



THE EFFECT OF GENERATIVE LEARNING MODEL ON DEVELOPING SOME BASIC SKILLS IN BASKETBALL

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Abstract

Obtaining the correct awareness and understanding is the main key to reaching the achievement of the desired goals and results from the educational process, following the effective and modern methods leads to increased knowledge and understanding as it makes the learner active and productive and reduces dependence on the role of the teacher in the educational process, the researcher used the Generative learning model In developing some skills in the basketball game where the research curriculum was experimental in the style of the two equal groups, and the research sample was one of the young players under the age of 19, and the program lasted 8 weeks with 3 units per week and the number of units was 24 units, and the unit time was 60 minutes.

Keywords: Generative learning; basic skills; basketball.

1 - Definition of Research

1-1 Introduction

Our time is characterized by the increase in knowledge and information until it was called the time of the knowledge explosion, so knowledge has increased in accumulating in this way. This is why psychologists and education emphasize that learning the basic principles of knowledge is the most important reasons that face this development and progress that our world is witnessing, for this we see that educational systems strive to change and develop Those who are continuing in their methods and methods in all its elements in a manner consistent with the role played by the educational institution in order to achieve the desired goals. It is important that obtaining knowledge is not the primary goal of the educational process, but rather the important thing is to "reach understanding, analysis and installation of that information for the sake Its investment for learners "(Majid Issa: 2016) This is why the obstetric learning model is one of the strategies of structural theory that is based on acquiring and rebuilding knowledge, so the



structural theory emphasizes the role of tribal knowledge as one of the pillars on which the thought and knowledge of the individual, and one of the characteristics of obstetric learning" Learners contribute actively and effectively by analyzing and installing information, integrating and linking ideas with each other logically and correctly. (Ezzo Ismail & Youssef Ibrahim: 2008)

1-2 Research Problems

The learning that achieves its results is based on the knowledge and information that the learner gets during his learning period, and the increase in knowledge and its accumulation and understanding and the logical link between previous information and subsequent information leads to cognitive growth to become the main key in achieving the results of learning, the cognitive building based on correct logical relationships leads As a result of understanding, assimilation and increased experience, and this leads to the learner to be an active and positive learner based on himself and at the same time reduces dependence on the teacher, so it is necessary to use effective methods and models in the educational process that helps in reaching the learner to the stage of mastery It has an effective role in developing the cognitive aspects of the required skill and seeks the learner in reaching real awareness and the logical link between what exists in previous experience and with what exists in subsequent experience, and to described the skills of the basketball game with accuracy and the rapid performance of the nature of the game, the development of cognitive construction and the realization of relationships has a basic role In the performance of these skills correctly and perfectly, we find that there are mistakes as Revolution in performing basic skills in the basketball game, especially in the youth category, and this is often due to the lack of correct awareness of the nature of the skill, and from there the research problem answers this question: Does the Generative learning model have a fundamental role in developing some basic basketball skills at Youth?

1-3 Research Objectives

- 1- Learn about the impact of the Generative learning model on developing some basic basketball skills.
- 2- Learn about the rate of development when using the Generative learning model in some basic basketball skills.

1-4 Terms used

1-4-1 Generative Learning

It is the process of linking previous experiences with acquired experiences and forming a relationship between them so that a obstetric process is built to amend the wrong perceptions with a correct one. (Abdel Salam Mustafa: 2006)

2 - Research Methodology and Field Procedures

2-1 Research methodology

The experimental curriculum was used through two groups, one 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 chosen from the Al-Mina Basketball Club players in Basra Governorate under the age of 19, who numbered (25) players, and the researcher excluded the players participating in the reconnaissance study, so the number of members of the basic sample became (18) players by (72 %) and divided into two equal groups each. Group (9) players.

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

variables	unit of measurement	mathematical medium	Standard deviation	skewnes
Age	year	18.20	0.98	0.45
length	Cm	175.00	5.21	0.90
Mass	K.G	72.5	4.23	0.04

It is clear from Table (1) that the values of the skewness coefficient were limited between (+3, - 3), and this indicates the homogeneity of the sample, as the researcher used the equivalence method in the basic search variables under research, and the table (2) shows this.

Table (2) Equaling the research group for the basic variables

Tests	unit of measurement	Experimental groups		control groups		T value	sg
		M	S	M	S		
dribbling change the direction	Sec	20.09	1.49	20.12	1.49	1.03	random
Shooting accuracy from jumping	degree	11.98	1.52	12.11	1.27	1.07	random
Lay up- shot	degree	2.88	0.86	2.95	0.87	1.04	random



2-3 Data Collection Means

Tests used

- 1- Test of the fast dribble by changing the direction. (Ali Salman: 2013)
- 2- Test of the accuracy of scoring from jumping (Ali Salman: 2013).
- 3- Lay up- shot test in front of the target of 5 m in 15 seconds (Ali Salman: 2013).

2-5 Tools and devices used in Research

Computer - CD CDs - Standing Watch - Medical Weight Balance - Analytical Movies - Black Screen - Confidents - Basketballs - Metric Measurement Bar.

2-6 Exploited Experience

The researcher conducted an exploratory experience on a sample of (10) players from the research community and outside the basic sample, on 25/2/2022.

2-7 Statistical Means

The researcher used the following statistical means:

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

2-8 The proposed Program

When implementing the proposed educational units of the experimental group, which used the Generative learning model, the researcher took into account the foundations on which the obstetric learning is based, which are four, the first: the preliminary, it includes directing exploratory questions, opening dialogue and discussion and exchanging opinions and ideas to reach awareness and correct understanding, the second: focus, The learners are divided into small groups to focus on the concepts and ideas that they reached with the opportunity for dialogue, the third: the challenge: at this stage the learners are collected to discuss them and watch all the performances while giving feedback, and the challenge is what is what he realized and understand in the preamble stage and what He reached him with his colleagues, the fourth: the application, at this stage, giving exercises to the required skill and applying them in practice and according to the individual differences between learners, and expanding the scope of understanding and assimilation of the required motor duty

2-9 Main Experience

The main experiment was applied to the experimental group and took eight weeks from 27/2/2022 to 27/4/2022. The number of educational units per week was three units, and the total of units throughout the program (24) units, and the time of the unit (60) minutes

3-View Results and Discuss

Table (3) The Results of the tribal and post- tests of the experimental group

Tests	unit of measurement	tribal -test		post-tests		T value	Sig	Development percent
		M	S	M	S			
dribbling change the direction	Sec	19.11	1.42	12.44	1.06	34.79	moral	%53.61
Shooting accuracy from jumping	degree	13.22	0.87	17.95	1.11	7.58	moral	%26.35
Layup-shot	degree	12.33	0.85	18.45	1.07	7.23	moral	33.17%

(T) Table value below the level of 0.05 = 1.833

Table (4) The significance of the differences between the two post -testing and controlled groups

Tests	unit of measurement	Experimental groups		control groups		T value	sig
		M	S	M	S		
dribbling change the direction	12.44	12.44	1.06	15.03	1.70	19.44	Moral
Shooting accuracy from jumping	17.95	17.95	1.11	14.32	1.34	7.03	Moral
Layup-shot	18.45	18.45	1.07	15.20	1.13	6.05	Moral

(T) Table value below the level of 0.05 = 1.73

3-1 Results Discuss

It is clear from table (3-4) that there are statistically indicative differences between the tribal and post tests and for the benefit of the postgraduate



measurement in the experimental group that used Generative learning, where the researcher attributes that learning in the obstetric learning model has a clear impact on the development of the basic skills level under research, as this is this. The model gives adequate opportunity to realize and understand the motor duty to be taught, through the four stages on which obstetric learning is based "it is a model that is concerned with forming relations between previous knowledge and subsequent knowledge for understanding and assimilation" (Abdel Salam Mustafa : 2006). Also, Generative learning is characterized by dialogue, discussion, and asking questions about the required duty, which helps in creating a positive atmosphere in reaching the absorption and knowledge to be achieved, as collective work generates the incentive between the learners (Mahmoud Al - Rubaie: 2000). Obstetric learning works to provide continuous feedback, it works to correct the wrong knowledge and replace it with the correct knowledge, which helps in better understanding and understanding more of the required educational task, so changing misconceptions and replacing them with a correct one that works to learn and develop skills (Fatima Abu Al Qasim: 2017).

4- Conclusions and Recommendations

4-1 Conclusions

- 1- The Generative Learning Program was active in developing some basic basketball skills.
- 2- The educational learning program achieved positive results with the experimental group.

4-2 Recommendations

- 1- Implementing Generative learning because of its effective and positive effectiveness in developing some basic skills in basketball.
- 2- Conducting more research that uses the Generative learning model in the rest of the other sports.

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