THE EFFECT OF MULTIMEDIA SKILLS SKILL EXERCISES ON TEACHING HIGH SCHOOL AND BASKETBALL BASKET SKILLS FOR SECOND INTERMEDIATE STUDENTS

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ABSTRACT:

This study aims to prepare multimedia skills exercises in teaching basketball skills and handling basketball for the second intermediate students.

The researchers used the experimental method to suit the nature of the research problem and its objectives. The research vocabulary was applied to the sample of (30) students. The members of each group of (15) students. The study found that the members of the experimental group had a high level compared to the control group in the test of basketball skills under study.

As well as the need to take advantage of the proposed educational units that contain the methods used in research for their positive impact in developing the level of education of some basic skills basketball.

Keywords: Multimedia, Tabata, Bounce handling.

INTRODUCTION

Learning is one of the most important aspects and features that play an important role in the progress of many peoples, as it affects the positive and shameful impact "in the formation of a new generation on the foundations of modern and modern science, and this progress is measured by the knowledge of the methods, methods and theories of teaching methods and modern education, has added scientific development Many of the new methods that can be used by the teacher in the preparation of areas of expertise for students to be prepared with a high degree of efficiency, and in this regard (Tobji, 1986, p. 32) that the task of the teacher is no longer limited to explain and shed and follow the traditional methods of teaching but became His first responsibility is to draw Strategies lesson Lesson in which teaching methods and teaching aids work to achieve specific goals. (Karim, 1990, p. 26) believes that "there are many methods and methods that work in complementarity to address the curriculum, and to enrich the educational process and arouse the mind of the learner, which helps to pay attention to the process of explanation and concentration And loopback

Technological advancement plays a major role in providing the teacher with tools and devices that help ease the delivery of information to the learners. Multimedia is one of the forms of modern learning technology and the media is organized in a sequential manner allowing each learner to walk in the

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educational part according to its distinctive characteristics and be active and positive throughout. Duration of his passage.

In the view of (Lotfi, 1991, p. 32) that the method of multimedia of modern methods of learning where it provides an important service if used carefully during the learning process as the verbal explanation is not enough, the learner can not understand the explanation only within the limits of knowledge and information, but can Using the media provide more clear boundaries about the uncertainty and activity to be learned

Abbas (1972, p. 95) states that multimedia is a factor that positively affects the learner.

The game of basketball is one of the activities of the collective games and their abundant individual and collective skills as mentioned (Ahmed Mahmoud Abdel Dayem and Mohammed Sobhi Hassanin, 1984, page 44) It is one of the games that make the learner happy with learning different skills, basketball game depends on the basic skills As an important basis for progress in the performance level, the basic skills in basketball are an important cornerstone in the implementation of the art and methods of play and are very necessary when the implementation of playing plans It is very important to develop and adjust the basic skills through continuous exercise to achieve motor developments Learning skills and knowledge Good for all the basic skills and it appears to the learner to be able to implement the skill during the exercise or play in the performance of technical or legal properly. Hence the importance of research in a new scientific attempt to take advantage of multimedia in improving and mastering the educational process and thus reach an effective integration of learning in some basic skills basketball.

MATERIALS AND METHODS:

Research Methodology:

The researchers chose the experimental approach as it fits the nature of the problem to be studied.

Search community and sample:

The research community consisted of (140) intermediate students during the second semester of the year (2019-2020). (Multimedia method), and control group (traditional style), where the members of each group of (15) students.

Field research procedures:

The proposed tutorial using the multimedia method.

The researchers developed the educational program and tests the skills of the following basketball (high bounce and handling feedback) by following the method of each group was developed according to the following bases.

Program Objective.

The program aims to identify the effect of multimedia skills training in the teaching of the skills of high school students and basketball bouncing for the second intermediate students through the use of electronic devices and other posters and illustrations of the skills to be learned and used in educational units, and the presentation of models at the beginning of the unit by The main data show, for basketball skills under consideration, which helps to see the correct performance of these skills and benefit from them during the actual application as well as videos of the skills, as well as the preparation of colored flex The kinetic sequence of basketball skills under consideration to benefit from them in the knowledge of errors during the motor performance of this skill, which helps the student to overcome those mistakes at the same time in addition to depicting the performance of the player by a video camera in the applied part of the educational unit and display this performance at the end of the unit Mistakes made by the student when performing the required assignment and the attempt of the student to overcome those mistakes in the next educational unit, and also the use of live model presentation, the teacher performs basketball skills in front of students to identify the correct model performance, as well as the use of M and movies,

The researchers put the proposed educational units for some basketball skills under research by three units each week and the time of the unit (45) minutes and thus take the implementation of educational programs for eight consecutive weeks and the teaching program showed preference in the performance of basketball skills and favor multimedia method.

High-bandwidth test of standing (Rameed, 2017):

Purpose of the test: To measure the performance of feedback handling.

.Tools used: Camera,camera stand, basketball, DVD
Description of the test: The Taliban stand opposite each other, the distance between them (3m), placed a

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camera next to the Taliban at a distance of (4 m) the student performs handling to the colleague.

The method of calculation of the degree: The grade is calculated by filming the student and displaying a DVD (DVD) to a panel of arbitrators and the degree is confirmed through them on the performance evaluation form

The score of ten is divided into three sections (primary section (2) degree, main section (5) degree, final section (3) degree, where the highest score (10) and Wadani degree (1)

Backhand handling test (Ramidh, 2017):

. Purpose of the test: To measure the performance of feedback handling

Tools used: Camera, camera stand, basketball DVD.

Description of the test: The Taliban stand opposite each other, the distance between them (3m), placed a camera next to the Taliban at a distance of (4 m) the student performs handling to the colleague.

The method of calculation of the degree: The grade is calculated by filming the student and displaying a DVD (DVD) to a panel of arbitrators and the degree is confirmed through them on the performance evaluation form

The score of ten is divided into three sections primary section (2) degree, a main section (2) degree, a final section (3 degrees), where the highest degree (10) and the degree of (1).

Exploration Experience

For the purpose of determining the course of work, a pilot study was conducted to apply the research tests to a sample of (10) students representing the second average. The aim of the pilot was:

-Identify obstacles and mistakes that can occur during the application of the curriculum to avoid them.

-The safety of the instruments placed as well as the presence of their places and dimensions.

.Adequacy of the supporting team and the required guidance -

- Reassurance that the method fits with the students of this stage and serves the guidance that the researcher wants to serve the main part of the educational unit.

.The movement of the player and the way the receipt of balls and returned -

.Class registration method for the test -

.Organize application sequence tests -

.- Time spent on tests

.- Finalize the management of organizational and educational activities and tests

Statistical means

To answer the study questions, the following statistical treatments were used through SPSS

.- Arithmetic mean and standard deviation

.Test (T) for correlated samples -

- The application of the analysis (Independent Samples Test) to detect differences in the level of learning basketball skills in question.

RESULT AND DISCUSSION:

Table (1)
Computational media, standard deviations, calculated (t) value and significance of the experimental group differences in pre and post tests results in skill tests

Significance	(C) calculated	P	F.	Post test		Pre-test		the exams
				±P	S-	±P	S-	
,000	8.367	1.85164	.47809	1.35576	7.1333	1.35576	3.1333	Feedback handling
,000	12.763	.28730	1.11270	1.09978	7.0667	.73679	3.4000	High Polarity

Significant value (t) ≤ 0.05 at freedom degree (14)
Table (2)

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Computational Media, Standard Deviations, Calculated (t) Value and Significance Difference of Control Group in Pre and Post Test Results in Skill Tests

Significance	(C) calculated	P	F.	Post test		Pre-test		the exams
				±P	S-	±P	S-	
,000	7.407	.94112	.24300	.70373	4.7333	.70373	2.9333	Feedback handling
,000	4.172	2.04241	.52735	1.40746	4.8667	.97590	2.6667	High Polarity

Significant value (t) ≤ 0.05 at freedom degree (14)

Table (3)
It shows the arithmetic media, the standard deviations, the calculated value (t) and the significance of the differences in the distance tests between the control and experimental groups of the skill tests

Type of difference	Moral truth	Calculated value	Control group		Experimental group		Variables
			±P	S-	±P	S-	
moral	,000	7.502	.70373	4.7333	1.35576	7.1333	Feedback handling
moral	,000	7.407	1.40746	4.8667	1.09978	7.0667	High Polarity

Significant value (t) ≤ 0.05 at freedom degree (28)

The purpose of this study was to investigate the effect of multimedia skills training in basketball middle school students.

The results presented and analyzed for the pre and post tests showed that there were statistically significant differences between the pre and post tests and the experimental and control groups in the skill tests and in favor of the post tests but at a higher level for the experimental group.

The researchers explain the reason that the skill exercises used by researchers within the educational unit during the application of the lesson was effective in the development of understanding and understanding of the application of skills according to the method of multimedia as it influenced learners besides my theory during explaining the skill through excitement and thrill, which is an important factor in the process Education which reflects on the outcomes of the educational process positively.

In addition to the implementation of the instructions of the teacher within the educational unit of the multimedia method through the computer and display videos of these skills, allowing students the opportunity to develop their abilities and show creativity and led to the reflection on the interactive side among students during the skills under discussion. The results of our study coincide with the results published in the study (Karim, 2017), which concluded that the multimedia method contributed to the teaching of basketball skills and mentioned another study (Rameed, 2017) of the multimedia skill exercises developed an active role in teaching basketball skills. The multimedia used in the research had a positive impact in teaching basketball skills.

The results of this study showed that there were statistically significant differences in favor of the experimental group that was learned by computer in the skill of high tympanic and feedback handling. The researchers attribute the superiority of the experimental group over the control group to the fact that the computer is working to create an interactive learning environment so that the learner interacts with

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the computer according to his abilities, the learner can display the skill at a speed that is proportional to repetition for several times without bugs or boredom. 2000) The multimedia computer programs work to improve the learning process and provide more interactive and integrated presentations between the elements of voice, image and written text, which increases the learner's remembering of the skills learned, and this is confirmed (Ali, 2002) by mentioning some of the characteristics of multimedia learning, including: That the computer J, pictures, data show and video clips work according to the responses of the learner through: A - View the educational material whenever the learner wanted it. B- Possibility of controlling the speed with which the educational material is presented.

CONCLUSIONS:

- Skilled exercises prepared in a multimedia manner has an active role in teaching the skills of rebound handling and high drum basketball.
- The multimedia method used in the research has had a positive impact in teaching the skills of feedback handling and high drum basketball.
- The experimental group that used the multimedia method is superior to the control group in teaching the skills of rebound handling and high drum basketball.
- The use of multimedia method has had a profound and effective impact in the process of education.

ENDORSEMENT:

- The researcher recommends the use of multimedia method in teaching skills for other sports events.
- The need to take advantage of the proposed educational units that contain the methods used in research for their positive impact in the development of the level of learning some learning some basic skills basketball.

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Model of the educational unit in the style of multimedia basketball

Notes	Organization	Basic effectiveness or skill	Time	Sections of the educational unit
Stress the right stand	× × × × × **Student** **Δ** **Teacher**	Taking absences, configuring tools	**4m**	Preparatory segment
Emphasizing the unification of student movement Emphasize the performance of a model for each part of the skill	×××××× × × × Δ ×	A general configuration for all body parts	**4m**	Introduction
		Special configuration serving the main section with some exercises given the ball	**2m**	General warm-up
Emphasize totals in error correction	×××××××× × × × Δ ×	Explanation of feedback handling skill by showing videos of the skill given and clarified by the teacher to students during the presentation of the video on computers Model by teacher	**30m** **10m**	Warm up your
Division of students according to their skill level taking into account individual differences		Exercise (1) Perform movement without a ball. Exercise (2) Hold the basketball in front of the chest and make full circles in front of the front of the chest Exercise (3) Stand in front of the colleague at a distance of two meters and the work of the ball in front of the chest and then pushed fingers towards the ground with a marker placed. Exercise (4) Scroll between two colleagues from a distance of 3 m and then increase the distance and speed of performance	**20m**	The main part
Stress the system	××××× Δ	Small game Greet the leave and then leave the row to the row	**5m**	Educational Section

Skilled exercises with rebound handling and high drum.

High-bandwidth

Exercise (1) Tdtbp ball of stability from the normal level with the right hand.

Exercise (2) Previous exercise but left hand.

Exercise (3) the ball with the knees bent fully left and right hand.

Exercise (4) Tbtp the ball from walking in front and then behind and aside.

Exercise (5) Tbtp ball from running in front.

.Feedback handling

Exercise (1) Perform movement without a ball.

Exercise (2) Hold the basketball in front of the chest and make full circles in front of the front of the chest.

Exercise (3) Stand in front of the colleague at a distance of two meters and the work of the ball in front of the chest and then pushed fingers towards the ground with a marker placed.

Exercise (4) Scroll between two colleagues from a distance of 3 m and then increase the distance and speed of performance.

Exercise (5) Previous exercise with one foot ahead in advance.