



مجلة جامعة ذي قار لعلوم التربية البدنية

مجلة علمية محكمة تصدرها كلية التربية البدنية وعلوم الرياضة



*The impact of a proposed strategy for the application of blended learning to develop some basic skills  
Futsal for students*

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**ABSTRACT**

**Article history:**

Received: 4/ 2/ 2025

Received in revised from: 11/ 3 /2025

Accepted: 1/ 3/ 2025

Published online: 11/4/ 2025

**Keywords:**

intermediate role  
career creativity  
assignments

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The fundamental research question was the breach between the intellectual understanding of the variables and the field existence of the academy substitute, as academies in Iraq in general and the University of Dhi Qar substitute contract an illness various questions, including at the level of allure locale and contest accompanying additional universities, containing at the level of operating allure assignments towards the beneficiaries, as these questions cause a decrease in the level of conduct of allure tasks on account of either laws and priestly directions or on account of the lack of wherewithal and skills necessary to manage allure functions by dealing and directing matters at the academy. The aim of this research search out study the powerful friendship of the administrative climate in crystallizing the connection betwixt professional unity and task creativity and weighing the levels of variables examined. The research was attended on the supervisors filling a place administrative tasks in the management of the University of Thi-Qar the one were intentionally picked, where (214) inquiry was created for one analyst and after resolving the results, it enhanced clear that the administrative humidity has an affect the relationship middle from two points professional unity and task artistry at the level of individual compatibility professionally accompanying welcome institution of higher education and artistry in his work. The most influential pieces of advice search out devote effort to something internal active environments by occupied to organize dependable rules to enhance their levels and level of work and knowledge by professors by construction an administrative culture established the incident of material and cognitive work requirements and improving professional rapport, that is individual of the main indicators. In the character of acting of verdict adjusting factors for the education accompanying the within and outside environments.

## **1 - Definition of research:**

### **1-1 Introduction and importance of research:**

Sports have made great strides towards progress and progress at all levels and that this progress came as a result of the adoption of scientific programs and the harnessing of science associated with the service of all sports events, as researchers in most countries of the world conducted a comprehensive practical examination of the educational systems prevailing in their countries and recommended formulating them on sound scientific foundations and the need to adopt a modern strategy built according to the requirements that are consistent with the progress and scientific development taking place in all fields **One** of the processes that take a distinct role in the issue of education is the use of diverse modernity in the education process, which prompted researchers to renew, diversify and expand in finding educational alternatives for the purpose of developing and achieving the best level of learning.

The blended learning strategy is one of the modern methods that focus on the role of the learner and his active participation in the educational process, which works to meet the diverse needs of the learner, and it also helps the teacher and the student in providing an attractive educational environment, which leads to improving the quality of the educational process, as it is an educational system in which e-learning integrates with classroom education (traditional) and thus works to stimulate the student's senses through hearing and sight and thus increase Interaction between students with each other and between the teacher and the student, and increase the percentage of learning among students as it improves the effectiveness of learning by providing harmony between the requirements of the student and the learning program provided.

Since futsal is characterized by its multiple and diverse skills that beginners should learn and master and familiarize themselves with its technical and scientific aspects, so the use of blended learning during performance can have a major role in developing and mastering its basic skills.

Hence the importance of the research in an attempt to apply a new educational strategy that helps provide an attractive educational environment commensurate with the modern capabilities available for some of the skills to be learned according to its scientific aspect and be practically comprehensive all aspects of the game of futsal, through which the skill side is developed in a manner consistent with the nature of performance in order to achieve the required goal to be learned and mastered scientifically.

### **1 - 2 research problem:**

The basic skills of futsal are the mainstay of performance and without mastering it to a high degree, the task becomes difficult for the learner, as it is

between the two large signs (1.5 m) while the distance between the two small signs from the two large (0.5 m) and the distance between the first and third station and the handling mark (6 m), and the distance between the first station and the handling sign (6 m)

**Method of performance:** A directive is given to the laboratory, for example (1), (2) or (3) and in four seconds the laboratory handles the ball to the required station, knowing that the instruction is not sequential, but random.

**Test conditions:** - Handling in (4) seconds, the attempt is considered a failure if it exceeds 4 seconds.

- If the ball touches the sign and enters, it is calculated according to the place of entry.

- The laboratory is given (12) attempts.

- Do not calculate any grades for the laboratory if the ball rises above the signs

**Registration:** - If the ball enters between the two large signs, the tester is given (2) degrees, and if the ball enters between the big sign and the small sign, it is given (1) degree, and no degree is given if the ball does not enter between the signs.

- The laboratory is calculated for the number of grades obtained in (12) attempts

#### **2.4.3.3 Control of the ball ( suppression) (Zuhair Al-Khashab et al. 1998, 209)**

**Test name:** Control of the movement of the ball (suppression) inside the foot.

**Purpose of the test:** to measure the accuracy in stopping the ball and regaining control of it.

**Necessary tools:** (5) legal footballs, tape measure, burke.

**Procedures:** Planning the test area.

- The player stands behind the designated test area.

- The teacher or coach stands with the ball on the line of throwing balls, which is a distance of (6) m from the test area, which is a square measuring (2x2) m and after giving the start signal throws the ball (high ball) to the player who advances from the starting line to inside the test area trying to stop the ball inside the foot and then return to the starting line and start again.

- The ball must be stopped behind the line and within the area specified for the test, provided that one of his feet is inside the test area.

- If the coach makes a mistake in throwing the ball, the attempt is repeated and is not calculated (throwing the ball is done by the movement of the hands from the bottom up).

**Registration :**

- Gives the player five consecutive attempts.

- Grants (zero) for the failed attempt (incorrect).

- Two grades are awarded for each correct attempt.

- The highest score obtained by the player is 10 degrees.

**Directives:** The attempt is not considered valid in the following cases:

- If the player does not succeed in stopping the ball.
- If he crosses any line in the test area by more than one foot.
- If he stops the ball illegally in football.

**2.4.3.4** Foot scoring test on overlapping rectangles (Qahtan Jalil, 2009, 77)

**Purpose of the test:-** Measurement of scoring accuracy.

**Tools:-**

- 1- Futsal football number (10)
- 2- A smooth wall on which three overlapping rectangles are drawn: (large rectangle 3 m × 2 m – middle rectangle 2.20 m × 1.50 m – small rectangle 1.40 m × 1 m as the ground represents the lower edge of the rectangles, and a line is marked in front of the wall at a distance of (10 m).

**Performance Description:-** The tester stands behind the starting line (10 m) and then scores towards the wall with three balls in succession, trying to hit the large rectangle.

**Conditions of performance:** - The test starts from ball number (1) and ends with ball number (3).

**How to register:-**

- It counts for the laboratory (one score) if the ball hits the small rectangle.
- It counts for the laboratory (two marks) if the ball hits the middle rectangle.
- It is calculated for the laboratory (three marks) if the ball hits the large rectangle.
- Zero degrees are calculated for the laboratory if the ball comes outside the three rectangles.

#### **2.4.4 Exploratory experiment:**

The researcher conducted the survey on 11/20/2022 and included (10) students other than the research sample who were excluded from the main experiment and the purpose of this experiment was:

- 1- Ensure the validity and suitability of the tools used when conducting the experiment .
- 2- Arrange students and explain the details of the strategy .
- 3- The work team gained field experience in how to make selections and measurements .
- 4- Know and determine the time required to implement the strategy .
- 5- Identify the difficulties that may face the researcher in the main experiment .

##### **2.4.4.1 Scientific foundations of tests :**

In order to obtain the scientific foundations of the tests, through which honesty, consistency and objectivity are determined, the following has been conducted :

#### **2.4.4.1.1 Validity of the test:**

It is "the ability of the test to measure the thing that was actually set to measure it so that it does not measure anything else" ( Muhammad Mahmoud Al-Haila . 2003, 387 ) The researcher has adopted the sincerity of the content or content by presenting the tests to a group of experts and specialists in the field of scientific research, motor learning, teaching methods, tests, measurement, sports training and football specialization , who confirmed the validity of these tests, and thus the tests used were honest in what they measure and can be relied upon in the research.

#### **2.4.4.1.2 Stability of the test:**

The test was applied to a sample of (10) students who were excluded from the main experiment in order to verify the stability of the tests used, and the researcher used the test method and re-test, and this experiment was conducted on 11/20/2022, and the test was repeated after (7) days on 11/27/2022, after which the researcher used the simple correlation coefficient (Pearson) To know the stability of the tests, the results showed that the tests are characterized by high correlation coefficients, i.e. a high degree of stability, as shown in Table (3).

#### **2.4.4.1.3 Objectivity of the test:**

The researcher found the coefficient of objectivity for each of the candidate tests by finding the simple correlation coefficient (Pearson) between the results of the two arbitrators\* () and verify the objectivity of the test and Table (3) shows that.

**Table 3**  
**Shows the coefficient of stability and objectivity of the tests used in the research**

Objectivity coefficient	Coefficient of stability	Test Name
90 %	87 %	Rolling
89 %	93 %	Handling
84 %	86 %	Ball control (suppression)
95 %	85 %	Scoring accuracy

\*Arbitrators: 1– Adnan Ghaithan Zaighem, PhD in physical education and sports sciences.

2– Karrar Haider Taher, Master of Physical Education and Sports Sciences.

### **2-5 Pre-tests:**

The researcher conducted the pre-tests on the research sample on Monday, 11/28/2022 in the closed hall of the college and at exactly nine o'clock in the morning, and the test was attended by all members of the research sample, numbering (50) Requesting the presence of the assistant work team and the researcher worked to stabilize the conditions related to the tests in terms of time, place and tools used in order to work as much as possible to create similar conditions when conducting post-tests.

### **2.6 Main experience :**

The implementation of the blended learning strategy on the members of the experimental group began on Wednesday (30/11/2022) by two educational units per week on (Sunday and Tuesday), which lasted for (9) weeks, and ended on Wednesday, 1/2/2023, and the time of the educational unit was (90) minutes, and the researcher in the main section used a variety of exercises For the skills to be learned, which included four skills of futsal skills , and the application according to the concept of blended learning is through presentation through electronic means, taking into account video photography to explain the skill with sending it to all members of the research sample via the Internet, and in the absence of the network for (3) students, the lecture is transferred by laser disks to them and the lecture is presented inside the hall For the members of the research sample, in which the sample is watched for all the details and parts of the skill to be learned, as well as the teacher's role in explaining all the parts related to the performance of this skill while giving the scientific picture of it and identifying the strengths and weaknesses and what mistakes the learner may make during the application process, in addition to that after the end of this lecture, the teacher assigns students Duty outside the school by communicating on the Internet to retrieve and apply the idea and the integrated image of what he saw of the skill, which will be applied in the field in the second lecture so that the learner is the integrated kinetic image to perform this skill,

### **2-7 Post-tests :**

After completing the educational curriculum using the blended learning strategy, the researcher conducted the post-tests on Thursday , 2/2/2023, under the same conditions in which the pre-tests were conducted and in the presence of the same assistant team.

**2-8 Statistical methods:** The researcher used the program (SPSS ver 24) to extract the statistical results

### **3- Presentation, analysis and discussion of results:**



### 3-1 Presentation, analysis and discussion of the results of the pre- and post-tests of the control and experimental groups.

#### 3.1.1 Presentation of the results of the pre- and post-tests of the control group and analyzed.

Table (4)

It shows the arithmetic media, standard deviations, the value of (t) and the level of significance in the pre- and post-tests of the research variables of the control group.

Significance Statistics	Significance	t-value Calculated	Post-Test		Pre-test		Unit of measurement	Variables
			Mean	Std. Dev.	Mean	Std. Dev.		
Moral	0.04	2,97	1.71	13.24	1.30	15.33	second	Rolling
Moral	0.01	2,49	3,42	20,72	2,07	18,45	degree	Handling
Moral	0.03	5,11	0,57	7.88	0,37	5.66	degree	Ball control
Moral	0.00	3,00	0,93	18.84	1,42	16.54	degree	Scoring accuracy

\* Moral at the level of significance (0.05) and in front of the degree of freedom (24)

Table (4) shows the results of the pre- and post-tests of the skills under research for the control group, as the results presented in the table showed that the value of the calculated significance level ranged between (0.04) and (0.000), which is less than the value of the significance level (0.05) and this indicates that there are significant differences between the pre- and post-tests of the control group and in favor of the post-test.

#### 3.1.2 Presentation and analysis of the results of the pre- and post-tests of the experimental group.

Table (5)

Shows the arithmetic media, standard deviations, the value of (t) and the level of significance in the pre- and post-tests of the research variables of the experimental group.

Significance Statistics	Significance	t-value Calculated	Post-Test		Pre-test		Unit of measurement	Variables
			Mean	Std. Dev.	Mean	Std. Dev.		
Moral	0.02	2,57	1.71	11.99	1.34	14.45	second	Rolling
Moral	0.000	2,42	3,42	23,02	1,07	21,77	degree	Handling

Moral	0.01	5,13	0,57	9.83	0,57	7.34	degr	Ball control
Moral	0.03	3,02	0,84	21.85	1,32	18.78	degr	Scoring accuracy

**\* Moral at the level of significance (0.05) and in front of the degree of freedom (24)**

Table (5) shows the results of the pre- and post-tests of the skills under research for the control group, as the results presented in the table showed that the value of the calculated significance level ranged between (0.03) and (0.000), which is less than the value of the significance level (0.05) and this indicates that there are significant differences between the pre- and post-tests of the control group and in favor of the post-test.

### **3.1.3 Discussion of the results of the pre- and post-tests of the skills under research for the experimental group**

From the results presented in Table No. (5) of the experimental group, which used the blended education strategy, it was found that there are significant differences between the pre- and post-tests and for both groups and in favor of the post-test, the researcher believes that the reason for this improvement is due to the application of the blended education strategy and the use of education technology within the educational units, which helped to develop the basic skills of students as he sees (Zaher Al-Gharib, 2009) The optimal use of the variables of the modern era and keep pace with the development in the educational field using educational technology and benefit from blended education and the employment of technological innovations in the integration of goals, content, sources and activities of learning and methods of delivering information through the methods of face-to-face learning and e-learning has a significant impact on the success of the learning process, and the appropriateness of this strategy to the level of students increased the improvement of the level of performance of the members of the research sample significantly and this is what was pointed out by (Biran Mackenzie ) The educational units performed by the educational program at a level commensurate with the student's ability has a very effective role in the learning process)

### **3.1.3 Presentation, analysis and discussion of the results of the experimental and control groups in the post-test.**

Table (6)

Shows arithmetic media, standard deviations, value (t), level of significance and percentage of development in pre- and post-tests of the research variables of the control and experimental group in post-tests



Significance Statistics	Significance	t-value Calculated	Control group		Experimental Group		Unit of measurement	Variables
			Mean	Gain	Mean	Gain		
Moral	0.02	1,78	1.71	13.24	1.71	11.99	second	Rolling
Moral	0.000	2,39	3,42	20,72	3,42	23,02	degree	Handling
Moral	0.00	4,23	0,57	7.88	0,57	9.83	degree	Ball control
Moral	0.00	3,42	0,93	18.84	0,84	21.85	degree	Scoring accuracy

\* Moral at the level of significance (0.05) and in front of the degree of freedom (23)

### 3-5 Discussion of the results of the experimental group and control in the post-tests:

Through the results that appeared in Table (6), the researcher believes that the progress made in the learning process of the experimental group that used blended learning helped to increase the student's motivation towards learning by emphasizing the nature of the correct performance and through a comparison with the performance of the presentation by the devices, so the performance serves as feedback or evaluation of performance during practice, in addition to the teacher's advice and guidance, which has a distinctive importance through guidance and guidance, and this gave an incentive In addition to translating the educational goal into an interactive experience position that the student interacts with through the scientific drawing of the integrated motor program, which was prepared by the presentation with guidance, which generated a clear picture of the optimal performance , which was reflected on the student's performance through the lack of errors, as well as the researcher believes that the amount of improvement in the group itself was built on the basis of individual learning and the reason is due to the presentation of the skill that had the largest role in mastering the skill to be learned. In order to learn correctly while correcting mistakes or avoiding mistakes individually, this is a positive result in learning.

The researcher also attributes these differences and progress rates in the post-tests to the experimental group that used blended learning that combines e-learning and traditional education, as it works to arouse students' interest, enthusiasm and excitement and increase their motivation to learn, which leads to the survival of the impact of what they learn (Wafiqa Salem 2007, 18) that computer-assisted learning provides a two-way communication system between the learner and the computer and this system has a good impact during the interaction processes, which

makes the learner about to learn Without fear or hesitation of knowing one of his scientific level.

As well as among the reasons that contributed to the development of this group stored the information to be learned through presentation and direct clarification made there an order in terms of the form of total performance , including the parts of the movement to be learned, where it confirms that the student's benefit is greater when he corrects errors through observation and comprehensive knowledge will have a positive impact on the memorization process comes from the arrangement of information in his mind On the other hand, the student who watches and listens to strengths and weaknesses Understands the skill better as it can form a clear picture of some points that may prevent the factor of shyness or lack of time in inquiring about them from the teacher during the application process ( Fatima Matar . 1992, 203 (

The correct integration between traditional education and e-learning is better than traditional education, which is face-to-face and better than e-learning if each is separate from the other, and the severe need for new technology and continuous work can not be achieved through the sources of education in the regular classroom and blended education achieves these things in order to develop human needs, as it is necessary to provide a sufficient amount of enthusiasm and commitment to achieve success in blended education. What traditional methods need most.

#### **4. Conclusions and recommendations.**

##### **4.1 Conclusions**

- 1- There are significant differences between the pre-measurement and the post-measurement of the experimental group in teaching some of the basic skills under research and in favor of the post-test.
- 2- The existence of significant differences between the pre-measurement and the post-measurement of the control group in teaching some of the basic skills under research and in favor of the post-test.
- 3- The results showed a clear superiority of the members of the experimental group that used blended learning over the control group that used traditional education in post-tests and for all the skills under research.

##### **4.2 Recommendations:**

- 1- Adopting the educational curriculum prepared by the researcher using blended learning for its positive role in teaching some basic skills in futsal to students.
- 2- Emphasizing the use of blended learning technology for its effective role in stimulating students' motivation towards learning and acquiring some basic skills in futsal for students.

- 3- Examining the obstacles to the use of blended education in university education in general and for all practical and theoretical courses

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