



## The effectiveness of a role-playing strategy using a mobile phone in learning the skills of passing and forward dribbling in football

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### ABSTRACT

The research included four chapters. In the first chapter, the researcher touched on: the importance of working on the success of the teaching process and investing learning time in the best way. It is necessary to continue producing effective teaching strategies that work on the sustainability of the teaching process with high efficiency, especially when teaching young age groups. Here comes the pioneering role Of scientific research and researchers in clarifying solutions to urgent problems. The research problem was that beginners require them to perform skills with innovative motor patterns that help them play well. Therefore, the study raises the question: Is there an effective role-playing strategy using a mobile phone in learning the skills of passing and front-rolling in five-a-side football? The research aims to prepare an educational curriculum based on the role-playing strategy in line with the research sample and to identify the effectiveness of the role-playing teaching strategy and to use the mobile phone in learning the skills of passing and front-rolling in football....The experimental research method included the design of the two unequal groups with equal numbers, as the research applied to a sample of (19) learners of the new novices admitted to the Airways Club in the city of Baghdad, aged (12-15) years, and to measure the technical performance of the selected basic skills, follow: The researcher used the scientific procedures to design a form for the skill (rolling - passing), as its validity and stability were verified. Half an hour before the start of the academic unit and after the end of the educational curriculum, the dimensional measurements were carried out in the same steps as the tribal measurements with the help of experts and evaluators. The researcher concluded that the experimental group that used the role-playing learning strategy using the mobile phone was superior to the control group in the technical performance of the skills forwarding passing and rolling skills. Because the sample was faced with the comprehension of the vocabulary of the role-playing learning strategy, as they were among the new acceptors.

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

The multiplicity of teaching methods in the field of physical education to teach the basic skills of various sports, and the multiplicity and diversity of these methods is not important, but the most important is how to choose the most appropriate one to match the type of skill and the nature of the learners, taking into account their tendencies, trends and desires for the method that they can be in harmony with with high effectiveness, and to restrict The teacher's method of teaching and making it prevalent for all age groups may limit their effectiveness in learning, as is the traditional and common method inside and outside educational institutions.



The importance of this study is in two important directions, the first is to provide knowledge information that will be a source for many specialists, and the second is that the results and scientific data are an important reference from which workers with the most important age stage can benefit from the correct orientation towards developing their mathematical level and mastering basic game skills by blending educational strategy With the popular and desirable mobile phone among the new applicants in the football schools for the junior category, and thus it is an important educational medium.

#### 1-2research problem:

Adopting the use of teaching methods is not limited to formal educational institutions, but extends beyond those institutions, and many of those interested in teaching games skills outside educational institutions, including the game of football quintet Most of those interested rely on traditional methods such as the command method or the training method, arguing that this age stage (12-15 years) is characterized by clear and continuous activity and their belief that it guarantees complete control over the trainees and the learning process.

It is known that the direct patterns are based on the normative aspect of the skill, meaning that the motor skill provided by the games coach is matched by the learners' commitment to perform according to the presented model. Performing skills with innovative motor patterns that help them in playing with perfection. From the above, the subject of the research can be a modest addition to the field of learning by investing in the movement and activity of this age group, as well as organizing time for learning by using the mobile phone in the process of motor learning for the skills of passing and front rolling in football. Therefore, the study raises the following question:

Is there an effectiveness of the role-playing strategy using the mobile phone in learning the skills of passing and forward dribbling in the football quintet?

#### 1-3 Research Objectives:

Recognizing the effectiveness of the role-playing teaching strategy and using the mobile phone in learning the skills of passing and front dribbling in the soccer quintet.

Recognizing the preference between the role-playing strategy using the mobile phone and the curriculum followed in the imperative style in learning the skills of passing and forward rolling in the football quintet

#### 1-4 Research Hypotheses:

There are significant differences between the tribal and remote measurements of the experimental and control groups in learning the skills of passing and forward rolling in football pentathlon

There are significant differences between the dimensional measurements of the experimental and control groups in learning the skills of passing and forward rolling in football pentathlon

#### 1-5 Research Areas:

1-5-1 The human field: a sample of new applicants in football schools for the junior category (12-15) years old, who are newly admitted to the Iraqi Airways Club for the football quintet for the year 2021-2022.

1-5-3 Time range: for the period from 5/12/2021 to 8/20/2022.

1-5-2 Spatial domain: the football hall of the Iraqi Airways Club - Baghdad.

#### 1-6 Terms used in the research:

1- Efficiency:



The ability to achieve the intended goal of learning according to certain criteria to reach the desired results ( )

2- Teaching strategy by role-playing and mobile learning style:

(Procedural definition): A proposed teaching strategy based on integrating the role-playing style as an indirect teaching method with various educational means and media for teaching children, in which one of the playing styles (role-playing style) mixed with one of the e-learning styles (the mobile learning style).

3- Role-play learning:

It is one of the “edutainment methods by which the student acquires many skills, experiences, and knowledge, in an atmosphere characterized by freedom and pleasure, which is reflected in his thinking, attitudes, and values to enable him to acquire various skills, such as problem-solving and dialogue, which is a means of understanding with the parties.”

2. Research methodology and field procedures

2-1 Research Methodology:

The researcher used the experimental method by designing the experimental and control groups.

2-2 Research community and sample:

The research sample amounted to (19) players from the research community after excluding the new applicants in the football schools for the uncommitted junior category and the new applicants in the football schools for the injured junior category, and thus the research sample formed a percentage (63.33%) of the research community, they were divided into two control and experimental groups in a manner The lottery, and that the selection of this sample was to achieve the objectives of the research, as it became clear to the researcher the commitment of the sample to the educational units, thus ensuring contact with them, as well as the cooperation of the training staff with the researcher in applying the research procedures, in addition to that, the sample was not exposed to conducting similar research within the time period of the current study .

2.2.1 The homogeneity of the sample.

The researcher verified the homogeneity of the research sample in the variables (height, weight, and age) and the level of skill performance under study through the use of the law of torsion coefficient, Table (1) shows this.

Table (1)

It shows the homogeneity of the research sample members in the variables of height, weight, chronological age and evaluation of the technical performance of the main variables of the research

ت	Variables	measurin g unit	Arithmetic mean	Medi ator	standard deviation	skewne ss
	length	cm	153.578	154	1.606	0.789
	weight	Kg كغم	38.263	38	1.694	0.466
	Age	year	13.736	14	0.805	0.985
	dribbling	degree	4.631	4.666	0.701	0.484



Passing the ball	degree	4.034	4	0.607	0.011
* AVER. (+ - 1), n= 19.					

2-2-2 Equivalence of the two research groups.

For the purpose of starting a single initiation line for the two experimental and control groups, the researcher made sure that the two research groups were equal, after processing the data of the tribal tests in the variables of length, weight, chronological age, age and evaluating the technical skill performance, and after observing the values, the researcher found that the differences were not statistically significant, which confirms that the two groups are equivalent.

Tabel (2)

It shows the equivalence of the members of the experimental and control groups in the variables of weight, height and age and in evaluating the technical performance of the main variables of the research

ت	المتغيرات	وحدة القياس	المجموعة الضابطة		المجموعة التجريبية		قيمة ت المحسوبة	مستوى *الدلالة	تفسير الدلالة
			س	ع	س	ع			
	الطول	سم	153.44 4	0.527	153.70 0	0.674	0.924	0.368	غير دال
	الوزن	كغم	38.111	0.927	38.400	2.221	0.361	0.721	غير دال
	العمر	سنة	13.888	13.60 0	0.927	0.699	0.771	0.450	غير دال
	درجة الكرة	درجة	4.703	0.856	4.566	0.567	0.406	0.691	غير دال
	تمرير الكرة	درجة	3.814	0.555	4.233	0.609	1.566	0.136	غير دال
* درجة الحرية $\geq (0,05)$ , دال تحت مستوى خطأ $(9+10-2=17)$									

1. Devices and tools used and means of collecting information:

2-2-4 Search devices:

HP Computer

Hard Disk for saving all the documents

Medical device for measuring the weight and the tall

2-2-4the tools used in the research

measurement belt



electric watch type Casio 2 pc  
whistle  
Soccer balls ten pc

2-2-5 the tools used to collect the information

The Arabic and the English resources

The attention and the experiments

The international resources

The personal interviews

1. research procedures

1.2.3. Experimental procedures.

The researcher conducted his reconnaissance experiment on (Tuesday) 3/5/2022, at (3) in the afternoon. The purpose was to train the assistant work team and understand field research procedures. They ensured the validity of the application of the research sample of the educational exercises in terms of the method of performance, the specified distances, the time of performance, and their suitability for the target age group.

They were applying the performance evaluation form for the basic skills to obtain the scientific foundations' transactions.

Record any obstacles that may arise during the application of the experiment in the field.

The researcher confirmed the method of implementing role-playing learning vocabulary using the mobile phone.

Ensure that the trainer and his assistant understand the procedures for applying the vocabulary of the educational curriculum.

They were obtaining the values of the performance evaluation form's scientific basis coefficients (legalization).

2-3-2 The sample of the exploratory experiment and its homogeneity.

The experimental experiment sample was represented by novice players aged (12-15) years, who were among the newly admitted to Al-Amer National Football School in the city of Baghdad - Al-Amiriya region, and (9) players were chosen randomly.

2-3-2 The sample of the exploratory experiment and its homogeneity.

The experimental experiment sample was represented by novice players aged (12-15) years, who were among the newly admitted to Al-Amer National Football School in the city of Baghdad - Al-Amiriya region, and (9) players were chosen randomly.

2-3-3 The procedures of the first and second exploratory experiments.

The researcher conducted his first exploratory experiment on 3/5/2022, at (3) in the afternoon. The methods of the first exploratory experiment included measuring height - weight, and age and photographing each player's performance to present it to the experts to assess the technical performance. The exploratory experiment was repeated after a week. The exact conditions for the first experiment.

2-4 Scale for evaluating the technical implementation of the basic skills in question.



After reviewing the scientific references that dealt with the subject of assessing the technical implementation of the game of football, a form to assess the technical implementation of some basic football skills (Appendix 4) was designed in its initial state to measure the accuracy of performance (motor tracks), as the structure consisted of four main axes, each axis representing a skill Basic skills under study. Each of them has a particular item to evaluate that skill according to its technical performance. After the initial design of the form, it was presented to experts and specialists in football, measurement, and evaluation (Appendix 1) to indicate its validity and extract the scientific basis as follows:

A- Validity of the measurement tool for evaluating the technical performance of the basic skills under consideration:

The specialized performance evaluation form for the basic skills under research was presented in its initial state to five arbitrators to express the arbitrators' opinion about the validity of each paragraph of the tool and the extent to which the degree of appreciation is represented to measure the performance specified for it and calculated using the percentage coefficient, and thus the validity of the content of the scale tool was obtained as shown in Table (3).

Table (3)

(n=5) يبين معامل صدق فقرات المقياس الخاص بتقييم الأداء الفني للمهارات الأساسية قيد البحث

المفردات	اتفاق المحكمين	اختلاف المحكمين	مؤشر * الصدق	
الدرجة	مرحلة الاقتراب ووضع قدم الارتكاز بجانب الكرة (درجتان)	5	0	100%
	مرحلة مرجحة الرجل الضاربة (خلفا امام) وحركة القدم لدفع الكرة للأمام وتوجيهها (اربع درجات)	5	0	100%
	مرحلة حركة الذراعين واتزان الجسم (درجتان)	4	1	80%
	(توزيع النظر بين الكرة والملعب (درجة واحدة)	5	0	100%
	بعد الكرة عن القدم الضاربة أثناء الدرجة ((درجة واحدة)	4	1	80%
التمريرة	الاقتراب وارتكاز القدم بجانب الكرة (ثلاث درجات)	5	0	100%
	(توازن الجسم أثناء الارتكاز (درجة واحدة)	4	1	80%
	مرجحة الرجل الضاربة (خلفا امام) وانحناء الجسم اماما (ثلاث درجات)	4	1	80%
	ركل الكرة ومتابعتها للكرة واتزان الجسم بعد (التمرير (ثلاث درجات)	5	0	100%

الدلالة: منعدم= (0) , ضعيف = (0.01 - 0.24) , متوسط = (0.25 - 0.74) , قوي= (0.75 - 1) , تام = (0.99 = 1).

B- The stability of the measurement tool for evaluating the technical performance of the basic skills under consideration:

The stability of the measurement tool means that almost the same results are reached whenever the measurement process is repeated or whenever there are multiple individuals who use the units of measurement ( ). Therefore, two arbitrators' rating degrees were adopted using the Cobee equation to calculate the agreement coefficient in order to obtain the stability of the estimates for the items of the measurement tool. Each grade similar to the two judgments in the same measurement paragraph was given the attribute (agreeing). Each grade was given a different grade between the two judgments with the attribute (difference). The results of the stability coefficient of the measurement tool paragraphs were calculated, as (Cooper, 1974) ( ) indicated that if The percentage of agreement was less than (75%), which meant a decrease in the percentage of agreement, and if it was more, this means an increase in the percentage of agreement. , as shown in Table (4).

Table 4

Coefficients of stability of the items of the scale for evaluating the technical performance of the basic skills in question

عينة التجربة الاستطلاعية n=9	عدد محاور القياس	عدد مرات الاتفاق	عدد مرات الاختلاف	*معامل الاتفاق (ثبات أداة القياس)
1	9	18	3	85.714
2	9	20	1	95.238
3	9	17	4	80.952
4	9	18	3	85.714
5	9	18	3	85.714
6	9	18	3	85.714
7	9	20	1	95.238
8	9	16	5	76.190
9	9	20	1	95.238

الدلالة: منعدم= (0) , ضعيف = (0.01 - 0.24) , متوسط = (0.25 - 0.74) , قوي= (0.75 - 1) , تام = (0.99 = 1).

C- The objectivity of the measurement tool for evaluating the technical performance of the basic skills under consideration:



Adopting the results of the evaluation of two arbitrators in the first measurement for the performance of the pilot experiment sample for the basic skills under study and then calculating the ordinal correlation coefficient (Spearman Brown), as shown in Table (5).

جدول (5)

يبين معاملات موضوعية فقرات المقياس الخاص بتقييم الاداء الفني للمهارات الأساسية قيد البحث

المفردات	متوسط تقييم المحكم الأول	متوسط تقييم المحكم الثاني	* دلالة معامل الموضوعية	
الدرجة	مرحلة الاقتراب ووضع قدم الارتكاز بجانب الكرة ((درجتان	1.700	1.500	0.844
	مرحلة مرجحة الرجل الضاربة (خلفا امام) وحركة (القدم لدفع الكرة للأمام وتوجيهها (اربع درجات	3.500	3.100	0.910
	(مرحلة حركة الذراعين واتزان الجسم (درجتان	1.200	1.600	0.755
	(توزيع النظر بين الكرة والملعب (درجة واحدة	0.500	0.460	0.768
	بعد الكرة عن القدم الضاربة أثناء الدرجة (درجة واحدة	1.900	1.700	0.761
التمريرة	الاقتراب وارتكاز القدم بجانب الكرة (ثلاث درجات	2.600	2.500	0.821
	(توازن الجسم أثناء الارتكاز (درجة واحدة	0.520	0.600	0.900
	مرجحة الرجل الضاربة (خلفا امام) وانحاء الجسم (اماما (ثلاث درجات	1.500	1.800	0.758
	ركل الكرة ومتابعتها للكرة واتزان الجسم بعد (التمرير (ثلاث درجات	3.500	3.700	0.795
الدلالة: منعدم = (0), ضعيف = (0.01 - 0.24), متوسط = (0.25 - 0.74), قوي = (0.75 - 0.99), تام* = 1.				

And after verifying the scientific basis and taking all the notes of the arbitrators on the content of the form to become in its final form, as shown in Appendix (1), it became valid for application to the main research sample.

2-5-1 Tribal measurements.

After preparing the appropriate devices and tools, the assistant work team made the measurements (rolling - passing) on the control and experimental sample, as the performance was filmed with a technique from three areas of the player's performance and was placed in a hard disk with a video and sequence of the player to be shown to three arbitrators, As the arithmetic means of the scores of the three assessors was extracted to obtain the final scores. They were placed in special forms prepared by



the researcher, and the temporal and spatial conditions and the steps for taking the measurements that were made at (3) in the afternoon on 3/26/2022 were fixed at the five-football stadium Al-Khatiya Sports Club.

2-5-2 Number of steps of the educational program.

After consulting with experts in football and the field of teaching, motor learning, and sports training, the researcher prepared an educational program for role-playing using a mobile phone targeting (rolling - passing) skills, as well as preparing a set of films about skills for exemplary performance with an explanation of the performance stages for each skill, and a group Pictures of the technical performance of the skills and programmed with the help of an expert to be stored on a hard disk, for each skill so that the researcher can send it to the mobile phone of each player.

1. The prepared video and pictures are watched by the experimental group the learned skill and its details are explained half an hour before the start of the educational unit, using the mobile phone, with listening to the views and discussing the students to ensure that they understand the details of the skill, and making sure to watch the new applicants in the football schools for the junior class to display the skill and that The coach asked the new applicants in the junior football schools about the details of the skill offered.
2. New applicants in football schools for the junior category are allowed to express their opinions freely, within limits set by the coach.
3. At the end of each exercise, the coach evaluates the results and extracts the opinions of the new applicants in the football schools for the junior category.
4. To allow new applicants in football schools for the junior category who played the role spontaneously in clarifying and explaining the skill and expressing themselves and their emotions.
5. Applying the experimental group from 4-6 exercises in each educational unit.
6. Implementation of the educational program took for (4) weeks, with three educational units per week on days (Tuesday, Thursday, and Saturday), as it took (12) educational units, in line with the trainer's curriculum.
7.
  - 2-5-3 Induction unit.
  - The team coach implemented the induction unit on 3/22/2022, and its purpose was to achieve a number of goals, which are:
    - Introducing the junior players to the role-playing strategy, its importance and objectives, and encouraging the new applicants in the junior football schools to make an effort.
    - The junior class players get to know the sections of the academic unit and how to use the mobile phone and form a perception about them.
    - The junior players should know the positive performance and their interaction with the team coach according to the strategy.
  - 2-5-4 The application of the educational program.
  - The educational program application for the experimental group members started at three o'clock in the afternoon on (Tuesday) 3/29, 2022, until (Tuesday) 5/17/ 2022. As the experimental group implements the academic units by playing roles using a mobile phone, the



group control group applies the usual trainer approach under the supervision of the trainer; as the academic unit takes a time of (90) minutes, the experimental group shares with the control in the introductory section and the final section. The difference is in the main section

- 2-5-5 Dimensional measurements.
- The dimensional measurements were carried out in the same spatial and temporal conditions, and the steps of making the tribal measurements as were conducted on (Thursday) on 05/19/2022.
- 2-5-6 Statistical means.
- First: Manual statistical processing:
- Relative importance () = (sum of experts' answers / (the highest value of the poll x the number of experts)) x 100.
- Percentage() = Part/All x 100.
- The coefficient of agreement of (equation cobeer) () = number of times of agreement / (number of times of agreement + number of times of disagreement) x 100.
- Second: Statistical treatments using SPSS statistical package:
- Arithmetic means.
- Mediator.
- standard deviation.
- Pearson's modulus of skewness.
- Spearman Brown Correlation Coefficient.
- T-Test for independent samples.
- T-test for correlated samples.

### 3 Presentation, analysis and discussion of the results:

3-1 Presentation and analysis of the results of the pre and post tests of the control group in evaluating the technical performance of the main variables of the research.

Table (6)

It shows the results of the comparison of the pre and post-measurements to evaluate the post-test performance of the main variables of the research.

For the members of the control group

Table, 6

ت	المتغيرات	وحدة القياس	الاختبار القبلي		الاختبار البعدي		س ف	ع ف	قيمة ت المحسوبة	مستوى الدلالة *	تفسير الدلالة
			س	ع	س	ع					
	درجة الكرة	درجة	4.703	0.856	6.481	0.689	1.777	0.833	6.400	0.000	دال
	تمرير الكرة	درجة	3.814	0.555	5.851	0.444	2.037	0.633	9.645	0.000	دال
<p>(10-1=9) دال تحت مستوى خطأ <math>\geq (0,05)</math>, درجة الحرية *</p>											



It is noticed from Table (6) in the ball rolling test that the arithmetic mean in the pre and post test for the control group was respectively (4.703) (6.481), with standard deviations of (0.856) (0.689) and after statistical treatment the mean differences appeared (1.777) and they were The calculated (t) value (6.400), which is statistically significant, at a significance level of (0.000) and in front of a degree of freedom (9), and since the value of the significance level is less than (0.05), which indicates the significance of the differences for the post-test in the ball rolling test.

In the ball passing test, it appeared that the arithmetic mean in the pre and post test for the control group was respectively (3.814) (5.851). With standard deviations of (0.555) (0.444) and after statistical treatment, the mean differences appeared (2.037). The calculated (t) value was ( 9.645), which is statistically significant, at a significance level of (0.000) and in front of a degree of freedom (9), and since the value of the significance level is less than (0.05), which indicates the significance of the differences for the post-test in the ball passing test.

3-1-1 Discussing the results of the pre and post-tests of the control group in evaluating the technical performance of the main variables of the research.

The results show that the differences are statistically significant in the post-test of the control group in the skill of rolling and passing. These results are average in light of the level of the sample and its relationship to experiences, as there are factors in learning, including repetition and time. In addition to that, some skills require high concentration and control and are characterized by more severe difficulty than other skills, and confirms (Khalil, 2022) that “external control skillport-tests that fall under the control and control of the executor, as it determines the amount of force, speed or direction, as is the case when throwing the ball. As for the external control skill, it requires the executor to deal with circumstances beyond his control, as in the skill of Putting out a soccer ball... ”).

The motor skill becomes more accurate when “continuing training under multiple and varied conditions, meaning putting the skill in the form of a motor duty, and it should take into account that the greater the learner’s mastery of the skill, the less effort is expended in performance.” One of the common skills is less difficult to perform.

The process of teaching motor skills also requires teachers and trainers to plan well, which leads learners to mastery, stability, and development of performance. The learner, the teacher, and the educational material must interact to achieve the goal, confirms (Saad, 1996) that “educational and training programs inevitably lead to the development of achievement if Building it on a scientific basis for organizing the learning process and programming it using gradation and observing individual differences, as well as using the optimal repetitions and the effective interest period and under the supervision of specialists under good conditions in terms of time, place and tools used.

3-2 Presentation and analysis of the results of the pre and post-tests of the experimental group in evaluating the technical performance of the main variables of the research.

Table (7)

It shows the results of comparing the pre and post-measurements to evaluate the technical performance of the main variables of the research.

For members of the experimental group



ت	المتغيرات	وحدة القياس	الاختبار القبلي		الاختبار البعدي		س ف	ع ف	قيمة ت المحسوبة	مستوى الدلالة *	تفسير الدلالة
			س	ع	س	ع					
	درجة الكرة	درجة	4.566	0.567	7.424	0.657	2.857	0.474	19.034	0.000	دال
	تمرير الكرة	درجة	4.233	0.609	7.233	0.567	2.999	0.496	19.096	0.000	دال
* (9-1=8) دال تحت مستوى خطأ $\geq (0,05)$ , درجة الحرية *											

It is noticed from Table (7) in the ball rolling test that the arithmetic means in the pre and post-test of the experimental group was respectively (4.566) (7.424), with standard deviations of (0.567) (0.657) and after statistical treatment, the mean differences appeared (2.857), and they were The calculated (t) value (19.034), which is statistically significant, at a significance level of (0.000) and in front of a degree of freedom (8), and since the value of the significance level is less than (0.05), which indicates the significant differences for the post-test in the ball rolling test.

In the ball passing test, it appeared that the arithmetic means in the pre and post-test of the experimental group were respectively (4.233) (7.233), with standard deviations of (0.609) (0.567), and after statistical treatment, the mean differences appeared (2.999). The calculated (t) value was (19.096), which is statistically significant, at a significance level of (0.000) and in front of a degree of freedom (8), and since the value of the significance level is less than (0.05), which indicates the significance of the differences for the post-test in the ball passing test.

3-2-1 Discussing the results of the pre and post tests of the experimental group in evaluating the technical performance of the main variables of the research.

The results showed that the differences were statistically significant in the experimental group's posttest in all tests and in favor of the post-tests in the skill of rolling and passing. This means that the role-playing educational mobile phone approach was influential in learning the skills. The researcher attributes these results to the educational approach by playing roles and organizing the repetitions of qualitative exercises and the active participation of the sample members, as well as their awareness of the performance details, which enabled them to gain experiences. In addition, the applicants for the football school were able to achieve the vocabulary of the role-playing strategy using the mobile phone, as it includes capabilities such as description, expressing opinion, accepting the other and the ability to analyze information, and this requires a level of knowledge commensurate with these capabilities.

In this regard, (Hilal, 2007) mentions that "role-play has a high value, as it increases the ability of the learners to make judgments, and increases the ability to describe, explain and persuade, and that the effects of mistakes made by the learner in dialogue are not the same as they are in reality, the learners Participants can feel safe enough to try out any new idea and also when the participating learners play opposite roles" ().

The learning process of mathematical skills is related to many areas that the teacher or coach must have, as "knowledge of the scientific foundations of the movement, how it developed and originated



and the factors affecting it, and knowing how learning occurs and ways to develop and measure it is one of the most important aspects of knowledge that must be provided to the sports educator, whatever his field." So that he can direct the learner to fast and effective learning, and these cognitive aspects are among the foundations on which the researcher relies in the field of sports in general and kinetic learning in particular.

This is what the mobile phone has achieved as one of the means of learning technology, and it represents an audio-visual means for learners, and this is evidence of the sincerity of choosing the educational method for the researcher, because it must express "the mathematical skill to be learned with all its vocabulary according to its reality" ( )

Here (Haidar Nawar 2012) confirms that "giving the learner a clear picture of the technical performance of the motor skill during presentation and viewing of the skill using projectors, educational films, and educational tasks, and in addition to the fun and suspense offered by these programs by watching models, whether through animated films or still images, it helped the learners to gain outstanding motor performance.

Under the sample level, the results are normal due to the concepts and requirements included in the role-playing strategy.

### 3-3 Presentation and analysis of the results of the post-tests between the control and experimental groups in evaluating the technical performance of the main variables of the research.

Table (8)

It shows the results of the post-measurement comparison to evaluate the technical performance of the main research variables for the members of the experimental and control groups

ت	المتغيرات	وحدة القياس	المجموعة الضابطة		المجموعة التجريبية		قيمة ت المحسوبة	مستوى *الدلالة	تفسير الدلالة
			س	ع	س	ع			
	دحرجة الكرة	درجة	6.481	0.689	7.424	0.657	3.042	0.008	دال
	تمرير الكرة	درجة	5.851	0.444	7.233	0.567	5.936	0.000	دال

\* درجة الحرية  $\geq (0,05)$ , دال تحت مستوى خطأ  $(9+10-2=17)$

It is noticed from Table (8) in the ball rolling test. When statistical treatment was to get the calculated (t) value, it was found that the calculated (t) value (3.042). At the level of significance (0.008), which is less than the level of error (0.05) at the degree of freedom (17), which indicates the significant differences in favor of the experimental group in the ball rolling test.

In the ball passing test and upon statistical treatment to obtain the calculated (t) value, it was found that the calculated (t) value was (5.936). At the level of significance (0.000), which is less than the level of error (0.05) at the degree of freedom (17), which indicates the significant differences in favor of the experimental group in the ball passing test.

### 3-3-1 Discussing the results of the post-tests between the control and experimental groups in evaluating the technical performance of the main variables of the research.



Table (8) of the results of the differences between the control and experimental groups in evaluating the technical performance of the skills in question shows that there are significant statistically significant differences after comparison in favor of the experimental group in evaluating the level of technical performance of skills. The researcher attributes the emergence of differences to the effect of the role-playing strategy using the phone mobile, as the skill was presented through designing a video of the details of the skill, which enabled the learners to perceive its details. Thus, the use of educational aids is necessary thing in the educational process to reach skill proficiency, and (Mohamed Hassan, 1998) confirms that "creating motives that make the learner feel joy and pleasure, which makes him rush towards the exercise that achieves the thing he wants to achieve "(). As the use of a film, video, or presentation model. The skill has contributed to the understanding of skills and confirms (Thomson, 1996) that "in cases where there is no suitable person to perform the model, a film or video can be used to display the model. And slow presentation can help focus on movements that are difficult to follow at normal speed") ).

The use of exercises contributed to creating an atmosphere of excitement and suspense and working seriously and with great interaction for fun through role-playing through its organization. The motivation to learn and perform the exercises effectively and with a strong desire increased. The method that achieves these abilities is a successful method because it simulates the inner feeling of the learner better than the methods that do not allow the learners to prepare them mentally towards the motivation to learn, and this is what the role-playing method achieved by using the mobile phone, and in this regard (Kohonen, 1996) mentions that the orientation towards learning " It is an important part of the learner's own thinking and serves as a bridge between practical experience and different ways of conceptualizing it.

Although the researcher took into account the presentation time of half an hour so that the members of the experimental group would not be exposed to forgetting what was watched, based on the results of recent research which indicate that (the effectiveness of audio-visual aids in remembering and retaining after one hour reaches 86%, i.e. the learner loses 14% The researcher believes that this time was suitable for the members of the experimental group in retaining and realizing the skill, and the learners were able to understand the movement, although the kinetic model was clear and includes explanation and performance at a slow speed, as the audio-visual means "are more Effectiveness in terms of motivation and ability to absorb "().

As for the other factors that led to the emergence of teams in the role-playing strategy, they are related to the kinetic learning of mathematical skills, as (Khalil. 2022) confirms that kinesthetic learning is linked to many conditions that cannot be dispensed with if it is to be successful, correct and effective. Mental abilities are like readiness. For example, the effect of emotions and others and what is related to them and what is related to the functional aspect of the learner, development, the safety of the senses and the nervous system, as well as the learner's need for practice and training, in addition to knowledge of movement information and the stages of its technical performance and understanding the aspects of these stages and the impact that repetition and exercise or practice and training will leave, this makes the practice of skill Movement without awareness and cognitive control during movement performance, which causes a change in that performance that works to try to stabilize it.

Thus, the two objectives of the research were verified, each of which states to "recognize the effectiveness of the role-playing strategy and using the mobile phone in learning the passing and



forward rolling skills in the football quintet" as well as "recognizing the preference between the role-playing strategy using the mobile phone and the curriculum followed by the imperative style in He learned the skills of passing and front dribbling in the five-a-side football. And the acceptance of the two alternative research hypotheses, each of which states that "there are significant differences between the tribal and dimensional measurements of the control and experimental research groups in learning the passing and forward rolling skills in the football quintet," as well as "there are significant differences between the dimensional measurements of the control and experimental research groups in learning the two passing skills." and forward dribbling in pentathlon football", rejecting the null hypothesis.

1. 4- Conclusions and recommendations.
2. 4.1 Conclusions:
3. The approach followed by the control group has a clear effectiveness in learning the technical performance of the skills under study in terms of the research results.
4. The role-playing learning strategy using the mobile phone has a clear effect on learning the technical performance of the skills under study in terms of the research results.
5. The experimental group that used the role-playing strategy using the mobile phone was superior to the control group in the technical performance of all skills, and this indicates the superiority of the role-playing strategy using the mobile phone over the commanding style used in teaching basic football skills.

1. 4-2 Recommendations:
2. The use of the role-playing learning strategy and the use of the mobile phone when teaching basic football skills to other age groups, as shown by the results of the study.
3. Informing the coaches of the specialized schools affiliated with the sports clubs on the role-playing learning strategy and benefiting from the results of the study.
4. Using the mobile phone with its educational videos half an hour before the start of the educational unit, displaying and watching pictures, explanations and videos about the motor skill so that the information is not forgotten.
5. Conducting other studies with the role-playing learning strategy using the mobile phone on other samples of males and females in the football quintet and other games.
6. Making use of educational technology in learning sports motor skills.

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#### Supplements

##### supplement 1

##### Technical performance evaluation form for the basic skills of five-a-side football (rolling skill)

Group: Adjustment:

#### History

ت	اسم المختبر	الدرجة					
		مرحلة مرجحة	مرحلة الرجلة الضاربة (خلفا امام)	مرحلة حركة الذراعين واتزان الجسم	توزيع النظر بين الكرة والملعب	بعد الكرة عن القدم أثناء الحركة	المجموع
		مرحلة الرجلة الضاربة (خلفا امام)	مرحلة الرجلة الضاربة (خلفا امام)	مرحلة حركة الذراعين واتزان الجسم	توزيع النظر بين الكرة والملعب	بعد الكرة عن القدم أثناء الحركة	المجموع
		مرحلة الرجلة الضاربة (خلفا امام)	مرحلة الرجلة الضاربة (خلفا امام)	مرحلة حركة الذراعين واتزان الجسم	توزيع النظر بين الكرة والملعب	بعد الكرة عن القدم أثناء الحركة	المجموع
		مرحلة الرجلة الضاربة (خلفا امام)	مرحلة الرجلة الضاربة (خلفا امام)	مرحلة حركة الذراعين واتزان الجسم	توزيع النظر بين الكرة والملعب	بعد الكرة عن القدم أثناء الحركة	المجموع





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تابع ملحق (1)

يبين استمارة تقييم الأداء الفني للمهارات الأساسية  
 استمارة تقييم الأداء الفني للمهارات الأساسية بخماسي كرة القدم ( مهارة التمرير )  
 المجموعة :  
 التاريخ:

المقوم :

ت	اسم المختبر	التمرير				
		المجموع	توزيع النظر بين الكرة والملعب	مرجحة الرجل (خلفا وانحاء الجسم اماما)	توازن الجسم أثناء الارتكاز	الاقترب وارتكاز القدم بجانب الكرة
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