



THE EFFECTIVENESS OF COOPERATIVE LEARNING USING MULTIPLE MEDIA IN DEVELOPING LAYUB- SHOT OF THE JUNIOR PLAYERS IN THE BASKETBALL

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Abstract

The learners in general did not provide them with sufficient educational assistance that helps them overcome the difficulties and problems of learning, in addition to that there is a noticeable increase in preparing learners compared to the available capabilities that have dumped the teacher and the trainer many educational and organizational burdens, the role that the multiple media game is inseparable from separate from Learning strategies, many teachers and trainers are still following the traditional method (explanation and model), and not supported by modern educational techniques, which requires the necessity of using cooperative learning with multiple media. The research curriculum was experimentally in the style of the two equal groups, and the research sample was from the players under the age of 16, and the educational program lasted for a period of (8) weeks with (3) educational units per week, so (24) units, and the unit time reached (60) minutes.

Keywords: cooperative learning; multiple media; Layub- shot.

1 - Definition of Research

1-1 Introduction

The educators are the first increasing interest in the recent years of the activities and events that make the learner a focus of the teaching and learning process, and the most prominent of these activities is the use of the method of cooperative learning in which learners are in groups and they do a cooperation or combined community, and interest in this method is due to the benefits that the learners get, as well as that This method occurs in a comfortable atmosphere free of stress and anxiety in which learners' motivation rises greatly. (48: 3)

Cooperative learning is one of the modern educational methods where learners can practice two types of activities: innovative activities whose mission is to stir the motives of interaction among learners, and knowledge activities whose



mission is to provide knowledge of learners and teach them the rights, and this method leads to an increase in the effectiveness of education (16: 2).

Cooperative learning from the most wonderful educational strategies at the present time, given the characteristics of it, and its importance lies in the increase in the achievement of learners at their various levels, encourages work and social interaction between learners, and helping to learn and those with weak achievement in learning similar to the normal learners, and has aspects of positive aspects. The increase in learning, understanding, improvement and development of thinking of all its types, meters and trends, as it works to provide learners with the skill aspects through collective work based on cooperation, which creates answering links between learners based on tolerance and cooperation and transcending the tendency of the selfishness that some learners possess, and that work with groups is a natural system For life, and learning in this way brings together the individual and social growth of the learner, which may move away from the negative individual characteristics that are based on competition, selfishness, vanity, etc. (23: 4).

Hence the importance of cooperative learning emerged in that it eliminates many obstacles between students, whether social, psychological or cognitive, and makes the learners in a continuous interaction, as they develop themselves with self -confidence and reduce conflicts between them and allow learners job opportunities in groups, where each learner feels that he is an active partner In the educational position and he has a certain responsibility and roles that must be practiced in order to integrate the work, as it provides learners with educational positions in which they practice scientific thinking skills and behavior of discovery and investigation, and develops many skills such as knowledge gain skills and social skills by activating the role of the learner in the educational process either In large groups or in small groups as optimal methods to communicate information to the learner.

1-2 Research Problem:

The educational process has evolved recently as a result of the development of societies, the spread of knowledge and the use of modern technology, and based on educational research that took into account the steady increase in the awareness and need of the learners, the traditional style of education and learning has changed and finding a modern type or types that are compatible with the scientific development in the process of education and knowledge awareness The



existing in society, so what this development included was the search for new methods and educational methods that can develop old methods, and to advance the learning process to its best levels, where weakness in understanding and understanding learning threatens to improve the level of performance in basketball, especially in the initial phase of learning, so possessing the learner For this understanding and assimilation, it is easier for him without hardship and hardship, and therefore it is easy for him to learn different basic skills. Through the work of the researcher in the field of education and training of basketball, he noticed that there is a low weakness in the level of physical and skill players, and the main reason for this is due to the weak level of education with its different patterns and levels, and that this weakness increases clearly and breadth in the patterns and higher levels of understanding, and that the learners are In general, he did not provide them with the sufficient educational assistance that helps them overcome these difficulties and problems, in addition to that there is a noticeable increase in preparing learners compared to the available capabilities that have dumped on the teacher and the trainer many educational and organizational burdens, the role that the multiple media game is inseparable from learning strategies There are still many teachers and trainers who follow the method of explanation, model, and not supported by modern educational techniques, which requires the need to use cooperative learning in order to provide the teacher's effort for guidance and guidance, as well as the use of multiple media and providing learners with feedback to correct the errors of learning aspects

1-3 Research Objectives:

The research aims to identify:

- 1- Learn about the impact of cooperative learning in developing the Layub- shot of the junior players in the basketball.
- 2- Learn about the effect of cooperative learning using multiple media in developing Layub- shot of the junior players in the basketball

1-4 Terms used:

1-4-1 cooperative learning :

It is a teaching strategy in which small groups are used and each group includes different levels of capabilities who practice a cooperative learning activities that improve the performance and study of the required skills, and each member of the group must learn and help his colleagues in the group to learn and thus create



an atmosphere of achievement, achievement and pleasure during Learning. (138:12)

1-4-2Multimedia:

It is an educational system consisting of a group of materials that integrate with each other and interact functionally in an educational program to achieve its goals and organize these media in the arrangement of a tight sequence (48:13).

2 - Research methodology and field procedures

2-1 Research methodology:

The experimental curriculum was used in two groups, one of which is experimental and the other controlled by tribal and post measurement to suit the nature of the research

2-2 Research Society and Sample:

The research sample was one of the Al-Mina club players in the basket in Basra Governorate with ages 12-13 years, who numbered (30) players, and the researcher excluded the absent players and participants in the reconnaissance study, so the number of members of the basic sample became (22) players by (73.3%) and divided into two equal groups Each group (11) players.

Table (1) The average arithmetic, standard deviation, mediator and sprain laboratories for the research sample

variables	unit of measurement	mathematical medium	Standard dv	mediator	skewness
Age	year	12.485	0.855	12.500	0.714
length	Cm	158.00	2.36	160.00	0.925
Mass	K.G	57.59	3.24	55.00	1.05

It is clear from Table (1) that all the values of the twisting coefficient are limited between (+3, - 3), which indicates the homogeneity of the research group, as the researcher used the equivalence method in basic research variables (physical and skill) under research and table (2) showing this



2-3 Data collection means

Research test:

Layub- shot Test in front of the target of 5 m in 15 seconds (280: 5).

Tools and devices used in research

- Computer - CD CDs - Stop Hour - A Medical Weight Balance - Analytical Films - Black Screen - Confidents - Basketballs - Medical balls - metric tape.

2-4 Exploited experience

The researcher conducted an exploratory study on a sample of (10) players from the research community and outside the basic sample on 9/8/2021.

2-5 Statistical means:

The researcher used the following statistical means:

The average arithmetic - standard deviation - mediator - sprain laboratories - SPSS program.

2-6 The proposed program:

The researcher designed educational units for the experimental research group, and prepared all the multiple media from written texts, pictures, files and sound effects, and preparing all the media according to the formula required to clarify what can be explained and simplified to the players, and the researcher created the videos required for motor performance by photographing models to perform some players Some models offered to players of basketball and apply their skills correctly.

The contents of the educational units were set under research in (3) educational units per week by (24) units, and the unit time reached (60) minutes, and the time distribution of the educational unit was as follows:

Parts of the educational	Time	Active of basketball
Receiving players	5 m	administrative works
Cognitive activity using computer, movies and video	15 m	Using multiple media
Physical preparation exercises for basketball	10 m	Physical preparation
Explanation and teaching the skill of peaceful correction with basketball	10 m	Educational activity
Special exercises to teach the skill of peaceful correction with the basket with errors	15 m	Applied activity
Relax and respiratory exercises	5 m	Conclusion
Unit time	60 m	Total

2-7 Main Experience

The basic experience was applied to the two research groups, the control group used the explanation method and the model, while the experimental group used cooperative learning using multiple media. The basic experience (8) weeks took from 15/8/2021 to 10/15/2021 by (3). Units per week (24) educational units, and the time of the educational unit (60 d).

3-View Results and Discuss

Table (2) The significance of the differences between the pre- test and post - tests of the experimental group

Tests	unit of measurement	pre-test		post-tests		T value	sg	Development percent
		M	S	M	S			
Layub-shot test	degree	13.11	0.82	19.45	1.06	7.28	moral	%48.36

Table (3) The significance of the differences between the two post -testing for experimental and control groups

Tests	unit of measurement	Experimental groups		control groups		T value	sg
		M	S	M	S		
Layub-shot test	degree	19.25	1.06	15.70	1.25	6.05	moral

3-1 Results Discuss

From Table (2) there are statistically indicative differences between the Pre and post Tests in favor of the post -measurement in the experimental group, which used cooperative learning with multiple media, where the researcher believes that the movements of learners to cooperative learning that provided them with the opportunity to participate positively in learning as the axis of the process moved Educational from the teacher to the learners and their use of multiple media organized by the rules Positive and effective as an important method in learning, as it contributes to helping them to build positive trends towards learning and educational subject, and thus their performance improves (21: 1).



By reviewing table (3) it is clear that there are statistically indicative differences between the two dimensional measurements of the experimental and control groups and for the benefit of the experimental group, which used cooperative learning with multiple media, and the researcher attributes this development to the positive impact of the educational program according to cooperative learning using multiple media and its many roles of the group leader Where every learner performs it during the educational unit from (the leader- the decision- the fan- the critic), which leads to an increase in his awareness and perception of the correct technical performance on developing and improving his physical fitness as well With the members of the group and the instructions and description of performance and motor path, and this would gain the learner a correct and clear mental perception, and this is consistent with what Ahmed Abdel Hamid (2002) and Muhammad Al -Shahat (2003) referred to the group that used the method of cooperative learning with multiple media On the group that used the followed method (explanation and form) (17: 2) (27:10). The work in the method of cooperative learning using multiple media has helped the learners to raise their interests and motivate them to make efforts in learning and not feeling bored and good and clear understanding of the skills and absorbing them better, which helped to improve the physical and skill level in the basketball, and this is consistent with what Fatima Bassiouni indicated. (2005) "The multiple media style of its various and distinct capabilities can increase the effectiveness of the learning method, as well as the suspense, positive and motivation of learning and motivating it to give the skill aspects more effective and positive (33: 6).

4- Conclusions and Recommendations

4-1Conclusions:

- 1- The proposed tutorial with multiple media helped the effectiveness of improvement in the basketball basketball.
- 2- The experimental group that used cooperative learning and multiple media outperformed the control group that used the explanation and the model.
- 3- The proposed tutorial use of cooperative learning and multiple media achieved positive results in the game of basketball when learning the skill of learners.

4-2Recommendations:

In light of the results of the search results, the researcher recommends the following:



- 1- Applying cooperative learning using multiple media because of its effective and positive effectiveness in developing the skill of peaceful correction in basketball.
- 2- Inclusion of modern learning methods supported by multiple media within the educational and training units of basketball.
- 3- Conducting more studies that use cooperative learning and support it by modern technological means with the aim of raising efficiency in the educational process of learners in the basketball.

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