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Effect of an educational approach according to the three-step interview strategy in teaching some offensive skills in wheelchair basketball for beginners

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Abstract

Each educational approaches usually depends on its methods of Transfer of information from instructor to the students and this means it is suitable to be learned approaches was preferred and most faster and with effortless. The problem of this study is that the students lack learning in the three-step interview strategy curriculum in offensive skills in wheelchair basketball for beginners, the goal of the research is to identify the impact of exercises which prepared as an educational lessons according to three-step interview method in teaching students some of offensive skills in wheelchair basketball of beginners either impose study There are some statistical points of alternative difference among our results of the tests whether pre-tests or post-tests of the first group which considered as experimental the excellence was for the benefit of the post-tests in wheelchair basketball for beginners. The author used experimental method to suit the study goals and its nature, the sample is a group of wheelchair basketball male players for beginners, numbering (12) players and they have been divided to two groups, one of them is a control group, and the other is an experimental group, by (6) players for each group. According of the results the author conclude some points, the high important points in this study is the best improve of the experimental group in their exercises for education and the three-step interview strategy used in the education method for wheelchair basketball performance for beginners had a high effective role in the experimental group players.

Keywords: Educational approach, offensive skills, wheelchair basketball

Introduction

"The educational process depends on the means of transferring information from the teacher to the learner and this means whenever appropriate the learning process is done better and faster and with less effort As a result of the evolution of modern concepts of the educational process and its association with the learner's mental and cognitive abilities through his involvement in building new communication formats and making educational facilities more effective and interesting". "The learning index beyond needs of players is also the most important for offensive and defensive ways on the field because defensive movements often begin to prepare for offensive strategy and are an important factor in confusing the opponent players, leaving opponent unable to make decision toward the attacking player's mobility". And "surprise the opponent to perform fast action and record a movement on it. Movements should be accurate and timely in order to succeed. The basketball game promises wheelchair basketball for beginners of group games for disabled people with a wide and large reach because of its many skills". "This skill in motor learning is one of the only skills that has a clear start and a clear end, enabling the learner to know the parts of this skill. Therefore, the cognitive aspects of any player's important aspect are high in wheelchair basketball for beginners are important because the more knowledge aspects, information and past experience accumulate in aspects of education the more performance is mastered and solutions are quickly developed for any variable that may occur during play or not previously identified by the learner". "The three-step interview strategy, which is one of the modern strategies in theoretical and practical aspects, is one of the umbrella strategies of cooperative education where the learner implements most aspects of the activity Learning in these strategies is fun and supportive, and makes every learner active and applies what they learn

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so they learn better". It helps learners listen, think, observe, discuss, and effectively share what they learn. Among the achievements of this strategy, we also find that the learner can store and maintain information and gain the ability to organize this information in memory. Hence "the importance of researching the player's possession because the player must use the three-step interview composites or smart cognitive structures and store them, i.e. self-awareness through the fact that the player with wheelchair basketball for educated beginners is effective and active in his environment with a high sense of self as a conscious actor to retain and retrieve information".

Research Problem

Offensive skills with wheelchair basketball are considered for beginners and may be not drawn by the right curriculum in education students approach according to potential of players due those skills are compulsory of basketball learner with wheelchair basketball for beginners. The success of the skills depends on the proper education by detecting the player's outstanding movements and the right timing in the chair performance every move. So the problem with research is not to invest the corresponding three-step strategy in players' performance of basketball offensive skills in entry-level wheelchairs. The right timing in the chair performance every move to get the desire goals of performance and cross failure depending on best or right learning by discover a gap in competitor's defending and to invest it optimal due to offensive high level skills are too important with basketball in wheelchairs for beginners. So the problem with research is not to invest the corresponding three-step strategy in players' performance of basketball offensive skills in entry-level wheelchairs.

Research Hypotheses: Prepare a curriculum according to the corresponding three-step strategy in teaching some offensive skills in wheelchair basketball for beginners.

There is impact of prepared curriculum to learn offensive skills according to the corresponding three-step strategy in wheelchair basketball for beginners.

Research Fields

Human Field: A sample of wheelchair basketball for beginners from Misan governorate for the 2022-2023 school year.

Spatial Field

Araibi Basketball Olympic Medal Hall.

Time Field: Period from (5/1/2024) to (1/4/2024).

Research Method & Field Procedures

Research Method

The author utilized experimental curriculum due to its suiting for study nature and modality of first and second parity groups as a sources for making comparison between two groups "are quite equal in circumstances except for the experimental variable affecting the experimental group.

Research Community and Sample

The research community of the 12 entry-level wheelchair basketball players from Misan Governorate are from the entry-level wheelchair basketball players. The members of the two control research groups have been identified where (6) players and the experimental also included (6) players and for the purpose of homogenization and parity in the approved variables. Parity and homogeneity were performed between the two research groups (control and experimental) in the tribal test of the variables adopted in the research, which included homogenization. "The sample was homogenized through the use of a twist coefficient" (Yassin, 1999:8) (age weight length). Parity in the tribal test of the variables adopted in the research that included in the table (1).

Table 1: shows the parity of the two research groups in the tests used

| Statistical transactions Test Name | measurement unit | experimental group | | control group | | Calculated (T) value | Probability Value | Sig. |
|------------------------------------|------------------|--------------------|------|---------------|------|----------------------|-------------------|--------|
| | | M. | St.d | M. | St.d | | | |
| High dribbling Speed | Sec. | 14,50 | 1,28 | 14,73 | 0,59 | 0,40 | 0,69 | Insig. |
| Chest passing Speed | Sec. | 12,51 | 0,87 | 12,99 | 0,88 | 0,94 | 0,36 | Insig. |
| Scoring from consistency | degree | 9,00 | 1,67 | 8,83 | 0,75 | 0,22 | 0,82 | Insig. |

Incorporeal at an indicative level $\leq (0,05)$

Applying the Independent Sampling (T) Act to test data, the calculated T value was lower than the tabular (T) value, indicating that the differences between the two groups were immoral, i.e. that the two groups were equal.

Means of collecting information, devices and tools used in research

Tools used in research

1. Arab and foreign sources.
2. International Information Network (Internet)
3. Exploratory experience.
4. Tests and measurements 5. Interviews.

Devices used in research: 1. Computer Laptop Type (Dell) Pantium (4). 2-Laser Printer Type 2900 Canon. 3-Hour Timing Number (2) Type (Sony) 4-Cone (Pads) Plastic Number (20) 5 - Whistle Basket Ball 6 - Play Chairs.

Field Search Procedures

Test identification: The most important thing is that the researcher prepared a form to select the appropriate tests for the skills under consideration. The form was presented to a group of specialists in wheelchair basketball for beginners (4) appendix (1) and (2). After collecting and unloading the forms, the tests were selected that achieved an agreement ratio (70%) and above.

Table 2: shows the percentage of experts' agreement for tests of basketball offensive skills in candidate beginners' wheelchairs

| Offensive Skills | Candidate Tests | number of experts | percentage | Result |
|--------------------------|--|-------------------|------------|--------|
| High dribbling | High dribbling speed 20m | 1 | 25% | X |
| | High Start dribbling Test with direction Change Between (6) cones For Distance (13.5m) Back And Forth With Wheelchair Basketball For Beginners | 3 | 75% | Agreed |
| Chest passing | Accuracy of chest passing | 1 | 25% | X |
| | Passing and receiving the ball towards wall from a distance of 2.5 m with wheelchair basketball for beginners | 3 | 75% | Agreed |
| Scoring from consistency | Measure the accuracy of the free throw scoring from behind the free throw line. (20 throw) | 3 | 75% | Agreed |
| | Scoring from consistency 10 throws | 1 | 25% | X |

Research Tests

First: Test the offensive skills of the wheelchair basketball game for beginners

Test with a change of direction between (6) pads for a distance (13,50m) back and forth: (1989:338:2).

Purpose of the test: Measuring the speed of the coating with the chair with the change of direction

Tools Syndrome: Basketball Court, Clips Number (6) Electronic Timing Clock, Duct Tape Length (1.50 m) Drawn as a starting line, whistle to give start signal and wheelchairs to beginners.

Performance specifications: The lab with the ball takes standby mode from the high start behind the starting line, with the wheelchair basketball for beginners and when hearing the starting signal the lab will chair with the coating change the direction between the diagnostics and then orbits the last person and continues quickly with the chair with the coating between the diagnostics until the finish line is cut.

Registration: Calculates the time taken by the laboratory from the moment the signal was given until it was cut off by the finish line".

Passing and receiving the ball towards the wall from a distance of 50, 2 m: (1991:124:6)

The purpose of the test: to measure the speed of pectoral handling and receipt.

Tools: Smooth wall, measuring tape, legal basket balls, electronic timer. And wheelchairs for beginners
Performance Specifications: The lab stands just behind the start line holding the ball, and at a start signal headset handles the ball (waistcoat handling) quickly towards the wall and receives it, repeats this performance for 10 consecutive deliberations and as fast as possible with wheelchair basketball for beginners.

Recording: Records the time the lab takes to perform deliberations from contact with the wall ball for the first successful handling until the last successful handling".

Free Throw Test (2019:48:4)

Test Purpose: Free throw test

The purpose of the test: to measure the accuracy of the free-throw correction from behind the free-throw line.

Tools: Basketball court, basketball target, basketball, registration form.

Performance specifications: Each player (20) gives attempts to aim from behind the free throw line.

Scoring: Each player calculates and scores one point for each successful throw (basketball interference) and does not count to the player any point when the basketball does not enter the highest points that can be obtained is (20) points".

Exploratory Experiment

The researcher conducted an exploratory experiment on the date of 13/1/2024 on the players of the research sample, namely, the wheelchair basketball for the 4 players from the community prior to his research with a view to selecting research methods and tools. He applied the tests he developed with the aim of.

1. To ensure the readiness of tools to be safely used.
2. To ensure easy preparation and implementation of study tests.
3. To note adequacy of auxiliary staff.

Pre-test

The researcher conducted tests before start teaching study curriculum, and it includes tests of (offensive skills) at 10 a.m. on 14-15/1/2024 at the Araibi Olympic Basketball Hall in the beginners' wheelchairs.

Educational Approach

1. The player's teacher is divided into threesomes.
2. The first learning poses a question, the second learner thinks and answers the question, and the third learner note as the answer and provides feedback.
3. The roles are exchanged among learners of the tripartite group. The rotation of roles each time may be the same question, or each learner may ask a different question. Questions may be predetermined by the teacher, but the learner must always learn and master how to build questions.
4. A special form is used in the process of recording thoughts by the learner blogged or registered every time the interview is conducted.
5. The learner discusses the threesome with each other about the ideas they have to prepare or add and then show the results to everyone.

The researcher began preparing the curriculum after "seeing a lot of available scientific sources as well as benefiting from the opinions of experts and specialists in the field of basketball in wheelchairs for beginners and motor learning, and took their good opinions after the curriculum was presented to them in order to achieve its objectives; Because the basis of it is to reach the level of students to the best possible degree of progress in his specialized activity".

"These units included a simplified explanation of the law of the game and the dimensions of the arena and the creation of a kind of synergy between the learner and how to perform the right skill so that the individual could form an incomplete initial picture initially".

After completion of the induction units and on 15/1/2024 day the curriculum consisting of (24) educational units began to be applied and took (8) weeks.

"The unit's time was 90 minutes, as the curriculum was applied in the main section of time. 60 minutes. This section included the theoretical part of the time. (20) Minutes that include skill explanation with presentation of application model in front of learners either practical part (Applied) Time was 40 minutes. This part included practical applications of skill exercises, three-step corresponding strategy exercises and a basketball basketball game in wheelchairs for beginners".

"The preparatory section of the curriculum had a time of 20 minutes, consisting of a general warm-up, which had a time of 10 minutes, and included walking and trotting with various exercises, either special warm-up, which also had a time of 10 minutes, and included special exercises of

stability and movement for all organs of the body, The final section was time (10) minutes and included small and recreational games of (4) minutes' duration and one minute's duration to pay tribute and leave as usual".

Post-test

The author conducted post tests on 10/3/2024 at the Sports Olympic Order Hall for one day and the researcher followed the same procedures as post tests for two groups in terms of applied time, place and assist tools which used by the author and his assisting team.

Statistics Process: In order to achieve study objective, the researcher utilized the statistical portfolio of social bag sciences program (SPSS).

Results Presentation, Analysis & Discussion

Results Presentation & Analysis

Display and analyze the results of tribal and dimensional tests of the experimental test group High Speed & Pectoral passing Speed, scoring accuracy of wheelchair basketball for beginners.

Table 3: Shows the output of tribal and remote tests of control group in the three search tests

| Statistical transactions Test Name | Measurement unit | Pre-test | | Pose-test | | Calculate(T) value | significance Level | Sig. |
|------------------------------------|------------------|----------|------|-----------|------|--------------------|--------------------|------|
| | | M. | St.d | M. | St.d | | | |
| High dribbling Speed | Sec. | 14,73 | 0,59 | 13,88 | 0,66 | 9,00 | 0,00 | Sig. |
| chest passing Speed | Sec. | 12,99 | 0,88 | 12,40 | 0,73 | 5,65 | 0,00 | Sig. |
| Scoring from consistency | degree | 8,83 | 0,75 | 10,00 | 0,63 | 3,79 | 0,01 | Sig. |

Analysis of the results of the experimental group in wheelchairs for beginners: After the researcher completed his post tests of the experimental set of research sample,

data was discharged and processed statistically and shown in table (4).

Table 4: results of post-tests of the experimental group

| Statistical transactions Test Name | measurement Unit | Pre-test | | Post-test | | Calculated (T) value | significance Level | Sig. |
|------------------------------------|------------------|----------|------|-----------|------|----------------------|--------------------|------|
| | | M. | St.d | M. | St.d | | | |
| High dribbling Speed | Sec. | 14,50 | 1,28 | 11,45 | 0,70 | 5,50 | 0,00 | Sig. |
| chest passing Speed | Sec. | 12,51 | 0,87 | 9,64 | 0,59 | 5,16 | 0,00 | Sig. |
| Scoring from consistency | degree | 9,00 | 1,67 | 14,50 | 0,83 | 7,20 | 0,00 | Sig. |

Degree of freedom (F1) (6-1 = 5) and level of significant ≤ (0.05)

Display and analyze the results of experimental group & control of wheelchair basketball for beginners

Table 5: results of post-tests of experimental & control groups

| Statistical transactions Test name | measurement Unit | experimental group | | control group | | Calculated (T) value | Level of significance | Sig. |
|------------------------------------|------------------|--------------------|------|---------------|------|----------------------|-----------------------|------|
| | | M. | St.d | M. | St.d | | | |
| High dribbling Speed | Sec. | 11,45 | 0,70 | 13,88 | 0,66 | 6,14 | 0,00 | Sig. |
| chest passing Speed | Sec. | 9,64 | 0,59 | 12,40 | 0,73 | 7,12 | 0,00 | Sig. |
| Scoring from consistency | degree | 14,50 | 0,83 | 10,00 | 0,63 | 10,51 | 0,00 | Sig. |

Degree of freedom (F2) (21-2 = 10) and level of significant ≤ (0.05)

Results and Discussion

An analysis of Tables 3, 4, and 5 reveals that the experimental group, which employed the three-step interview strategy and special exercises, achieved greater improvement in the assessed skills compared to the control group. In essence, the players who practiced with the three-step interview strategy and specialized exercises for developing wheelchair basketball skills in dribbling, handling, and passing (presumably high cooking refers to a specific passing technique) demonstrated greater improvement compared to the control group that followed the coach's traditional training methods (3) (4) (5). The

researcher considers that the three-step corresponding strategy special exercises lead to a valid methodology in competition training that develops the learner's ability to qualify three-step corresponding strategic special exercises in wheelchair basketball for beginners. The researcher attributes the reason for this to the learning obtained as a result of the presentation of the teaching material and the selection of appropriate teaching methods (according to the three-step interview strategy) that make the learner more willing to receive skills information and more motivating towards learning it. The researcher also attributes "the reason for the differences in outcomes between the

development to the level of individuals and their ability to do so this process requires a great susceptibility in the physical abilities of the basketball player to wheelchair basketball for beginners. This is confirmed by the statement". That repetition and training give more skill, competitiveness and more high develop motor active. "Passing is the process of transferring the ball to different places in play, where distinctive attitudes can be obtained in order to achieve better proportions of wheelchair basketball for beginners, and depends on its safety as a result of the match". The coating author totally agree it is "the process of wearing the ball with one hand towards the ground by the player with wheelchair basketball for beginners".

Conclusions and Recommendations

Conclusion

1. The curriculum according to the three-step interview strategy showed a positive impact on the learning of basketball offensive skills in wheelchairs for beginners
2. The three-step interview strategy used in the curriculum and accompanying performance has been instrumental in the pilot group's work.
3. There are moral alternative difference among the posttests (for offensive skills in wheelchair basketball for beginners) and for the experimental and control groups and for the benefit of the experimental group.
4. There are a moral relation among accuracy of some of the offensive skills of wheelchair basketball for beginners.

Recommendations

1. The player researcher of wheelchair basketball for beginners has worked out the use of methods in teaching or training process of learning skills for multi sports.
2. The researcher recommends to use the curriculum of the three-step interview strategy exercises by wheelchair basketball instructors for beginners.

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