

# The impact of the use of teaching technology in learning the technical performance and accuracy swimming skills

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## *Abstract*

*The method of using directive innovation has a successful role in the trainer that helps in transferring the basic capabilities of the game, and through the field visits that we do to the specific school to focus on the ability, it has become important to present the new presentation that helps, for example, to benefit from educational innovation with the prevailing innovation For swimming abilities that need to be controlled, through which he explains the basic abilities that must be mastered, and gives quick criticism that would upgrade the student's data. The exploration aims to develop a system to take advantage of heuristic innovation in studying the specialized implementation and accuracy of swimming abilities, and the analyst's use of the exploratory method for the pre-test And the post-test and control groupings are commensurate with the idea of the exam, the local exploration area has outstanding swimmers for the specialized school. The examination example was chosen in a comprehensive manner for the inventory and the example was divided into two exploratory groups, the reference group and the truth (six players) for each gathering and the methodology of using useful innovation for a period of approximately two months and the fact of three units of preparation each week and the specialist uses the realistic bag (spss) to measure the information and reach the scientist to the main decisions there A useful non-strategic result using useful innovation in studying specialized execution and precision swimming abilities.*

*Keywords: educationaltechnology, basic swimming skills.*

## **Introduction:**

Our momentum period is portrayed by the time of trend setting innovation, data and information blast, which prompted the reproducing of logical and mechanical frameworks that drove experts to look for groundbreaking plans to contribute the information of this time and its advances in accomplishing explicit objectives, particularly in underlying instruction, as the instructive methods are of other significance as it prompts the structure and study of engine discernment in players, which assists with moving data and various abilities and gain expertise through all detects, which prompts a speed up acquiring of engine abilities and improving them, Many researchers and specialists focused on that the utilization of various instructive strategies in the instructive cycle makes the student a positive member generally with the endurance of the coach the principle column in the instructive interaction as it isn't fundamental in any capacity, considering that comes the significance of examination as an endeavor to utilize an intelligent program utilizing instructive electronic that will add to mastering swimming abilities in a manner that

permits the player to collaborate with instructive substance and take him from the job of the audience to the job of the member in the learning interaction, subsequently lessening the exertion applied from Before the mentor and arrive at a superior presentation in mastering ability.

### Search problem:

The use of educational technology is one of the modern and advanced educational methods that are based on the mutual relationship between the educational media and the players for the information offered to them, as the learning process is not limited to the coach but goes beyond that to all means that help the coach and provide instant feedback that will enhance the information of the learner, so the researcher considered preparing an educational method using the overlapping media of images, forms and YouTube clips for the skills of the game where this skill sits beautiful when performing in addition to the difficulty of its technology, which requires the player a high degree of compatibility and linking the parts of the chain movement to reach the best performance level.

Homogeneity and equivalence of the sample:

Table (1) Homogeneity of search sample members

T	Variables	Unit of measurement	Arithmetic medium	Broker	Standard deviation	Twisting coefficient
2	Length	Meter	1.65	1.65	0.048	- 0. 513
3	Mass	The government's support	63.72	63,00	0. 071	- 0.122
4	Age	The government's support	19.43	19.00	0.074	- 0. 143

Table (2) shows the standard deviations, calculated value(t)and the significance of the differences in the tests researched between the control and experimental groups in the pretest

Control group		Experimental Group		T Calculated	Indication of differences
A	STD	A	STD		
7.22	1.66	7.49	1.67	0.78	It's not moral.
6.34	0.89	6.96	0.87	1.12	It's not moral.
8.34	0.76	8.89	0.94	0.93	It's not moral.

Post-tests: The researcher conducted pretests on Monday3/1/2020 in the closed hall of specialized schools of the Ministry of Youth and Sports / Baghdad Province

Tutorial:

- The implementation of the educational units began on Thursday,5 January2020 and ended on Monday, March6,2020.
- The duration of the curriculum (8 weeks) per week is three educational units each sunday, Tuesday and Thursday.

- The time of the educational unit was 90 minutes.
- The researcher used to display a set of illustrations for each skill and comment on it by explanation and slow presentation inserted for each skill in the computer using the program power point, a program that offers images, drawings and illustrations of skill, adds kinetic and light effects, and be displayed in the hall Duetto Shop
- Preparatory section and duration )15minutes and Kala Ati section:
  - Main section and duration (65) minutes
- The final section and its duration (10).

View, analyze and discuss results:

View and analyze the results of the differences between the pre- and post-tests of the control group in the variables researched:

Table (3)

Tests	Pre- test		Post- test		t Calculated	Indication of differences
	A	STD	A	STD		
Learn to swim under water	7.33	1.67	8.56	1.56	2. 67	sign
Sliding education	6.34	0.87	7.11	1.63	2. 45	sign
Breathing education	8.34	0.93	8.98	1.46	2. 75	sign

Table (4) Difference of computational circles and its standard deviation and value (t)and the indication ofthe differences between the results of the pre- and post-tests of the experimental group in the variables under consideration

Tests	Pre-test		POST- test		t Calculated	Indication of differences
	A	STD	A	STD		
Learn to swim under water	8.49	1.43	8.97	1.43	3. 86	sign
Sliding education	6.96	0.87	7.56	1.32	3. 84	sign
Breathing education	8.96	0.76	9.58	1.22	3. 65	sign

Table (5) and the value (t) andthe level of error and the indication ofthe differences between the results of the posttest of the control and experimental groups in the variables under consideration

Tests	Pre-test		Post- test		T Calculated	Indication of differences
	A	STD	A	STD		
Learn to swim under water	8.98	1.34	9.96	1.56	6. 64	sign
Sliding education	7.89	1.38	8.68	1.32	4. 42	sign
Breathing education	9.01	1.43	9.98	1.64	7. 65	sign

**Discuss the results:**

The consequences of the tables(3, 4, 5),we find that there was a learning occasion in the aftereffects of the trial of the exploratory gathering in post estimation, which shows that

the instructive program arranged by the specialist emphatically affects the abilities of the swimming match-up example research, where the instructive program and the utilization of innovation given by current innovation given by present day innovation, which was explicit to major parts in expanding information and guess of the underlying impression of expertise, and the analyst credits these differences to the way that getting the hang of by using instructive innovation has provided educational air for players delight and stay aware of the fun and keep up with the kids Information innovation and specialized picking up encompassing them (1999, p512: Schmidt), where the electronic exhibition climate added more noteworthy authenticity to the presentation of players and high-goal drawings and closeness among them and the truth of the battleground and the general population and hints of consolation, refs, authorities of balls and other graphical qualities of play and adjustment to the details of the big showdowns inside the climate of the utilization of virtual all but all this expanded the player's inundation and association in performance (J. Michael Spector and Other: 2010, p13). The interior criticism was likewise significant in improving abilities acquiring since players n had the chance to feel his presentation both in the engine track and the power of the strikes because of the exactness and clearness of the default execution on the screen, as the inward input is educational and gives the student sound or visual data about the achievement of his reaction (Expresses Khion: 2010, p120), so he has expanded the quantity of different redundancies and disseminations and better places between one attempt and another. The student's experience expanded from various Posts like speed, precision, distance and course and these factors all added to the improvement of this exploratory gathering than others expanded the tedious endeavors to play out the ability consistently and these thus increment control and arrive at programmed execution as fast as quick as (Mecrachen: 2000, 201), those apparatuses and strategies utilized by the instructor during instructive circumstances considering that they are implies and not objectives or encounters for the student itself (Ahmed Hamed: 2000, p29) When the student neglects to address, the computer moves the program to a subprogram that shows the data in a more worked on manner than the student connects with the instructional exercise through the guidelines appeared on the PC screen just as the assortment of techniques in giving data to the student, for example, showing images, pictures, tones and audio cues.

### Recommendations:

- Uncles using educational technology prepared by the researcher on all specialized schools to care for talent for all the special provinces of the swimming game.
- The strategy of using educational technology should be used on research similar to other games and other age groups.

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