

The Effect of Learning by Playing Strategy Using Educational Methods in Learning Some Basic Skills Offensive for Mini-Basketball

¹Asst. Prof. Dr. Ali Abdulaaima Kadhim Alsaedi; ²Assistant Teacher Mazin Abdulaaima Kadhim Alsaedi ; ³BSC. Hamza saad Ghaydh

^{1,2,3} Misan University, College of Physical Education & Sport Sciences

dr.alsadeali@gmail.com;mazinalsaidi24@gmail.co

Hamzasaadgh@gmail.com

admin@uomisan.edu.iq

Abstract

In order to reach the results and achieve the goal of the research by identifying the effect of a method according to the learning by playing strategy to develop some basic offensive skills for mini basketball (semen basket), the researcher used the experimental method on a sample of (20) players from the specialized school of basketball , and after the implementation of the experiment the processing of data obtained by the researcher , reached the most important conclusions, including : the use of the strategy of learning to play was his effect positive in learning skills Core offensive reel basket and increase learning among members of the group pilot . And, and there are significant differences in the variables of the study and tribal posteriori tests for the experimental and control groups in favor of the choice's dimensionality. The presence of significant differences in the dimensional study variables tests for the experimental and control groups and the benefit of the experimental group. It recommends the researcher as follows: the need to use a strategy of learning to play using the means of education in teaching skills offensive another team-games, and conducting studies of similar groups age different and games again.

Key words: strategy, learning by playing, teaching aids, mini basketball.

Introduction

The world is now witnessing a tremendous revolution in the wide scientific progress , so that competition between countries is mainly based on scientific and technological capabilities and capabilities, so it was necessary to join efforts and wake up for scientific activity and thought in it, in order to be able to keep pace with this tremendous technological revolution , and that this progress we must move away from Subjective estimates of motor diagnostics in all sports, and therapid development that we observe in the sports field is a reflection of scientific progress in all applied and theoretical scientific fields , as these sciences contributed to giving different solutions to help obtain advanced educational results . Research and studies have confirmed that children often tell us what they think and feel through their free representational play and their use of dolls, blocks, colors, etc. This is an effective role in organizing learning, and studies have proven the great value of playing in the acquisition of knowledge and the skills to reach it if it is properly exploited and organized. Learning by play is a directed activity that children undertake to develop their behavior and their mental, physical and emotional abilities, and at the same time it achieves fun, entertainment, and the style of learning by playing is the exploitation of play activities in acquiring knowledge, bringing the principles of science closer to children and expanding their knowledge horizons (Mahmoud, 2011). Learning to play is an expression of excess energy and contributes to the socialization of children and in personal growth , mental health and growth of emotional cognitive, and children are more able to express their feelings by playing more than talk, " and

play activity is directed is doing children to develop their behavior and mental,

physical, emotional and abilities And it achieves fun and entertainment (Rafidah, 2010), and the method of learning by playing is the exploitation of play activities in children's acquisition of knowledge, approximating the principles of science to children and expanding their scientific perceptions (Shibr, 2006) , and through play, children learn to cooperate with others and respect their rights as they learn to respect their rights. laws, rules and how to comply with them and enhance their membership of the group , and helps to play in the wish of memory, thinking, cognition and imagination and helps children to gain confidence in Allen vs. well adopt them and easily discover the abilities of their talent (Jamal, 2002) , playing is one of the important means to excite the imagination creative with the child Through it, the child discovers many experiences from the outside world, and the children's games must reflect the nature of their thinking, as they must be commensurate with their age and ability Counts . (Othman,1989). The educational process in general depends on a set of elements that are related to a coherent relationship and continuous interactions that cannot be separated from each other, and it can be said that educational means represent one of these elements and are a basic pillar in the educational process, and they are no longer seen as teaching tools that can be used at times, And dispensing with it at other times, as the modern view of educational aids within the educational process is based on the design and implementation of all aspects of the teaching and learning process, and this means that the choice of educational means proceeds according to an integrated educational system . J knew (AL Sheikh, 2016) as " a group of devices and materials used her teacher or student teaching and learning processes for the transfer of information to the student, both in the classroom or outside and help the learner to grasp and understand the content of the educational material and learning and mastery and less effort. It is noteworthy (Delimit is a group of tools, devices, and materials that do not rely primarily on reading and the use of words to convey or perceive their meanings, and they also contribute to providing individuals with educational experiences that have a lasting impact.

Research problem:Through the work of the researcher becoming specialist in the field of basketball game, and supervisor of the specialized basketball school,it's uncle d to the presentation of a study aimed at this age group and small from believing him to help trainers and teachers in facilitating the educational process and for perhaps t helped to resolve some the problems that face them, especially after using educational aids with them. The research problem lies in the following question: What is the effect of the learning strategy by using educational methods in learning some basic offensive skills of mini basketball (semenbasket)?.

The aim of the research:Identify the effect of using the impact of learning by playing strategy by using educational methods in learning some basic offensive skills of mini basketball.

Research Methodology

The researcher used the experimental method of designing two equal groups of pre and posttest due to its suitability to the nature of the research.

Research community and sample:Included society that p Search the players belonging to the basketball Specialized School affiliated to the Iraqi Basketball Federation Maysan Branch, which amounted to (20) player basketball class mini distributors to experimental groups and an officer at a rate of (10) players for each group randomly regular.

Literature Review

1. Identifying and testing some basic basketball skills

The researcher identified some basic skills prescribed and prepared within the curriculum of the Specialized School of Basketball, which are (chest handling from movement, high patience, and peaceful scoring). As for the tests, as for the basic skills tests nominated for basketball, they are:

▪ **Chest handling test:**(Mohammed, 1999)

The goal of the test: speed the pass Bra (15th) Pass:

Necessary tools: a basketball court, a smooth wall, a miniature basketball, a stopwatch, a whistle, draws a line on the ground (5 feet) (1.5) meters away.

Performance specifications: standing Laboratory Behind the line decree On Distance (1.5m) From Wall upon Hearing Signal Start up get up Laboratory Handling the ball on the wall Ibex Z that Be E the B level chest lab and faster What Can then get up to receive the ball distanceBounce off From Wall to be replayed Repetition the work Until that Lead (15th) Handling Sound.

Registration: -Calculates Time Which It takes Laboratory Ago Hearing Signal Start up and even touch the ball

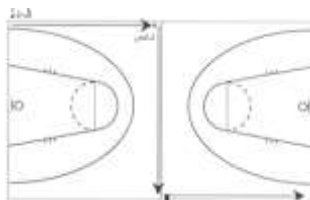
For a wall at the pass Fifth ten Last (seconds).

▪ **The high-pitched test:**(Ahmad,2004)

The aim of the test: to measure the skill of the high chuck.

Performance specifications: When the start signal is signaled, the laboratory starts performing the ball from the corner of the playing field towards the center line, then turns to cut the field from the center line, and then turns to complete the ball to the end of the field from the side line and as shown in the figure.

Recording: The distance is calculated in seconds and not close (0.01) to the end, from the start signal until the finish line is reached.



▪ **the peaceful correction test:**

The aim of the test: To measure the skill of peaceful aiming.

Performance specifications: The tester stands on the arc of the circle of the free throw area and then begins to launch to take the ball placed on the palm of the test operator and perform the peaceful shot, then return to perform the second peaceful shot after his rotation from behind the person placed on the arc of the circle and so on for ten attempts.

Registration:It records the number of successful attempts.



Table (1) shows the arithmetic mean, standard deviations, the value of (T) and the Sig. between the experimental and control groups in the pre-test.

Skills	GROUP	Mean	Std. Deviation	(t) calculated	Sig.
Chest Pass	Experimental group	21.500	0.849	13.286	0.00
	Control group	21.500	0.849	6.000	
	Experimental group	1.100	0.737	16.282	

Lay-up-shot	Control group	1.200	0.788	6.194	0.00
Dribbling	Experimental group	41.564	0.871	15.841	0.00
	Control group	41.686	0.923	6.135	

The results of the table showed (1) All the values of the significance level associated with the test values are (t) It was greater than the level of extreme significance (0.000). This indicates that there are no real differences (significant) between the results of the two groups, and this means that they are equivalent in all tests.

2. Main experience

After access to the vocabulary curriculum school specialized for football basketball, has been preparing units teaching according not a strategy of learning to play with the use of the means of education, as defined goals of educational skills that the sought pain trained to achieve them, then the researcher determine the method and the methods appropriate to the nature of the skills to be, then, the researcher designed exercises in the form of games style competition to be (games individual - games bi - games group) with emphasis on the rules of implementation of the provider so the means of learning appropriate as devices and materials and tools appropriate and adequate for the learners, because the goal of which continue playing until the end of the time set for the achievement of learning, also took into account the researcher to be games appropriate for the stage of the age and the level of growth, mental and physical players, and senses educated independence and freedom during play, and have a standard clear and precise to win the game that the objective basis for the games is to raise the motivation to learn effective, from through Competition and exploitation of energies. Taking into account the use of nutrition feedback continued during the performance. Start researcher Wen implementation of the main experiment on A'Ala Ravae 2 / 9 /2020 until the day of the one corresponding to 11 / 10 / 2020 for a period (6) weeks and at a rate of two units elite educational week according to the schedule weekly prepared by the coach of the school specialized, it was agreed with the coach that The teaching of the experimental group shall be according to the play- by- play learning strategy in the main section of the educational and practical parts of the educational unit.

3. Posttest

After the completion of the application of the pilot of the main researcher conducted posteriori tests on the research sample and the same tribal testing conditions, and so on whining 12 / 10 /2020, as was done testing the basic skills of offensive and with the help of D Lord school specialized basketball.

4. Statistical means

The researcher used the statistical bag (SPSS) To process the data obtained from these methods (arithmetic mean, standard deviation, (t) test for correlated and non- correlated samples.

Presentation, analysis and discussion of results:

Presentation and analysis of the results of the pre and post tests for the experimental and control groups in basic skills of basketball:

Table (2) shows the arithmetic mean, standard deviations, t-value and error level in the pre and posttests of the experimental group in the skill tests (Chest Pass-Lay-up-shot - Dribbling)

Skills	Test	Mean is arithmetic	Std. Deviation	(t) calculated	(Sig)
Chest Pass	Pre-test	21.500	0.849	13.286	0.00
	Post-test	18.400	0.966		
Lay-up-shot	Pre-test	1.100	0.737	16.282	0.00
	Post-test	4.700	0.674		
Dribbling	Pre-test	41.564	0.871	15.841	0.00
	Post-test	38.565	0.897		

schedule (2) It shows the scores obtained by the players in the pre and posttests of the experimental group in the tests of the chest handling skill, as they reached the pre-arithmetic mean 21.500 (F) The tribal standard deviation is reached (0.849) The value of the dimensional arithmetic mean (18.400) And the dimensional standard deviation is reached (0.966) The value is (t) (The Accountant) 13.286 (At a degree) Sig (Adult) (0.000). As for the scores obtained by the players in the pre and posttests of the experimental group in the tests of the skill of peaceful correction, where he reached the pre-arithmetic mean (1.100) And the standard deviation reached (0.737) The value of the dimensional arithmetic mean (4.700) And the dimensional standard deviation (0.674) The value of (t) The Accountant) 16.282 (At a degree) Sig (Adult) 0.000. As for the scores obtained by the players in the pre and posttests of the control group in the high skill tests of the masters, where they reached the pre-arithmetic mean (41.564) (F) The tribal standard deviation is reached (0.871) (The value of the dimensional arithmetic mean (38.565) And the dimensional standard deviation is reached (0.897) The value is (t) The Calculation (15.841) At a degree (Sig) Adult (0.000).

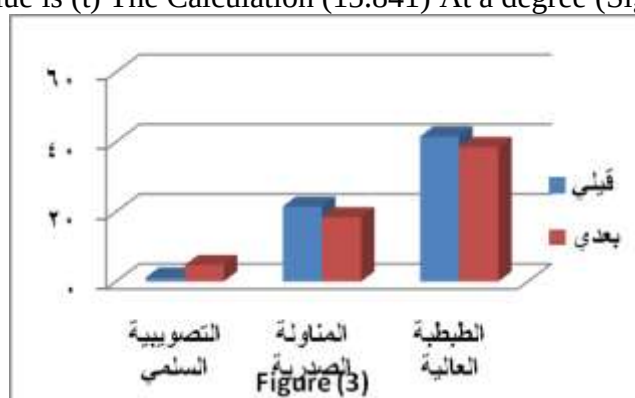


Figure (3) shows the arithmetic mean, standard deviations, and standard error of the pre and posttests of experimental group in skills (peaceful correction, chest handling, high punching)

Table (3) shows the arithmetic mean, standard deviations, and standard error between the skill tests (Chest Pass-Lay-up-shot - Dribbling) for the control group.

Skills	Test	Mean is arithmetic	Std. Deviation	(t) calculated	(Sig)
Chest Pass	Pre-test	21.500	0.849	6.000	0.00
	Post-test	20.500	0.823		
	Pre-test	1.200	0.788		

Lay-up-shot	Post-test	3.000	0.942	6.194	0.00
Dribbling	Pre-test	41.686	0.923	6.135	0.00
	Post-test	40.985	0.862		

schedule (3) It shows the scores obtained by the players in the pre and posttests of the control group in the tests of the chest handling skill, as they reached the pre-arithmetic mean (21.500) (F) The tribal standard deviation is reached (0.849) The value of the dimensional arithmetic mean (20,500) (And the dimensional standard deviation is reached (0.823) The value is (t) The Accountant (13.286) At a degree (Sig)Adult (0.000). As for the scores obtained by the players in the pre and posttests of the control group in the tests of the skill of peaceful correction, where he reached the pre-arithmetic mean (1. 2 00) And the standard deviation reached (0.788) The valueof the dimensional arithmetic mean (3. 0 00(And the dimensional standard deviation)0. 942(The value of (t) (The Accountant) (6. 135) At a degree (Sig)Adult (0.000). As for the scores obtained by the players in the pre and posttests of the control group in the high skill tests of the masters, where they reached the pre-arithmetic mean (41. 686)And the standard deviation reached (0. 923)The value of the dimensional arithmetic mean (40 .565) And the dimensional standard deviation (0.862) The value of (t) The accountant (6. 135) At a degree (Sig)Adult (0.000).

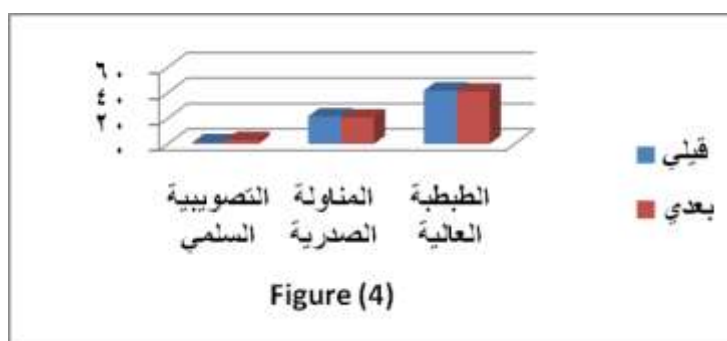


Figure (4) shows the arithmetic mean, standard deviations, and standard error of the pre and posttests of the control group in skills (Chest Pass-Lay-up-shot - Dribbling)

Presentation and analysis of the post test results for basic basketball skills between the experimental and control groups:

Table (4) shows the arithmetic mean, standard deviations, the value, the value of (T) and the Sig. between the experimental and control groups in the post-test.

Skills	GROUP	Mean	Std. Deviation	t	Sig	Statistical decision
Chest Pass	Experimental group	18.400	0.966	5.730	0.00	Moral
	Control group	20.700	0.823			
Lay- up- Shot	Experimental group	4.700	0.674	4.636	0.00	Moral
	Control group	3.000	0.942			
Dribbling	Experimental group	38.565	0.897	6.148	0.00	Moral
	Control group	40.985	0.862			

From the table (4) It is clear that the results of the experimental and control groups in the post- tests, where the value of the arithmetic mean of the experimental group reached the skill of (Handling chest with two hands) It turns out that the value of the arithmetic mean of the experimental group reached 18.400 (And standard deviation power) 0.966 (As for the control group, it was the value of the arithmetic mean 20.700) And standard deviation 0.823) And after calculating the calculated value of (t) it appeared (5.730 (At a degree (Sig) Adult) 0.000) This indicates its significance , and thus the difference is statistically significant and in favor of the experimental group. As for the skill test (soft correction), it is found that the arithmetic mean value of the experimental group reached (4.700) And standard deviation power (0.674) As for the control group, it was the value of the arithmetic mean 3.000 (And standard deviation (0.942) After calculating the value of (t), its value appeared (4.636) At a degree (Sig) Adult (0.000) Which indicates its significance, and thus statistically significant difference in favor of the experimental group. As for the skill test (high puckering), it is found that the arithmetic mean value of the experimental group reached (38.565) And standard deviation power (0.897) As for the control group, it was the value of the arithmetic mean (40.985) And standard deviation 0.862 (After calculating the value of (t), its value appeared (6.148) At a degree (Sig) Adult (0.000) This indicates its significance, and thus the difference is statistically significant and in favor of the experimental group.

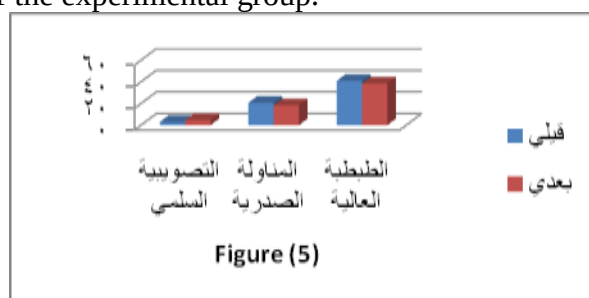


Figure (5) shows the arithmetic mean, standard deviations, the value, the value of (T) and the Sig. between the experimental and control groups in the post-test.

Results

The results of the table showed (2), And the (3) There are significant differences between tribal tests and dimensionality basic skills of offensive basketball for the two experimental and control group in favor of the test posttest , attributed the researcher why for the experimental group to the effectiveness of positive for a strategic of learning to play by using the means of education in increasing the motivation of learners towards learning and participation by them for the purpose of acquiring These skills are under investigation and this is consistent with what (Hani, 2010) " The exploitation of Activities Play at acquisition Knowledge And rounding Principles of t science For children And expanding Their prospects Cognitive . "As for the control group the reason for its members to learn the method used by the physical education teacher, which have had an influential role in learning the basic skills of basketball in question. Note through the table (4) The results showed that there are significant differences between the experimental and control groups in the post tests of basic offensive skills in basketball and in favor of the experimental group. Attribute researcher reason to the positive impact of and units of learning that Astam 's T where it means educational materials and tools appropriate for the stage of the age and the level of growth , mental and physical players , and this was confirmed by (Sheikh, 2016) that " the most important thing helps the student or the player during the stages teaching or training is the use of the teacher for some appropriate teaching aids that contribute significantly to the acquisition of the learners to perform good sport movements recognize and understand the content of material teaching and learning and mastery in less " . The researcher believes that the use of learning style

by playing on the form of games style competition like a no saliva of the individual and games bilateral and games collectively raise the motivation of learners and create a spirit of bombing energies to achieve learning from through competition among themselves as stressed (safety , 2010) " thatTechniques Learning Play is done Where a learning Knowledge about Road Activity Who leads from Before The educated people As for Form single or With a group at layout educational Planned To investigate Goals Education J of Specific Available In it Specification of specific " , the researcher attributed the experimental group to outweigh Radiate and t - educated independence and freedom while playing with the thrill and don't forget the excitement and diversity of play tools that contributed to the occurrence of an improvement in learning skills as confirmed by (Mustafa , 1998) " on That playing It stops On Type Tools Play And on the imagination of the learner And extent Freedom at Play " . The continuous feedback of the feed provided by the teacher or trainer during the practical application of performance skills to correct mistakes the role of a positive j in the process of learning the sample skills, and this is consistent with what stated his (Sheikh 0.2016)" When a student leads the motor often skills used teacher scream Be a catalyst for better performance or performance modification".

Conclusion

The researcher reached the most important conclusions, including: The use of the learning by playing strategy had a positive effect on learning basic offensive skills in basketball and increasing learning among the members of the experimental group. The presence of significant differences in the tests of the pre- and post-study variables and the control and experimental groups in favor of the dimensional options. There are significant differences in the variables of the study posteriori tests and experimental two groups and good experimental group, recommends Alp urge the following: the need to use a strategy of learning to play using educational methods in Ta Lim skills offensive games Other, and conducting studies similar to groups age different games Other.

References

1. Abla Hanafi Othman, 1989, Art of Our Children, Cairo, The Egyptian Renaissance Library
2. Fadl Salameh, 2010, Psychology Play at Children, Oman, Dar: house Ossama to publish and distribution
3. Jamal Abdul Rahman, 2002, General Teaching Methods, 3rd Edition, Amman, Curriculum House
4. Khalil Shubr and others, 2006, Teaching Basics, Amman, Curriculum House
5. Lamia Diwan, Hussein Farhan, 2016, the assets of teaching education center, i 1, Dar Basaer Printing
6. Mahmoud Daoud al - Rubaie, 2011, learning and education in physical education and sports, i 1, Najaf, Dar Al Diaa Printing
7. Mohammed Ahmad Erythema, Aida Mustafa, 1998, A to intimidate Between the theory and application, center the book to publish, I 1, Cairo
8. Rafidah Al-Hariri, 2010, Teaching Methods between Tradition and Renewal, 1st Edition, Amman Dar Al- Fikr
9. Waleed Hani, 2010, Learning About Road Gameplay (100 Game Educational (House scientist the culture to publish and distribution, Jordan
10. Williams, Dele, 1993, educational technology in curriculum development, U.K., London