

# The Effectiveness Of Mock Feedback According To Mixed Learning In Learning The Skill Of Peaceful Scoring In Basketball For First-Stage Students

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**Abstract**---The aim of this study is to find out the effectiveness of false feedback according to the combination of learning with basketball skill that achieves a peaceful goal, as the sample was purposefully selected with a total of 30 students from the College of Physical Education and Sports Sciences/ first stage of Al-Mustansiriya University. The researcher used the experimental method (for the two equal groups), and used the electronic educational units that include pictorial feedback for the purpose of presenting the skill in an accurate and interesting way. Here a pilot field study began with the aim of investigating the effect of false feedback using blended learning in learning the skill of nonviolent recording. Here, the research problem focused on not using modern methods in general, especially in the game of basketball in education, and not using formal nutrition in learning skills. Where the researcher directed the use of methods that break the monotony and help in learning the skill faster and more accurately, and contribute to the focus of learning the skill of peaceful scoring and consolidating the skill in the mind of the learner correctly and for a long time. The researcher assumed that there were statistically significant differences between the pre and posttests of the skill of peaceful scoring for basketball between the sample members. When the presentation and discussion of the results were concluded, the researcher concluded that the educational curriculum that was used in the e-learning units for feedback is an achievement for Rh's aim for the peaceful recording of its positive impact and effective learning. The researcher recommended the necessity of education and learning on how to use electronic educational units, and interest in using modern technology in teaching skills faster and for group sports activities to diversify their skills.

**Type of Paper**--- Review

**Keywords**---blended learning

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## **Introduction to research and its importance:**

The educational process is of great importance in the proper upbringing of generations in all ages, as the researcher has been studying and in depth reaching the best educational methods to help educators implement the educational curriculum completely in order to reach good and effective education. Technology has played a large role in the educational process, as the introduction of educational technology and information in the educational process is vital and effective for its role in design, development, use and evaluation. The intellectual and practical interaction between learners and the educational environment has become a feature of education and information technology. The interest in educational technology works on Raising the efficiency and effectiveness of the educational and educational process, and upgrading it within the framework of scientific education based on creativity and innovation, through advanced scientific means, and increasing human knowledge and experiences, and in order to achieve this forever and for educational technology to have a distinctive characteristic of the educational process. And that the mock feedback method according to mixed learning is a process based on the learner's study of the educational material according to his own abilities and

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speed. When talking about blended learning, forever, first of all, we must address the concept of e-learning, where the world is living in the recent period of a great scientific and technological revolution, which had a great impact on all aspects of life, and education became required to search for new educational methods and models.

As a result of these difficulties, the need for a new style emerged that combines the advantages of e-learning with the advantages of traditional learning, which is called mixed learning, as experience and scientific research have proven the existence of deficiencies in direct and indirect e-learning, for example that it is expensive education in addition to that it is learning that lacks interaction. The humanist between the teacher and the learner face to face. Hence the concept of blended learning that combines technological learning and traditional learning, and mixed learning is defined by several terms such as blended learning, blended learning, multi-approach learning, and blended learning. As the importance of research is a method of modern learning and helps to save a lot of time and effort, it may benefit teachers in colleges who want to apply blended learning and employ it in the educational process by integrating traditional learning and e-learning.

#### **Research Problem:**

The basketball game is one of the group games spread in the countries of the world. It must be learned in the correct scientific way and through the experience of the broadcast, he noticed the lack of interest of some coaches in applying the scientific methods that include the type of feedback used in the process of understanding and assimilating the educational material. Some of the players use auditory feedback and the other section Vision is used in their training curricula while using special exercises, which is the use of the traditional method of education, as well as the lack of use of modern educational methods that in turn help in correct education in a faster and more accurate manner and with less effort for the teacher by designing electronic educational units according to the method of visual feedback to be Help in teaching basketball and moving away from the traditional method of explaining and modeling in education in addition to applying a new method of education, which is designing electronic educational units in the form of graphic feedback according to mixed learning and knowing its impact on the level of the student's skill in teaching the skill of peaceful scoring with basketball.

#### **Research Objectives:**

- He returned educational units in the form of mock feedback according to mixed learning in learning the skill of peaceful scoring in basketball for students of the first stage, basketball
- Recognizing the effectiveness of mock feedback according to mixed learning in learning the skill of peaceful scoring in basketball for first-stage basketball students.

#### **Research hypotheses:**

- There are statistically significant differences between the pre and post test of the experimental group for the skill of peaceful scoring basketball and in favor of the post test.
- There are statistically significant differences in the post-test for the control and experimental groups in favor of the experimental group.

#### **Research areas:**

- The Human Field: Students of Physical Education and Sports Sciences / Al-Mustansiriya University / First Stage.
- Time range: 2/18/2018 to 4/22/2018.
- Spatial Domain: Basketball Hall / Al-Mustansiriya University / College of Physical Education and Sports Sciences.

#### **Terms used in the search:**

##### **Batter learning:**

It is the employment of technological innovations in the combination of goals, content, learning resources and activities, and methods of communicating information through the two methods of face-to-face learning and e-learning to effect interaction between a faculty member as a teacher and a mentor to students through innovations that are not required to be specific electronic tools (1: 100).

## Research methodology and field procedures

### Research Methodology:

The methodology of scientific research is to show us the method that the researcher follows in his research, so that the scientific method is a method of thinking and working with it that the researcher adopts to organize ideas, analyze and present them accordingly to reach reasonable results and facts about the phenomenon of the subject of study (2:53), and the researcher used the method Experimental relevance to the nature of the research problem.

### Research Society and Sample:

The selection of the sample is a necessity or a pillar of the main scientific research vocabulary as it represents the community of origin or the model on which the researcher conducts the whole and the focus of his work on it (3: 181), the research community represents the first stage students in the College of Physical Education and Sports Sciences/ Al-Mustansiriya University for the academic year (2017- 2018) of (100) students divided into three classes, and a whole division of (35) students was chosen, and (5) students were excluded for not adhering to the official working hours, and thus the sample number became (30) students and a percentage of (30%). The sample was divided into two groups at a rate of (15) students for each group (experimental and control) and randomly using the method of (lottery). The exploratory experiment was conducted on (6) students who were not the sample and did not undergo the main experiment. For the purpose of verifying the homogeneity of the two groups, the researcher did some procedures to adjust the variables even though the selected sample is of close age group.

Therefore, the statistical methods were used by the arithmetic mean, the standard deviation, and the mean using the skew coefficient to find out whether or not the difference is, and Table (1) illustrates that.

Coefficient of torsion	Mediator	standard deviation	Arithmetic mean	Measurements
0,65	17	2.83	19.25	Age
0,87	1.60	8,26	176.56	Length
0,41	7.28	7,45	79.53	the weight

The homogeneity of the research sample is shown in age, height and weight using the torsion factor, which shows the values between  $-3, +3$  One of the important things that the researcher must follow is to refer the differences to the experimental factor. On this basis, the control and experimental groups must be equivalent in the skill measurements.

Therefore, statistical methods were used through the arithmetic mean, standard deviation, and (T) test for independent samples (between the experimental and control groups) before applying the approach, as shown in Table (2).

Table (2) shows the arithmetic mean, standard deviations, the calculated and tabular value (t), and the statistical significance of the experimental and control groups in the pretest.

Indication type	Calculated value( t )	Control		Experimental		Statistical parameters the test
		P	s	P	s	
Immoral	0,427	0,535	1.92	0,455	2	The peaceful scoring test

The tabular value (t) is (2.05) at the degree of freedom (28) and with the level of significance (0.05)

### devices and tools used in the research:

- A length measuring tape.
- A medical scale to measure weight
- Computers up to (15).
- Basketball balls (16).
- Whistle.
- A legal basketball court.
- Video camera.
- Number (10) signs.

### Tests used in the research

Scoring Test: (4: 234)

The purpose of the test: to measure the player's ability to perform correctly for peaceful scoring. Tools used: basketball court, basketball, video camera. Performance description: The player performs the ball from the middle of the basketball field towards the goal to perform the peaceful scoring, and each laboratory has one attempt to train before starting, and the tester is given (3) attempts and the expert watches the player's performance for the three attempts (peaceful scoring), then the score is given for the best attempt For the player's performance, the score is calculated through the form prepared to evaluate the performance. The score is calculated from the first and second steps, then scoring, and the score is given from (1-10) score.

**Pretests:**

The pre-tests were conducted on the research sample of (30) players representing the research sample. The pre-tests for the search variables were conducted on Friday 15/2/2018 and the researcher conducted the tests on the research sample by explaining those tests to the players and clarifying what they are and the necessity to prepare the players before starting the tests. the operation. The researcher gave a detailed explanation and clarification of the skill tests, stressing the need to warm up well before starting to apply the test, and then the skill tests were applied.

**Educational Curriculum:**

The basic experiment was carried out on the experimental research sample at (16) educational units at a rate of two units per week, so the duration of the curriculum became (8) weeks, where each student is placed in front of a computer that includes a pictorial feedback and the electronic educational unit prepared by the researcher in which it is reviewed is used The performance and technique of the skill, the peaceful scoring in terms of (pictograms, videos of the skill). At the end of each unit, the student answers the electronic test at the end of the unit through the computer. As for the control group, the curriculum was the presentation of the academic content in the style (explanation model) followed without using the e-learning unit.

**dimensional tests:**

After the application of the vocabulary of the special exercises prepared by the researcher over a period of (8) weeks, the post-tests of the research sample were conducted on Sunday 24/4/2018, and the researcher was keen on commitment to provide and create the conditions in which the pre-tests were conducted in terms of the time of conducting Experiment, place and provision of necessary and appropriate tools for her in addition.

**statistical methods:**

The researcher used the SPSS statistical bag

**View the results:**

The researcher presented the results obtained through the implementation of the research after being treated statistically, and the results were arranged in the form of tables illustrating the research variables for both the control and experimental groups in the pre and posttests.

Table (3) shows the arithmetic mean and standard deviations for the pre and post tests of the experimental and control groups, the two values of (t) calculated and tabular, and the level of significance for the skill of peaceful scoring

Indication type	Indication level	Degree of freedom	Tabular t value	The calculated t value	Post test		The pretest		Group statistical parameters
					P	s	P	s	
moral	0.05	14	14, 2	21,24	84, 0 4	2, 6 9	0,455	2	Experimental
Immoral		14	2,14	2,10	65, 0	2,58	53, 0 5	1.9 2	Control

The experimental group had an arithmetic mean of (2) in the pretest and a standard deviation (0.455), while the arithmetic mean of the post test was (6,29) and a standard deviation (0.844), and using the test (T) to find out the significance of the differences between the two tests. It was found that the calculated value of (t) was (21.24), while the

tabular value of (t) was (2.14) with a degree of freedom (14) below the level of significance (0.05) and since the calculated value is greater than the tabular value, this test indicates a difference Moral between the two tests and in favor of the post test.

As for the control group, its arithmetic mean reached (1.92) in the pre-test and with a standard deviation (0.535). As for the post test, its arithmetic mean was (2.58) and the standard deviation (0.65) by extracting the calculated value of (t) which amounted to (0,535). 2.10), it appeared to be less than the tabular value of (t) of (2.14) under the degree of freedom (14) and the level of significance (0.05), which indicates that the difference is not significant.

Table (4) shows the arithmetic mean, standard deviations, and the calculated and tabular value of (t) for the experimental and control group in the post-test for the skill of peaceful scoring

Statistical significance	Indication level	Degree of freedom	Tabular t value	The calculated t value	Post test		Statistical parameters the group
					P	s	
moral	0.05	28	2,05	4,85	844 , 0	29 , 6	Experimental
					65 , 0	2,58	Control

The results of the research sample for the experimental group in the post-test were of its arithmetic mean (6,29) and a standard deviation (0.844), while the arithmetic mean of the control group was (2.58) with a standard deviation (0.65) and by extracting the calculated value of (t) of (4,85), it appeared greater than the tabular value (t) of (2.05) under the degree of freedom (28) and the level of significance (0.05)). This indicates that there are statistically significant differences between the two groups in favor of the posttest and the experimental group, which was considered the best in learning.

### Discuss the results

The researcher attributes the progress in the experimental group to the experimental variable, which is represented by the formal feedback method according to mixed learning, which created the appropriate and good educational environment by involving all the learner's senses and stimulating his motivations towards learning and helping him. To organize scientific thinking and make it start in the educational process according to his desire, speed and abilities, which led the learner to feel himself, his value and his role in the educational process, which led to his assimilation and awareness of knowledge. Related to the level of skill performance. The broadcast also attributed the important role that (electronic educational units) played in improving the skill level of the experimental group on the control group, which had an effective positive effect. Tariq Abdel Raouf points out the importance of these units in the educational process. And its great role in attracting the attention of the learners and thus achieving a better educational level through modern technology (5:17).

Ahmed Abdullah stresses the use of blended learning, that is, e-learning units that improve the level of education and give a distinctive character to education instead of the process of memorization and indoctrination (6: 238).

Gatrin states that "blended learning" is one system that uses most of the technically available means to produce meaningful activities that lead to increased effectiveness and interaction between the user and materials closely related to knowledge (7:56).

### Conclusions and recommendations

#### Conclusions:

- The existence of a positive and effective impact of the educational program proposed by the e-learning units of the experimental group in improving the level of skill performance better than the control group.
- The effectiveness of rapid and accurate learning in relation to the skill performance of novice learners.
- There is an ease for the teacher to perform the skill and explain it with the help of the electronic units for the learner.

#### Recommendations:

- Applying the curriculum in the electronic learning units to all skills in basketball and all sports.
- The colleges should have a group equipped with the latest technological means and devices used in education.
- There must be experts specializing in electronic programs to teach about them and how to benefit from them at any time.

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