ISSN: 1475-7192

Impact Utilization learning mobile in a to learn some basic handball skills

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Abstract
The handball game is one of the team games that relies on learning basic skills based on the learner's acquisition of basic motor skills. This is done by investing the available lesson time with an investment that qualifies him to interact with the learning process. Thus, those concerned with the educational process use the mobile learning method, which is characterized by the effectiveness that defines It is the use of small and hand-held portable wireless devices such as mobile phones, personal digital assistants, smart phones, and small personal computers to achieve flexibility and interaction in the two aspects of teaching and learning at any time and anywhere. The researchers found:
1- Using mobile phones as an aid in learning other skills.
2- Using the mobile phone in order for students to obtain information in order to enhance the lessons and other events

Keywords*: mobility education, basic skills, handball*

Introduction

The modern era was characterized by scientific progress in all areas of life, which came as a result of the efforts of scientists and researchers in various sciences to benefit from their applications in overcoming the problems that obstruct the march of scientific progress. At the levels, the prevalence of methods and patterns of distance learning and the society's necessary need for it, especially after the Corona pandemic, recent trends in distance education have taken place and the percentage of education systems is increasing very rapidly in the world, overcoming the obstacles and difficulties facing this type of education starts from birth to acquire behavior, values and knowledge Information and skills and this acquisition is the result of the individual's positive interaction with the environment, as whenever he passes a stage of his life, he has a sum of experience that he uses to benefit from in future stages, and since learning aims to prepare for the future, individuals learn skills to enable them to carry out a specific task in the future. A person's life goes through different stages, and in each stage, the individual has a set of experiences that help him acquire new experiences "He then learns to transfer what he has learned to future matters" (Mahjoub, 2000, 40), and the handball game is one of the team games that depend on learning basic skills based on the learner's acquisition of basic motor skills and this is done by investing the available lesson time as an investment It qualifies him to interact with the learning process. Thus, those concerned with the educational process use the mobile learning method, which is characterized by effectiveness, which defines "the use of small and hand-held portable wireless devices such as mobile phones, personal digital assistants, smart

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phones, and small personal computers to achieve flexibility and interaction in the two aspects of teaching and learning at any time and at any time." Makkan, (Salim Ahmed Muhammad, 2010, p. 20) The work to learn any of the basic skills in handball is not an immediate goal that the teacher seeks to achieve by making use of it in the current lesson, but it goes beyond that, as it aims to transfer the information and the skill in whole or in part. To learn another skill, then he learns to transfer the learning of that skill to other similar skills through the use of mobile learning. And since the basic skills of handball are among the difficult skills and for the purpose of benefiting from the mobile learning technology and in an attempt to overcome the difficulties, the researchers believe that mobile education may contribute to raising the adequacy of the educational process by getting out of the restrictions of time and place in the educational process represented by the wall of halls and lectures to a wider world It will also be more enjoyable and will provide more time to interact with the material and the teacher outside the limits of the lecture. It will also allow the presence of information on the mobile and the possibility of reading and watching at any time and any place. In light of this, the importance of the research came to identify the efficiency and effectiveness of the device. The mobile phone as an aid in the process of teaching and learning basic handball skills..

2-1 Research Methodology:

The researchers used the experimental method by designing the experimental and control groups to suit the nature of the research problem.

2-3 The research community and its sample:

The research community was determined by the students of the College of Physical Education and Sports Sciences - University of Diyala, and they represented the entire community of origin, and their number was (150). The sample and the validity of the normal distribution among its members The researchers used the skew coefficient in all the research variables for the two (experimental) (control) groups (which is acceptable, as the skew coefficient value is between (3+_)

Table (1)

It shows the means, standard deviations, and skewness coefficient values for the experimental group in all the research variables

T	Variables	circles Arithmetic	distractions normative	coefficient skewness
1	length (cm)	166.5	2.33	1.34
2	Weight (kg)	60,50	1.66	1.76
3	age (year)	19	2.34	1,70

Table (2)

It shows the means, standard deviations, and skewness coefficient values for the control group in all the research variables

T	Variables	circles Arithmetic	distractions normative	coefficient skewness
1	length (cm)	164	2.30	1.25
2	Weight (kg)	62	1.23	1.44
3	age (year)	19.50	2.35	1.65

ISSN: 1475-7192

3 3 Means of data collection, devices and tools used:
3-3-1 Means of data collection (Arabic and foreign sources, The International Information Network (Internet) Personal interviews, Observation and experimentation. Measurements and tests.)
3 2-3 Equipments and tools used:
(Computer type) Pentium 4, laser discsCD) number 2 type Sony. Handballs, legal court, handball, metric tape. Medical scale)
3-4 Field Research Procedures:
3-4-1 The Receipt and Delivery Test (Ahmed OreibiOdeh; 2004 : pp. 158-159.
The objective of the test : to measure the compatibility and speed of scrolling on the wall.
Tools: handball, flat wall, stopwatch.
- Method of performance: the player stands at a distance of (3) meters or (4) meters from the wall, the player passes the ball to the wall and continues to pass for as many as possible in the specified time. shape (9)
Conditions: The time limit is determined at a distance of (3) meters or four meters, according to the following:
1- Pupils: At a distance of (3) meters, the pass is for a period of (30) seconds.
2- Young women: at a distance of (3) meters, the pass is for a period of (30) seconds *.
3- For women: at a distance of (3) meters, passing is for a period of (60) seconds.
4- For youth: at a distance of (4) meters, passing is for a period of (60) seconds.
5- For men: at a distance of (4) meters, the pass is for a period of (60) seconds.
Recording: Counts the number of passes in the specified time (counts the number of times receiving the ball).
2-4-3 Tabtaba Test (1) : (Ahmed OreibiOdeh; 2004):
- The name of the test: running in (Zakzak) for a distance of 30 metres.
The objective of the test: To measure the skill level of the tampon.
- Tools :
Five figures, stopwatch, handball.
Performance method:
Five pillars shall be fixed on the ground in a straight line, the distance between each two pillars shall be (3) meters, and the strting and ending line shall be drawn at a distance of (3) meters from the first post.
The player stands behind the starting line. When signaling to start, the player pats the ball while running in a zigzag way between the poles back and forth until he crosses the starting line. shape(10)
- Registration:
Calculates the recorded time back and forth from the moment of the start until the player crosses the starting line.
3-4-3 Testing the accuracy of shooting at the goal from a distance of (6) meters (Diaa Al-Khayat and Nofal Muhammad Al-Hayali, 2001) :
The objective of the test: to measure the accuracy of shooting.
Tools: (5) legal handballs, (4) shooting accuracy square (40 x 40) centimeters.
Two squares are attached, each in one of the upper corners of the goal.
* Two squares are installed, each in one of the two lower corners of the goal.

- Method of performance: The player stands in the area facing the goal directly behind a line (6) meters, and directs the balls one after the other into any of the upper and lower squares, so that three balls are shot to any or both of the upper corners and the other three balls to either of the two corners. the lower ones, or both.
- It is taken into account that the ball is passed from inside the squares with a shot that is not raised for the upper squares and is not rolled on the ground for the lower squares.
- Shooting is made from standing on the goal from the six-meter line so that the leg is touching the ground at the moment the ball comes out of the shooting hand.
- Registration :

1- The number of throws in which the ball passes from the upper and lower squares are counted, and they fulfill all the conditions described.

2- The number of throws that enter the goal is converted into degrees from the reality of the table prepared for that.

Table (3)

Accuracy rates of shooting at the goal from a distance of 6 meters

Number of successful goals	Degree
1	5
2	10
3	14
4	17
5	20

3--14 exploratory experiment

The two researchers conducted an exploratory experiment on students who were not members of the sample on 10/2/2019 at ten o'clock in the outdoor canteen of the College of Physical Education and Sports Sciences - University of Diyala. This exploratory experiment was conducted with the aim of:

- To identify the extent to which the research sample members understand the vocabulary of the special tests and their suitability for them.
- Verify the place of the test and its suitability for carrying out the test.
- The time it takes to perform the tests.
- Avoiding obstacles and problems that the researcher may face during the implementation of the tests.
- The approximate time taken for each test.
- Knowing the first test of the reliability coefficient.

3-6 Field Research Procedures:

1-6-3 Pre-tests for the research sample:

The two researchers conducted tribal tests on the research sample of (30) students on 3/10/2019 and at exactly ten o'clock in the outdoor playground of the College of Physical Education and Sports Sciences - University of Diyala.

3-6-2 The proposed educational curriculum:

The two researchers prepared an educational curriculum, the application of the curriculum began on 10/5/2019 and continued until 5/12/2019, as the curriculum took 8 weeks, with 2 educational units per week, 16 educational units were applied in a time of (60) minutes 1 a. The experimental group used The program prepared by the two researchers using WhatsApp and Viber programs,

in addition to the Classroom program that the college uses for its students A1a. Explanatory information was given about the skills to be learned by students, which are educational films of the parts of skills, illustrative pictures and information sent to students and asking them to participate in commenting on films or illustrative pictures. As for the group The control group used the Classroom program that the college uses in meeting students' lectures.

3 - 4 - 6 Post-tests of the research sample:

Post- tests were conducted on December 7, 2019 at 10:00 am in the outdoor playground of the College of Physical Education and Sports Sciences. The researchers provided similar conditions and requirements that took place in the tribal tests.

3-7 Statistical means

The researchers used the statistical program (SPSS) in processing and extracting data for research,

4-1 Presentation and discussion of the results of the experimental and control groups

For the purpose of processing the data obtained by the researcher, he used the statistical bag (SPSS)

4-1 Presentation and discussion of the results of the experimental group and

Table (4)

It shows the arithmetic means, standard deviations, and the calculated and tabulated t-value for the experimental group's pre and post tests.

T	the exams data	measuring unit	pretest		post test		Calculated (t) value	error level	indication
			s	p	s	p			
1	Receipt and delivery test	Repetition	10.45	2.87	14.56	1.50	3.86	000	moral
2	chuck test	time	23.56	2.89	17.66	1.65	3.77	000	moral
3	Testing the accuracy of shooting at the goal from a distance of (6) meters	Degree	5.66	2.50	8.65	3.55	2.87	000	moral

Table (5)

It shows the arithmetic means, standard deviations, and the calculated and tabulated t-value for the pre and post tests of the control group.

T	the exams data	measuring unit	pretest		post test		Calculated (t) value	error level	indication
			s	p	s	p			
1	Receipt and delivery test	Repetition	9.66	2.60	12.22	1.30	2.33	000	moral
2	chuck test	time	22.45	2.90	20.23	1.35	1.33	000	moral
3	Testing the accuracy of shooting at the	Degree	5.30	2.40	6.44	1.45	1.55	000	moral

	goal from a distance of (6) meters								

Table (6)

It shows the arithmetic means, standard deviations, and the calculated and tabulated t-value of the post-tests for the experimental and control groups.

T	the exams data	measruing unit	experimental group		control group		Calculated (t) value	error level	indication
			s	p	s	p			
1	Receipt and delivery test	Repetition	14.56	1.50	12.22	1.30	4.76	000	moral
2	chuck test	time	17.66	1.65	20.23	1.35	4.87	000	moral
3	Testing the accuracy of shooting at the goal from a distance of (6) meters	Degree	8.65	3.55	6.44	1.45	3.87	000	moral

Discussion

From Table No. (6), which shows the results of the post-tests for the experimental and control groups in the basic skills variables, which showed that there were statistically significant differences in favor of the experimental group in all tests.

As the basic skills represent all targeted movements that lead to a specific purpose within the limits permitted by the law of the game and depend on their performance and mastery, the player's reaching the level he desires, and thus the team's reaching a higher skill level.

The skill of receiving and handing over. The researchers attribute this improvement in learning to the use of mobile learning, targeting basic skills first, and achieving educational goals in these stages, which consist of educational units with specific and sequential goals. So, the researchers agree with what was mentioned (Hassan Shehata, 2001, 109-110). "Teaching by phone is characterized by giving special attention to each student independently, encouraging education based on exploration and curiosity, building the student's confidence in himself and his abilities, and increasing students' motivation towards education, given its modernity, and providing opportunities for teachers to generalize the academic content in an interesting artistic manner.". The two researchers agree with what was mentioned by (Salem Muhammad Amad, 1010.35) "The use of small and portable wireless devices such as mobile phones, personal digital assistants, smart phones and small personal computers to achieve flexibility and interaction in the teaching and learning processes at any time and anywhere."

Tabtaba skill is one of the difficult skills and requires making observations and assisting the students with observation and supplementing it with continuous instructions and situations according to the stages of performance of this skill. The use of special exercises according to the mobile learning method led to teaching them appropriately and appropriately to the abilities and capabilities of the students. The researchers agree with what was mentioned by (Jamal on me DahshanYounes, Magdi Muhammad, 2010, 5) "The prevalence of distance education methods and patterns and the society's need for them. A contemplation of modern trends in education

notes that the proportion of distance education systems is increasing very rapidly in the world, overcoming the obstacles and difficulties facing this type of education and contributing to overcoming what Traditional learning suffers from problems." The researchers agree with what was mentioned (Raghad Zaki, 2004, No. 39) "The process of including the mobile phone in teaching methods can achieve educational goals and contribute to raising the adequacy of the educational process by contributing to the exit of education from the usual method to the acquisition of The student logical analysis of the academic scientific content.

The skill of shooting accuracy on the goal from a distance of (6) meters, and the researchers attribute the reason for learning to the use of mobile education, targeting basic skills first, and achieving educational goals in these stages, which consist of educational units with specific and sequential goals. Kinetic speed and to the approximate run to get a good push, and here we must search for the acceleration distance necessary for this skill to give the players the appropriate distance to accelerate in the far scoring in the case of the man resting on the ground or in the case of hanging the body in the air and the path of the ball is affected by the force of the strike and the path of accelerating the arm The aim, which makes the path of the ball linear, and all of this can be achieved through the muscular force in the working muscle groups and the extents of the joints in them, which affect the direction of velocity and the length of the acceleration distance and what is achieved from technical performance according to the appropriate mechanical conditions, and that the transmission of the momentum generated in the legs is added to the momentum generated in the torso and then the momentum generated in the aiming arm and then to the tool and this provides the right conditions for the movement to occur with energy from the body to the tool to go at full speed [(]BARTLE,1992). The two researchers agree with what I mentioned (Ramziyat Al-Gharib, 1997, 28) that the mobile phone is available to learners most of the time on the one hand, and also that the desire to learn is permanent and is not linked to a specific time or place. to what he needs at any time and any place, thus providing the learner with multiple opportunities to take advantage of time and modern technologies in conversing and exchanging pictures and messages.

Conclusion

In light of the research results, the researchers reached the following conclusions:

1- Transfer education helped in the speed and accuracy of learning the basic skills of handball.

2- Mobile education has a positive impact on learning basic handball skills.

3- The shares of mobile education in the acquisition of basic handball skills to a large extent, as well as helping to provide feedback in correcting performance for basic handball skills.

In light of the conclusions, the researchers recommend the following

3- Using mobile phones as an aid in learning other skills.

4- Using the mobile phone in order for students to obtain information in order to enhance the lessons and other events

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