

The effect of preparatory games on learning some players skills in basketball for ages (10-11 years)

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Using the usual methods of learning is described by the usual routine and lack of encouragement of the learners' desire

in the right way, especially in the early stages of learning, besides the difficulties in performance, lack of sufficient experience and lack of abilities to assist them in the process of skillful learning in basketball.

Research objectives

(preparing a set of preparatory games for basketball players, to identify the effects of the preparatory games on some skills of basketball players).

The second part is the testing research method and the research community, which is determined by the club's players in the Governorate of Babylon, and the sample was chosen in an easy chance way from the players of the Sports Talent Care Department in Babylon as group of an experimental, while group of the control is players of Al-Hilla Sports Club. The movement and some basic skills were identified and tested, and the selected appropriate statistical means.

The third part presents and discusses the results of the research changes, and the conclusions were (that the introductory games are one of the effective methods in developing basic skills in basketball and for young ages.

As for the recommendations, paying attention to young age groups and use them in more research. The use of introductory games is of great benefit that leads to quick basic skills learn.

Key words

1. Introductory Games: Introductory games are a branch of sports activity and they do not need playgrounds with special means and not internationally fixed systems and rules. They are games that are characterized by fun and pleasure and are suitable for both sexes and all ages (Ikram Muhammad Abdel Hafeez. 1976. p. 13)

Part one 1- Introduction

1-1 Introduction and the research important :

There is a need to invest the learners' desire, their preference to play and their reflexive motives to compete and combine them into one method through the preparatory games that precede the usual learning process, this learner can enter into learning basic basketball skills without going through experiences of failure due to his lack of appropriate skills, but, by using this method, the learner will be able to learn through the success experiences that he will go through, in addition to his sense of the elements of uncertainty and continuous excitement through teamwork and helping the colleague in competition and continuous encouragement in order to win the preparatory games that will be prepared in a scientific way that serves the objectives of the educational system..

As we mentioned, the significance of research in organizing a set of initial games that work to provide learners with some pushing skills in basketball, as these introductory games will give the spirit of competition and cooperation between the team members giving them positive and interesting success experiences that make them motivated to learn without feeling bored that can be encountered in the beginning of learning.

1-2 Research problem:

Through the humble background of the researchers, one of them was a former basketball player in Al-Hilla Sports Club , a national team player for the Physical Education and Sports Sciences College, of Babylon University, and worked as a coach for young age groups, a first-class referee and an international referee for table arbitration, accredited by the Iraqi Central Basketball Federation, and a teacher in the education of Babylon and through what accompanied his career From observations and experiences for quite a long period of time, it was found that the use of the usual methods of learning is represented by redundancy and lack of motivation of the learners' movements in the required manner, especially in the early stages of learning, and what is accompanied by this stage of difficulties in performance and lack of sufficient experience and lack of sufficient motor abilities to assist them in the process of skill learning, which constitutes An obstacle for them to continue learning the game of basketball.

1-3 Research Objectives:

- 1- Preparing a set of initial games for basketball players aged (10-11 years).
- 2- Identifying the effect of initial games on some pushing skills in basketball for players aged (10-11 years).

Part two 2- methodology of Research and procedures field

2 – 1 Research Methodology

the experimental method used by the researchers in the style of two groups (with pre- and post-test) in line forthe nature of research.

Table (1) thedesignof experiment of the two researching samples.

Table (1)

the experimental design of the two research samples.

Comparison	Post – test	Approach	Pre- test	Groups
Comparison between the two samples in the pre and post, and post and post tests	Research changes tests (some players skills in basketball)	The approach followed by the coach	Research changes tests (some players skills in basketball)	Control group
		The approach followed by the researcher		Experimental group

2-2 Sampleand community research

The community research was resolute from the players in Babylon Governorate, cub's group, aged (10-11 years) for the sports season (2021-2022). The experimental research sample was selected from the Gifted Care Department \ Babylon, and the exploratory sample from Hilla Sports Club. This was done by lottery method and by simple random method.

all details will be mentioned in table number (2)

Table (2)

the units of research sample

club name	number	sample	ت
Al Hilla Sports Club	16	Control group	1
Sports Talent Care Department \ Babel	16	Experimental	2
Al Hilla Sports Club	10	exploratory	3

2-2-1 Sameness and equivalence of the two groups:

to verify the sameness and equivalence of the two groups, the researcher extracted the results of a T-test intended for the separate samples of the pre-measurement data for the research sample in the conditional variables, as revealed in the table number (3).

Table (3)

The equivalence of two groups researching

Statistical significance	T-value Calculation	group of control		group of experiment		the exams
		p	s	p	s	
insignificant	0,653	1,151	7,63	0,984	7,39	High chuck skill
insignificant	0,614	2,366	29,69	1,270	29,29	Chest handling skill
insignificant	1,760	1,339	2,83	1,243	3,61	Shooting skill (free throw)
insignificant	0,308	1,149	1,44	0,921	1,55	Peaceful shooting skill

values calculated t was significant at a value near of 0.05 and d.f(degree of freedom) of 30

2-3 Research tools and tools and devices used:

2.3.1 methods of collection Data:

(Arabic, references and foreign sources and, observation, questionnaire, interview, expertise tests, international information network)

2-3-2 Devices and tools used:

(Legal Basketball Court, Number Basketballs 10 balls, (5) poles made of plastic, (2) whistle (Fox) type, adhesive tapes, 10 laser discs, Dell laptop computer, fabric measuring tape, length 10 m., stopwatch, 2 trays Origin., digital camera, number (1), type Sony, 8 colored collars.

2-4 Determining the research variables related to basic basketball skills and their tests

The researchers identified some basic players' skills in basketball based on the age group and learning level, which are (high thumping, chest handling with both hands, the steps shooting, one-handed shooting from stability).

The researchers reviewed many sources and references to set tests for the selected research skills, which are as follows:

1- The technical performance test for the skill of the high thumping (Mohamed Mahmoud Abdel-Dayem and Mohamed Sobhi Hassanein. 1984. p. 164)

*- the test objective : To measure the level of technical concert of the skill of the high-thumping

*- Description of the performance: The trainee starts thumping from the beginning of the line of the basketball court to the end of the field, with the exchange of hands back and forth.

*- Scoring: Each trainee is given three attempts, the best attempt is calculated and the score is given as in the evaluation form for the skill of chest handling.

2- The technical performance test for the skill of chest handling (Mohamed Mahmoud Abdel-Dayem and Mohamed Sobhi Hassanein.1984.p.135)

*- The objective of the test: To assess the technical performance of the thoracic handling ability

*- Description of performance: The tester performs the pectoral handling of the movement with another player inside the basketball court.

*- Registration: the tester is given three attempts, the best attempt is calculated for the tester and the score is given as in the evaluation form for the skill of chest handling

3- The technical performance test for shooting from stability (Mohammed Mahmoud Abdel-Dayem and Mohamed Sobhi Hassanein.1984.p. 176)

*- The objective of the test: To assess the level of technical performance of the skill of shooting from stability

*- Performance description: The player stands behind the free-throw line and is in the correct shooting position for the free-throw

*- Registration: The tester is given three attempts to shoot, the best attempt is calculated and the score is given as in the evaluation form for the skill of chest handling

4- Technical performance test for steps correction: (Mohammed Mahmoud Abdel-Dayem and Mohamed SobhiHassanein. 1984. p. 174)

*- The objective of the test: To evaluate the technical performance of the steps shooting

*- Performance description: The player stands behind the free-throw line on the right side, holds a ball in his hand, and performs a steps shot at the basket.

*- Registration: The tester is given three attempts for steps shooting, the best attempt is calculated and the score is given as in the assessment form for the skill of steps shooting.

2-5 Scientific bases for the tests:

The scientific conditions of the test represented by the coefficient of reality, reliability and objectivity play an important role in determining the validity of the test and the possibility of its goodness. To ensure the scientific conditions of the tests, the researchers will apply the tests under discussion in the exploratory experiment to a group of (10) players and this will be shown in Table (4)

Table (4) It will show us the degrees of reality, reliability and objectivity for all the tests used in the research

Indication type	Calculated (t) value		measuring unit	the exams
	Objectivity coefficient	Stability coefficient		
moral	0.90	0.89	Degree	Technical performance test for the skill of the high drum
moral	0.91	0.88	Degree	Thoracic handling technical performance test
moral	0.92	0.85	Degree	Technical performance test for shooting from stability
moral	0.89	0.90	Degree	Technical performance test for peaceful shooting
degree of freedom (8)			(t) tabular value (3.18)	

2-6 Field Research Procedures:

2-6-1 The investigative experience of the research:

The investigative experiment is one of the important steps in the performance of scientific research, through which the researchers obtain a lot of information and observations regarding the performance of his research techniques, so the researchers will perform an observation experiment on (Sunday)10/10/2021) on a sample of (Al-Hilla Sports Club) Cubs category. They were (10) players, and the purpose was:

- 1- Knowing the time that is taken to perform the test.
- 2- Ensure the scientific bases of the tests.
- 3- To identify the difficulties that the researchers may face in the course of his work and to develop appropriate solutions to them.
- 4- Ensure the validity of the devices and tools used.
- 5- Ensure the capability of the assistant work team.
- 6- Identifying errors in advance before conducting the main experiment.

2-6-2 Pre - tests for the two research samples:

The two researchers will conduct pre - tests for the research sample, which will be conducted on (October 17, 2021) which will be on (Sunday) at exactly four o'clock in the afternoon in the Talent Hall in the province of Babylon.

2-6-3 The educational curriculum in the beginning competitive games and methods of performance:

The researchers collected, prepared, and designed a set of introductory and competitive games, relying on scientific references and related studies that dealt with the development of educational programs using the competitive method (individual, double, group). The program in its final form, fits with the age group of the sample, taking into account the gradation from ease to difficulty, taking into account variety, suspense, and arousing the desire to learn to serve the purposes of research in learning some basic skills in basketball. The games will be applied within the main part of the basic educational unit of the experimental sample and by three informative (units per week) for a period of one and a half months (18) educational units, and each unit will include 3 introductory competitive games, and each unit will include (the introductory part 10 minutes, the main part 45 minutes, the closing part 5 minutes) The beginning of the curriculum was on 10/18/2021 and the end will be on 3/12/2021.

2-6-4 Post-tests:

The post-tests in the sample of research were conducted to test some basic skills on the day of (6/12/2021) in the Talent Hall \ Babil Governorate, and the same conditions were taken into account in which the pre- tests were conducted.

2-7 Statistical means:

The research data was analyzed using the statistical baggage for social sciences SPSS for the purpose of reaching the results and used the following means.

Chapter Three 3- Presentation and discussion of the results.

31- Presenting and discussing the results of the research for some skills, pre - tests, experimental and control samples.

3-1-1 The results of the group in the experimental (pre and post tests) in the skill tests

Schedule (5)

the results of the pre and post- tests of the experimental group in the skill tests

Statistical significance	Value calculated t	post test		pretest		Variables
		p	s	p	s	
moral	7,393	0,584	8,22	1,724	3,37	Evaluate the technical performance of the high drum
moral	13,491	3,248	14,16	1,243	3,61	Evaluation of the technical performance of the thoracic handling
moral	7,316	0,581	7,79	1,809	3,81	Evaluate the technical performance of the free throw
moral	8,865	0,875	8,20	1,004	2,73	Evaluate the technical performance of the peaceful correction

The value of t is tabular (2,110) below the significance level (0.05) and the degree of freedom (30).

The researchers think the cause for the improvement of the experimental group to the effectiveness of the introductory games in a competitive manner, which aroused the learner's desire to learn the skills, raised the spirit of challenge and excitement for skills, as the games included a method of completion that simulates the activity of skills. It leads to more complex activities that include several technical performances related to the big game under learning. The researchers also qualify the development of the post - skills of sample in the experimental to the researchers' follow-up to the scientific foundations of the sequence from easy and difficult and taking into account the age group of learners and their effects for learning.

31-2 The results of the pre- and post- tests of the control group in the skill tests.

Table (6)

the results of the pre- and post- tests for the control group in the skill tests

Statistical significance	Valuescalculated t	p	s	post test		pretest		Variables
				p	s	p	s	
moral	3,295	1,123	0.87	0.945	6,76	1,151	7,63	Evaluate the technical performance of the high drum
moral	6,757	2,646	4.21	0.772	7,34	1,865	3,13	Evaluation of the technical performance of the thoracic handling
moral	6,147	2,699	3,91	0,803	7,03	1,999	3,12	Evaluate the technical performance of the free throw
moral	5,029	2,852	3,38	0,877	6,36	1,936	2,98	Evaluate the technical performance of the peaceful correction

The researchers qualify the moral differences in the skill tests to the verity of the curriculum used by the trainer, as the curriculum used was planned and studied according to correct scientific foundations, which led to achieving the performance effectiveness of the learners.

In this way, the researchers agree with what was indicated by (Al-Amayreh2002) "Putting the student in educational situations or atmospheres and providing an effective environment motivates him to achieve better performance, and that comes by helping him obtain

information, skills and experiences in a scientifically studied and properly planned way.” (Muhammad Hassan Amayra.2002. p. 312)

In addition to the fact that the basis of the learning process for the skill aspects is the learner's gaining a set of skill abilities to be able to reach a good level of performance of the skill to be learned, as “Achieving and acquiring the best degrees of competence in educational situations goes back to the educational curriculum because it is a way to organize the study material based on gradual steps so that The learner can acquire it easily.” (AbdulFattah Lotfi.1972.466).

3-1-3the results of the post-test of the control and groupsof experiment in the skill tests under research, analysis, and discussion:

schedule (7)

It shows the results of the control and experimental groups in the post-tests

Statistical significance	t- value Calculated	group of control		group of experiment		Variables
		p	s	p	s	
moral	3,760	0.772	7,34	0,584	8,22	Evaluate the technical performance of the high drum
moral	3,166	0,803	7,03	0,581	7,79	Evaluation of the technical performance of the thoracic handling
moral	6,06	0,996	6,14	0.871	8,08	Evaluate the technical performance of the free throw
moral	6,133	0,877	6,36	0.875	8,20	Evaluate the technical performance of the peaceful correction

reached the value of Tabular t (2,042) below significantly level (0.05) and d.f9degree of freedom) 30.

The researchers attribute the reason for the difference between the results of the two groups, to the approach followed by the researchers that contributed to the development of the experimental group, despite obtaining positive results from the control group. As for the experimental group, it had the preference for getting a higher height in arithmetic means and a noticeable lowering in standard departures, which is evidence that the approach followed by the researchers took into account the scientific bases in preparing for the introductory games, which were characterized by sequencing and arousing the learners' desire to develop skills and also took into account these games individual differences among learners, which donated to a low level of standard deviation for them.

Here, the researchers finished the limits of their hypotheses in preparing the introductory games, comprehending the extent of their impact on the experimental sample, and comprehending the development between the two groups, and for which group was the preference.

Chapter Four4-Conclusions and Recommendations

4-1 Conclusions.

- 1- Initial games are one of the effective methods for developing basic skills in basketball and for young ages.
- 2- The development of the experimental group was as a result of following the researchers' approach.
- 3- The development of the control group was due to the trainer's experience and capabilities in teaching young groups.

4-2 Recommendations.

- 1- The necessity of paying more attention to the younger age groups and using them in more research.
- 1- The use of introductory games is of great benefit to quickly learn basic skills, so we should take care of such programs
- 2- Using introductory games to learn other skills can develop those basic skills.

Fourth chapter.Sources :

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