to the outside arena to warm up after completing the educational part (theoretical within the class).
- (4 min) General Warming to suit the motor performance of the skill of the basketball subject of the research.
- (4 minutes) private warm-up.
- The main section: (30 minutes) divided into:

• Educational part: - (10) minutes:

The skills of basketball in the classroom were studied in theory according to the method of learning mixed with the use of the rotation model, learning the stations inside the class without moving the students from one place to another. This is what Atef Abu Hameed Al-Sherman (2015)[1] pointed out.

The educational part was divided into stations where the student moves between them and enhances his knowledge and skills on the subject of the lesson in order to achieve his desired goals according to a pre-arranged schedule or according to the instructor's instructions, using the following techniques:

- (5 minutes) The first station The teacher will present an interactive video by the electronic board about the skills of the basketball subject of the research according to the curriculum and according to the sequence of skills subject to the collective and the teacher will explain the skill with the presentation and sound effects.

- (2 minutes) the second station presents static and animated photos with an audio tool about basketball skills within the classroom.

- (3 minutes) the third station, the teacher will take the discussion with the students face to face by giving feedback. Application section: Duration (20) minutes

the teacher used visual and sensory methods such as Use a measuring mirror (150 cm x 2 m) so that the learner could see his performance in front of the mirror and the teacher also used various colored rubber balls, and an educational tool for students to learn. The various skills

prepared in the plan will be applied with redundancy to serve the skill.

Final section: (5) minutes of relaxation exercises and cooperative entertainment.

- The second group control in accordance with the traditional teaching method followed by the teacher and is called the command style.

Post-tests:

The tests were conducted at the end of the period of application of the educational curriculum and in the same way as tribal testing, in the same team and place of tribal testing. The technical performance of the skills of the three groups was filmed and the film was transferred to a CD and presented to the experts and specialists in the basketball to evaluate the students' performance from (10) grades and as follows:

1 - The test of chest passing on wall - the test of high dribbling on 22/12/2018.
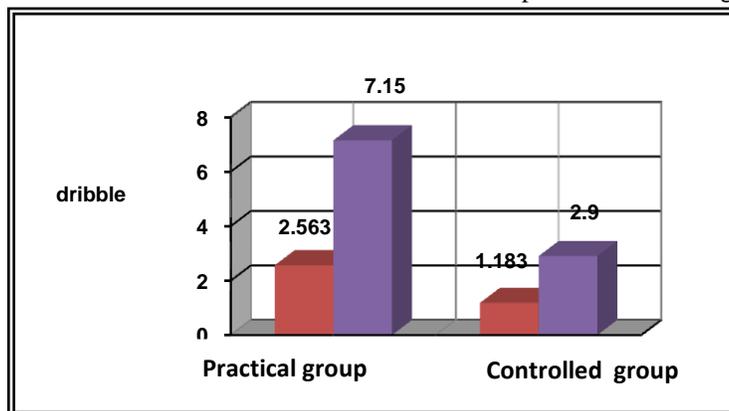
2 - scoring test from stability on 24/12/2018.

Statistical means

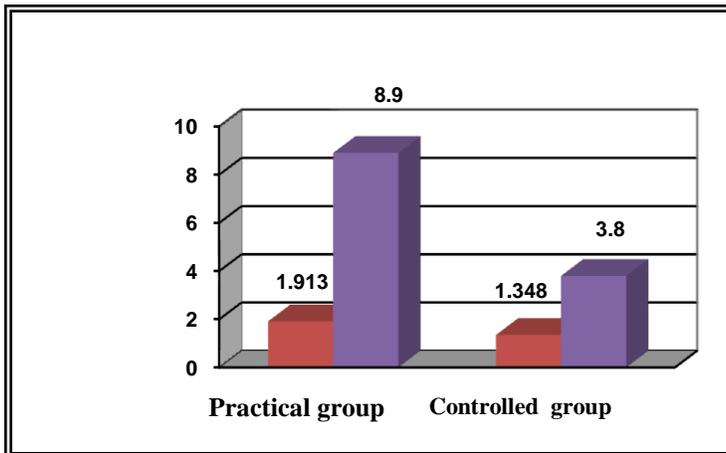The statistical spss and the following statistical transactions are used:

. - Arithmetic mean

. - Torsion factor

. standard deviation -

. T test for independent samples-

. - percentage

- Analysis of variance analysis

Less significant difference (L S D) -
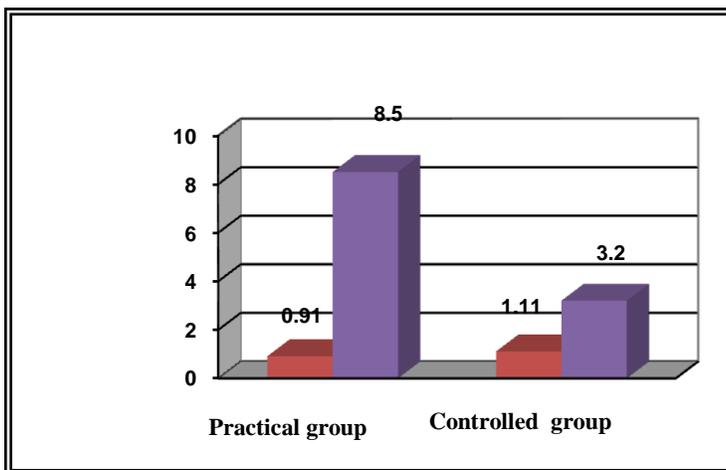
RESULT AND DISCUSSION:

Results of differences between Tribal tests and posttests in learning the performance of basketball skills of the two groups :

High dribble Figure (1)

Chest pass Figure (2)

The scoring of the stability Figure (3)

The graphs of the scores of the performance evaluation of the total movements for both Discussing the differences between the pretest and posttest in learning the performance of the basketball skills of the two groups By observing the previous tables in which the values of (T) were all of a function for the members of the experimental group in the skills of basketball (dribbling, chest passing and scoring), which indicates the improvement in the performance of these skills and the movements of the body all contributed to the performance because of the exposure of members of this group of learning methods that helped to learn these skills according to the technical performance required and correct, as some studies indicate. There is an impact on learning to observe by using the improvement of skills to learn to varying

degrees to achieve the goals of skill and knowledge , as well as technology in the learning method of presentation.

Demonstration using the technical means that give a positive opportunity to understand the components of this skill performance and its practical application and thus gave an effective effect in raising the level of motor performance of skills.

The emphasis was easily due to the possibility of the teaching method used to explain the importance of this stage and the performance and movements in the body parts of the body (such as torso, legs, arms and head) and the extent to which this stage is related to the previous stages of speed and the full movement is as much as possible, which should be focused on education and training with the help of the appropriate means of education, so it is clear from the above that the degrees of

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posttests of the performance level of all these skills for the experimental group that used the technical media were much better than the same skills. This is due to the opinion of the researcher to the educational means adopted by the teaching of the members of this group, which was characterized by the use of innovative educational technology to achieve specific goals coherent configuration to improve the educational process by determining the goal to be reached. This way the recipient sees the skill to be learned registered vision, which has a picture of good performance and then can seriously apply skill as well as the use of accompanying feedback.

The application of skills after viewing them from the sample gives the courage and self-confidence to apply them at a good level and with the help of the method of sequential images that give more theoretical concepts than the process of feedback. Afaf Abdel-Karim (1990) indicated that the presentation of the skill and its application has a direct relationship between teacher alerts and learner responses based on instructions directly by the projectors and with the help of the teacher in the application of each movement of the learner and lead the movements according to the model, which shows the learner in the projector thus take the learner with the help of the teacher all the decisions of planning,Therefore, the researcher believes that different educational methods can achieve a good return in the educational process and according to the educational situation and psychological reactions appropriate to that situation. There may be appropriate methods and lead to better learning and improvement in the level of skill and knowledge of performance.

The moral differences achieved by the experimental group in the level of learning the skills of basketball under study represents the educational return achieved for the student himself, which includes not only knowledge, but also to the formation of knowledge structures of the learner related to the strategies of learning in each field of knowledge. To develop teaching strategies appropriate to the students' learning with the ability to access those strategies in the stages of design, implementation.

evaluation of the teaching situation. This is reflected in the evolution of the level of performance of basketball skills for the members of the experimental group and far better than the results of the control group who followed the traditional educational methods and that cannot generate new knowledge, and it cannot contribute to the cognitive output as a reflection of the outcomes of students' learning.

This means that there is a clear influence in learning the performance of correct and appropriate movements of the basketball skills of the experimental group members using modern techniques compared to the control group, which led to understanding the technical aspects of the performance of these skills. Through its vision of slow and normal photography as well as increase the factor of suspense and desire to perform, and contributed to this method to acquire skill by watching the model of this movement.

In addition, the educational aids and multimedia used to help to show the stages of the performance of basketball skills and images as well as the ability to slow down and pause of a skill, which helped to develop the compatibility and linkage between these stages accurately and positively and then accelerate the process of acquisition of skill from By focusing on the motion sequence of the performance of the technical stages comprising these skills, as the presentation of skills "has a significant impact on the evolution of fine compatibility to be consistent with the explanation and clarification"

Thus, improve the level of full motor performance. This was pointed out by Gamal Imam (1992) on (Risan Khreibt and Abdul Rahman Mustafa (2001) that the use of educational aids (audio visual) led to clarity of the learner's vision when dealing with the movement and improved skill level .

The basketball skills of the two groups of research:
Presentation of the results of the differences in the skills of basketball between the post-tests in the high dribbling skill of the two sets of research.

Table (1) :   Computational arguments, standard deviations, calculated value (t), and significance of differences between the control and experimental groups in the posttest at the performance learning levels of the high dribbling skill

The skill	Environments	Measure unit	Experimental group		Control group		t-test	Wrong level	Sig of differences
			mean	Std deviation	mean	Std deviation			
High Dribbling	Arms	Point	6.800	1.098	2.300	0.602	11.392	0.001	Moral
	Legs	Point	6.45	0.959	2.100	0.995	10.211	0.016	Moral
	Head & Eyes	Point	6.65	0.893	2.150	0.785	11.749	0.000	Moral
	Whole movement	Point	7.15	0.697	2.900	0.821	12.5	0.006	Moral

) ≥ *0.05(

Presentation of the results of differences in basketball skills between posttests in the skill of chest passing for the two groups of research:

Table (2): Computational arguments, standard deviations, calculated value (t) and significance of differences between the control and experimental groups in the post-test at the performance learning levels of the skill of the chest passing

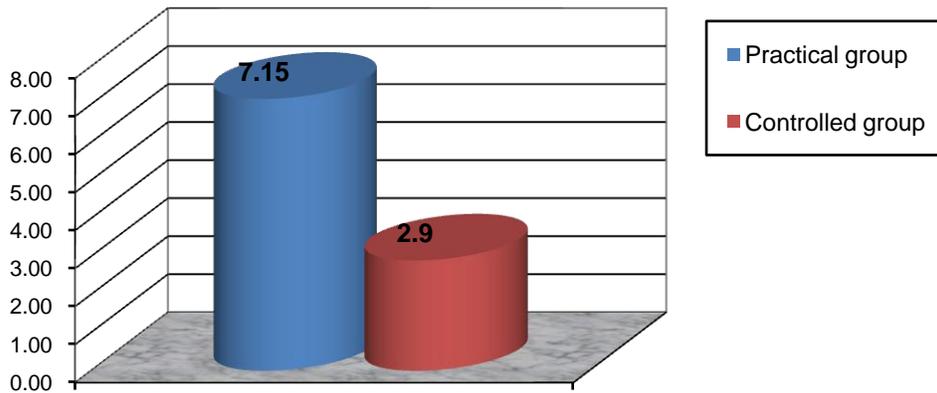| The skill	Environments	Measure unit	Experimental group		Control group		t-test	Wrong level	Sig of differences
			mean	Std deviation	Mean	Std deviation			
Chest pass	Arms	Point	8.100	1.75	3.600	1.211	5, 998	0.000	Moral
	Legs	Point	7.500	1.443	3,500	1.344	4, 587	0.000	Moral
	Head & Eyes	Point	8.900	1.190	3.80	1.262	8, 542	0.000	Moral

) ≥ *0.05(

Results of differences in basketball skills between posttests in the scoring skill of the two research groups :

Table (3): Computational arguments, standard deviations, calculated value (t), and significance of differences between the control and experimental groups in the post-test at the performance learning levels of scoring proficiency
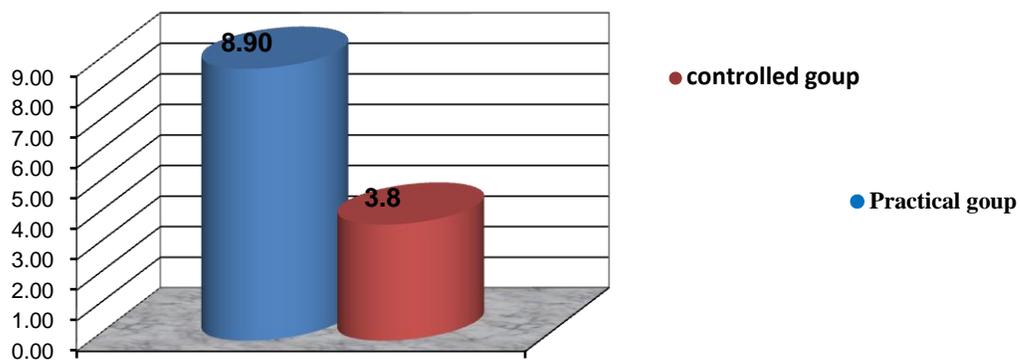
The skill	Environments	Measure unit	Experimental group		Control group		t-test	Wrong level	Sig of differences
			mean	Std deviation	Mean	Std deviation			
Stability Scoring	Arms	Point	6.500	0.751	3.100	0.887	9, 264	0.000	Moral
	Legs	Point	7.200	1.640	3,01	1.100	6, 730	0.000	Moral

	Head & Eyes	Point	8.500	1.590	3.20	1.031	8, 862	0.000	Moral

) ≥ *0.05 (

Figure(4) The diagrams of the remote tests of the total degree of dribble mastery of the two research of groups

Figure(5) The diagrams of the remote tests of the total degree of Chest pass skill for the two research of groups
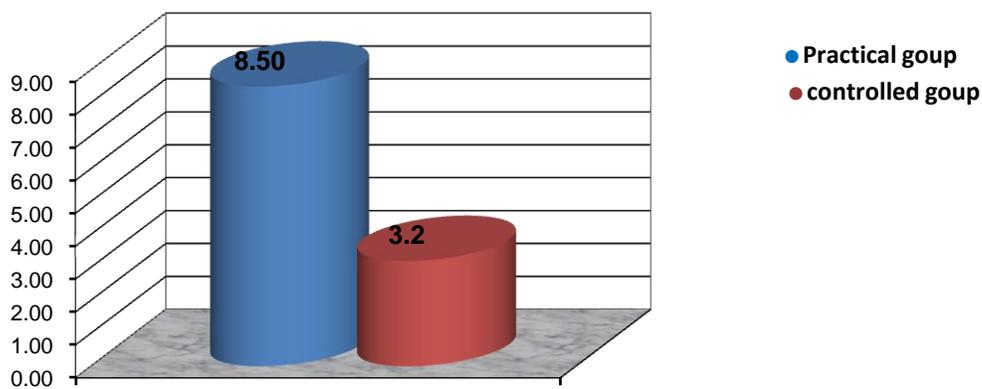

Figure (6) The diagrams of the test of free stability throw total trailing tests of of the two research groups

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- Discuss the results of the dimension of the skills of basketball, the subject of research in forms (4-5-6) The results of all statistical operations for the dimensional measurements of both groups indicated the progress of the experimental group members in the level of learning and performance movements of the body parts that contributed to the implementation of the skills of dribbling, passing and scoring, which is one of the basic movements in basketball in the lessons of physical education for middle school students. This is certainly due to the effectiveness of the usage of teaching aids within the framework of learning technology to establish and understand the basic movements of these skills as the importance of educational technology in the educational process contribute to the enhancement and improvement of sensory perception. An important role in clarifying the skill offered to the student. As well as improving students' ability to implement them in a good technical manner according to what is required of them to think and work and the means of technology education plays a large role in training the student to think systematically and solve the problems he faces. While ensuring that students' long-term learning impact remains on track, and that they develop their learning preferences and strengthen their positive attitudes toward them.

Multimedia has provided an opportunity to collect information on the skills under study from a variety of sources. In order to provide the learner with information, facts and practical concepts, to motivate the student themselves, and to provide immediate feedback on his mistakes, diagnosis, treatment and rate of advancement. It includes multimedia information presented in a full frame that attracts the learner and works to stimulate his senses as well as to control and interact with him actively and effectively depending on the speed of his own learning and abilities

This is what some researchers agreed that the educational means contribute to the acquisition of motor skill quickly by observing the kinetic model and practice of learners will help to imitate and identify the strengths and weaknesses in them, which helps to exclude the wrong movements and strengthen in correcting them

As for the results of the control group was a traditional results did not show a significant evolution, but there was a relative improvement in the values of the computational in the tests of the dimension as the teacher is teaching the students in the way he learned, and prepares his students

with the current functions without giving students the opportunity to work their minds and thought to confront This is why the teacher of physical education has separated from the modern methods of learning and teaching the skills of sports education, which led to the lack of opportunities for dialogue and feedback, which are the means to complete knowledge and improve the educational process and evaluation of students.

Studies were conducted in developed countries on the level of achievement when using the computer in the educational process, and the results of these results concluded that the experimental groups (studied by computer) outperformed the control groups (which did not use computers in learning). Arab studies have reached previous conclusions
These studies have encouraged the use of computers in education, which is now accepted, and even began to talk about the use of computers in other directions in education.

In other studies, it emerged that the computer - data show - electronic - and interactive video - in its current form is an effective and vital means especially in individual learning because it takes into account the individual differences of the learner in terms of the level of information and the speed of presentation, interactive video system in the field of education. It requires the learner to learn more about how to use the keyboard to interact with the information presented in the program.

The use of multimedia was to reach good results to a reasonable extent of the technical performance of the skill, so the use of more than an educational tool to develop the level of performance of students in these skills would give greater possibility to emphasize the feedback after each attempt and this is consistent with Christina (1996) proved that (in the initial stages of acquisition, feedback must be given after each attempt (continue to be strengthened)..

CONCLUSIONS:

- The researcher recommended the need to use e-learning in the form of education that is mixed with other activities .

- The curriculum mixed prepared was effective developing basic skills in basketball (-High dribble-Chest pass -The scoring of the stability) .

- Advanced technical teaching methods contributed in developing the movements of arms, legs, head, torso for basketball.
- Displaying the skills using the computer gave positive results in facilitating the learning process through watching the model perform and the ability to use slow motion to concentrate on details.

ENDORSEMENT:

- Using technology in teaching physical education skills in schools.
- Using the computer in schools to develop physical education lesson.
- Encouraging physical education teachers to use the computer in learning sport skills.

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ANNEXATION:

- The first test: the test (high dribble in basketball) for a distance (20) as in Figure
Test instructions:
The student should run a distance of (20) m from point (a) to point (b) -
-- The grade are calculated by evaluating the skill performance of the student by the basketball experts out of (10) degrees.
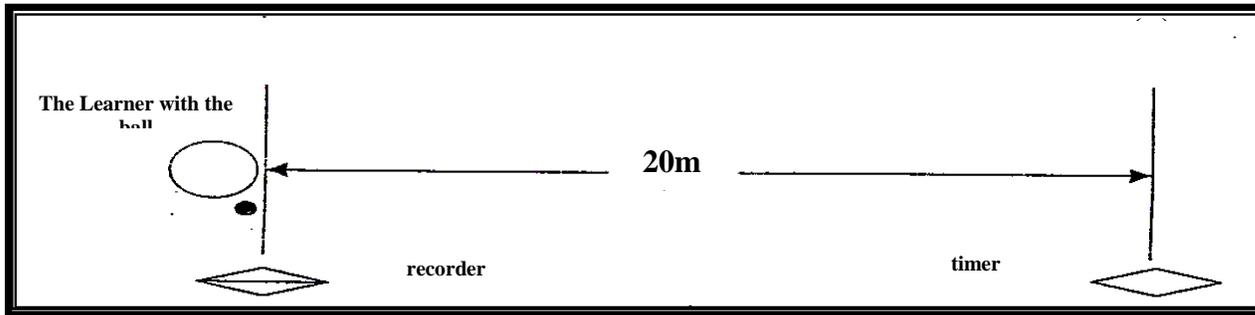

Figure (7)

the second test: test the chest pass with the wall as in Figure (8) -
 Test instructions:
 -Draws a line on a smooth wall measurs 120 x 60, rising from the ground for a distance of 90 cm, and away from the starting line (180 cm).
  - The student will pass against the wall for 10 seconds.
 - The number of correct manipulations is calculated within (10) seconds.
 - The grade are calculated by evaluating the performance of the experts for the correct round of (10) seconds.
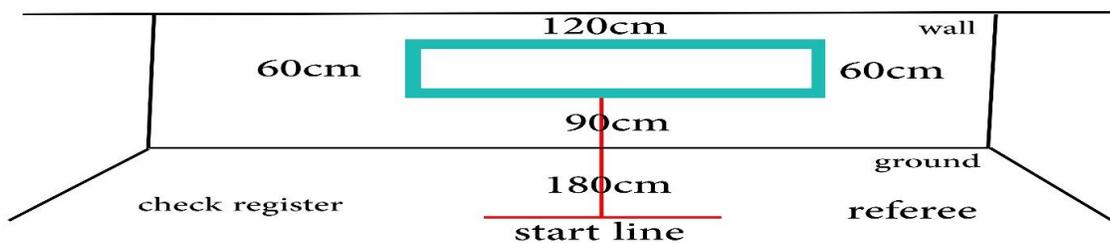

Figure (8)

3. The third test: test The scoring of the stability in to the basketball game in Figure.
Test instructions:
 -Each student (10) attempts .
 -The grades are calculated through the performance evaluation of the experts of (10) grades for the performance of the skill
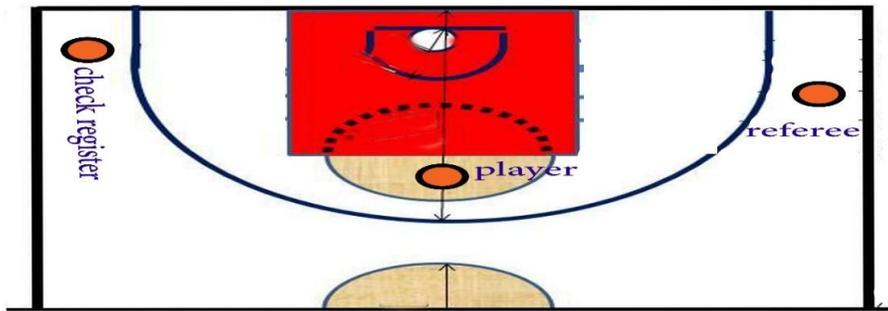 of the student

Figure (9)