

The Impact of Using Educational Software Proposed to Improve Some Basic Motor Skills Performance For Students in the Primary Grades of Primary School

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Abstract- As the global, regional and local trends call for the need to take advantage of new technologies and working to employ them in the educational systems, schools turned to use educational software in improving the performance of some of the basic motor skills for students in the primary grade.

The researcher conducted a study on software named (Director program), the aim of this stud was to test the validity of three hypothesis which claim that "There were statistically significant differences between the tribal and the dimensional measurement in the performance of motor skills in the field of physical education, emphasizes the proportionality of the information and skills to the content of the Platform primary grades".

The study results declared that the use of learning style with the help of software and technology, interactivess students and teachers to learn more through it and improves learning proces whether in the field of physical education or basic motor skills or other areas

Keywords- Pupil Physical Education, motor skills, educational software.

I. INTRODUCTION AND RESEARCH PROBLEM:

The world is witnessing a remarkable development in the field of information and communications technology, which has led to the emergence of many technological innovations and through which the possible development in the educational process, and face many challenges that correspond to those in charge of the educational process and the challenges the increase in the number of students in the various stages of education, which calls for the need to use the devices and educational materials and modern use of advanced technological innovations in the educational process and diversify the teaching methods to carry out the tasks of teaching fabricated and stimulate students to demand for the use of devices multiple educational materials, and accept vessels of new information which will be reflected positively in the end, the educational process and increases the effectiveness and achieve its objectives.

The rapid development of modern science and technical revolution and information led in all fields

of life; to the enormous challenges of the possibilities and methods provided by schools and educational institutions which, modern technology has contributed to the provision of means and tools played a significant role in the development of teaching and learning methods, also provided an opportunity to create educational methods that will provide Effective educational climate that

It helps to raise the students' interest and motivation and face each other of individual differences in an effective manner, and there are many methods and routes that operate in the integration of the processing method, and enrich the educational process, stirring the mind of the learner, which helps to pay attention to the process of annotation, concentration, comprehension, and retrieval.

Interest and development in the educational process is depends Find styles to suit the requirements and variables of the modern era, so it turned many educators about educational media and to its role very important for the teacher and

the learner and reflected on the educational system, and the need of educational media to the successful teacher mastered the scientific article and methods.

Modern teaching and familiar to use and how to build educational situations and designed in a manner consistent with the needs of the learner and different characteristics (Abu Zaghloul Hrhj and Abdel Moneim p. 16 (2000).

Leary Fallatah (2001), and Sultan (2005) animation software multiple effects on the cognitive aspects, and behavioral of children; because the children's programs rely on animation mainly, and the importance of animation through addressable to the imagination mainly, which adore children, so educational institutions have sought to invest animation balance and make it a means education, so as to achieve a number of educational goals is also characterized by animation as understanding and comprehension quickly and easily, and all this makes it attractive and interesting for educated children, and thus the possibility of employment in the educational process intended patterns of interaction that means made available.

Kandil (2002) that in the end of the seventies of the twentieth century, the production of educational software that can be used in the context of what is known as education, computer-aided began a software focused on providing information, and adopted a focus on conservation and calling strategies, this software known software training, training session, with the end eighties of the last century saw the educational arena An increase focus on the production of software that is based on the diversity of the teaching and learning strategies, and continued educational software to evolve with the acceleration of the development of the computer and its potential until the beginning of the nineties saw of that century the emergence of multimedia software that is different from its predecessors in that it contains written texts with audio and animation in the context of integration".

Sayeh and Mouawad (2002): Held a study aimed to identify the impact of the use of multimedia on teaching competence of teachers to students in the faculties of Physical Education. The study sample consisted of 24 students, and distributed randomly into two unequal, follow with an experimental multimedia method, and follow the officer followed her teaching style (traditional). Results of the study showed that the multimedia approach contributed in a positive way in increasing the proportion of the improvement in the collection of knowledge and teaching skills.

Sabri, Maher Ismail (2002) said that (Director software program) is one of the new programs in learning, offering an important service if used carefully where that explanation verbal insufficient, learner cannot understand the explanation, but within the limits of knowledge and information but can Using software to provide clearer limits on the experience and the activity to be learned.

Ismail (2003): said that the employment of computer software as a means of contributing to the support of various educational situations through the software's ability to represent the educational scorer as tasks and roles require the learner implement a variety of activities in order to turn the role of teacher attitudes of cued scientific article to a participant in the educational and scientific Misread "This software has proved its effectiveness as an educational tool in the various disciplines of the various stages of education, whether public or higher education.

Al Harsh agreed that (2003): educational software multimedia is a lesson or group tutorials designed in a way makes it easier for the learner to learn alone to contain educational software on the lesson title, behavioral objectives own to be achieved to the student, and the instructions and the instructions showing how to move in software and navigate between screens and a list of the contents of this software, and training and applications and appropriate tests, and provide students with feedback, and to promote the correct answers, whether verbal or sound-effects with the possibility of registration of the mark obtained by the student .vista students benefit from educational software under the supervision of a teacher or even without his presence on the Both.

A. Search problem:

The old philosophy in education was asserts that a teacher who performs all educational activities is the only commander, and the modern philosophies emphasize the positive role of the learner because of the educational process axis and therefore new patterns have emerged in the learning influenced by scientific and technological development in the field of education in order to raise the efficiency of the educational process through optimal investment of modern technology and employ them in the form that suits your need, and multimedia educational software, especially one of those applications that have proven their efficiency in the various field of teaching.

Areas, providing the learner more than one way to learn in addition to the teacher, and this course will contribute to the advancement of the process of learning, and through follow-up researcher for Research and Studies and experience in the field

of teaching methods of basic psycho-motor skills and educational software designed multimedia programs such as (Director program) found that there is an apparent lack in the use of modern technology and of multimedia and private (Director program) in the field of teaching basic motor skills using the program, we find that many research studies in the field of design and the application of electronic software interactive decision education techniques to measure its impact on the academic achievement of university students using (Director Program) and the production of The decisions tuition and electronic curriculum. Did the researchers Attract to the use of (Director program Software) in teaching or practical psycho-motor skills essential in the initial stages of rows in physical education and sports.

The problem of current research Became clear through the survey for teachers and learners and field visits carried out by the researcher to some schools, and interviews with teachers of technology, teachers of primary classes has been shown a lack of educated to some basic motor skills by 95% as well as a lack of dealing educational with programs skills in the field of teaching physical education and, in particular, teaching motor skills in the primary grades by 90%, hence, these learners in dire need of training in basic motor skills and computer skills, which prepare them for interaction positive and constructive in their communities, may be able learners through the use of code from Acquisition and learn some of the basic motor skills (under discussion) and computer researcher has noted the existence of a lack of educational computer software teacher can use them when the explanation.

From all what we have said ,this research came to answer the following question:
What the effectiveness of using educational software proposed to improve the performance of some of the basic motor skills for students in the primary grades primary?

B. Importance of research:

Two It features a computer with a number of potential that made him a tool compete with many other educational media and many educational strategies that focus on the learner activity and positive and working methods in the classroom, which aims to take into account individual differences or overcome some system problems in the classroom, and is characterized by the computer as a tool of Easy to use them and integrate them in many traditional strategies to develop or increase their efficiency as methods to solve problems and different ways of discovery, Travers (2010).

Both Abdul Haq (2007), and Kavakli & Cheng (2010),perhaps one of the most important contemporary teaching skills skill use and employment of computer-interest subjects and teaching as a n Computer renewal and change in and out of frequent routine chore which dominates tool often on teaching performance, enjoyed by the computer speed and accuracy of the information presented diversify and flexibility in use and control views make it a much better display of various information devices of books and audio-visual recognize its impact and cultural knowledge. The use of educational computer-based technology to improve the quality of education, and access to its degree of perfection, and to achieve the educational objectives and the potential for less time.

The importance of the current study, in the following point:

- 1) Come significance, as the global, regional and local trends, which calls for the need to take advantage of new technologies and working to employ them in the educational systems under the appropriation for the academic standards of quality educational institutions.
- 2) Comes as part of preliminary studies (particularly Arab ones) that dealt with the employment of two types of accredited education patterns of educational software and interactive (Built-education pattern, the pattern of self-learning) within one pilot study, similar studies that were focused on one of them style only.
- 3) Aspiration of working in the field of education on the most important techniques of the future direction of education techniques accompanied by the most important educational methods dependent.
- 4) Contribution to clarify the impact of the application of interactive educational software in the collection of skills.
- 5) Its contribution to open new doors and sides never touched before, to be the nucleus of future research projects.

Refers Clinics (2004): that the educational importance of educational software is as followed:

- 1) Help students on the link between information presented in terms of a variety of forms, including the written text, drawings, photos and other.
- 2) Help to achieve the educational goals of various cognitive and effective same kinetics.
- 3) Bother cooperative education among students.
- 4) Helps to think beyond thinking.

- 5) Use provides a fun and attractive to the learner.
- 6) Increase students' motivation to learn.

The research sample: the researcher choose the sample randomly representative of pupils of primary grades schools Alanjal civil Jeddah and number) 20) pupil represent 10% of the proportion of students in school 200 students thus becoming a sample of actual research) 20) pupils were divided into two groups, the first trial and the second officer and strength of each10 pupil.

II. METHOD

A. Tools of the study and researcher prepared the following tools and materials:

- Preparation of educational software based on the program Alderactor 10 mx Director program, according to the training and practice pattern, according to Mohammed model 2010. (For the design of educational software.
- Assess the progressive form of performance (RUBRICE) basic psycho-motor skills under discussion
- A teacher's guide shows him how to use educational software in the basic motor skills and its role before, during and after use (preparation researcher)
- Work leaves students with a range of assignments carried out by the students during the software after each lesson (prepared by the researcher) Ethelred in educational units and lessons for skills in question.

B. Find variables:

- The independent variable demo: represents in an educational computer program depends on its construction in the proposed program possess the scientific method uses training and practice pattern.
- Dependent variables: improving the performance of some of the basic motor skills.

III. RESEARCH METHODOLOGY

A. Use the search two approaches present two papers, namely:

Descriptive approach: by analyzing the physical education curriculum and the private teaching basic motor skills and theoretical frames of educational software concepts and terminology used in the research.

Quasi-experimental approach: a single group, which relies on the measurement method prior and subsequent to the variables of the research: To

check the effectiveness of the "proposed use educational software to improve the performance of some of the basic motor skills for students in the primary grades of First Instance"as follows:

- Measurement procedure for pupils tribal research group in the measurements of the physical tests specified under (the control group).
- Measurement procedure for pupils tribal research group in the measurements of the physical tests specified under (the experimental group).
- Conduct telemetry research group of pupils in the measurements of the physical tests specified under (the control group).
- Conduct telemetry research group of pupils in the measurements of the physical tests specified under (the experimental group).
- Measurement procedure for pupil's tribal research group in the measurements of the basic movements, the tests in question (Experimental group).
- Conduct telemetry research group of pupils in the basic measurements of movements' tests in question (the control group).
- The use of educational software as a variable pilot in improving the performance of some of the basic motor skills for students in the primary grades of primary "experimental group.

B. Applied procedures:

1) Exploratory experiments:

The first study: the researcher conducted a study on software 02/04/2015 using (Director Program). The aim of this study:

- Identify the route of the software code.
- Emphasize the proportionality of the information and skills to the content of the Platform primary grades.
- Ensure their safety electronic display used in the code.

The study resulted in the availability of electronic laboratory confirmation and matching an educational content of the skills in question and the proposed code.

The second study: The researcher commissioned in the period from 08.02.2015 to the period 02/12/2015 on sample of 15 students from the same research and similar research sample the outside of the original sample in order to test software research and stand over the clarity and achieved the goal for him and the extent of understanding of the learners and its suitability for their abilities as well as imams and tools capabilities available to carry out this work as well

Statistical implications Motor skills	Pre-Tests		Post-Tests		The difference Between the Mediterranean		(T) Counted Value	The level of significance	The percentage improvement%	Indication of the size of the effect
	Mean -	S.D	Mean	S.D	Mean	S.D				
Holding ball	6.64	0.32	6.12	2.02	0.52	2.24	0.74	0.48	7.88	Normal
Kick ball	13.05	1.17	11.86	0.64	1.19	1.83	2.05	0.07	9.12	High
Run	9.06	0.72	9.84	0.74	0.78	0.85	2.88*	0.02	8.56	High
Walk	4.20	0.79	8.00	2.05	3.80	2.49	4.38*	0.00	9.48	High
Jump	3.32	0.87	6.90	1.66	3.58	1.65	6.68*	0.00	107.83	High

as the suitability of the capabilities of learners in the framework of the position of actual tutorial to ensure the safety of numbers of instructional design to software implementation and clarity and accuracy.

Tribal measurement was conducted on Saturday, 2/21/2015 on skills tests and physical under discussion in the attached Appendix skills tests and physical extension number on the experimental and control groups, and was the target of tribal measurement to determine the level of students and members of the research group homogeneity Phil experimental and control. The core of the study: Fundamental study was conducted in the period from 22/02/2012 to 03/31/2015.

The proposed program lessons software application using the software for the proposed skills under discussion, namely, (walk, run, jump, kick the ball, caught the ball) on the experimental group, while the control group has been applied by the traditionally used the program in the period from 02/22/2015 to 31 / 04/2015 was the application of the two sets of research (experimental group and control group) under the same conditions and was the only variable is the proposed educational software for the experimental group and the traditional program for the control group.

2) Telemetry:

Special dimensional measurement technique and physical tests, conducted under discussion in the period from 01/04/2015 to 02/04/2015.

3) Statistical treatment plan:

The researcher used the statistical treatments processors:

- Averages.
- Correlation coefficient.
- Standard deviation.
- T-test for two independent groups (Independent groups).
- Value (T-Test) to see the two measurements between members of the two groups post test.
- Torsion coefficient to determine the percentage of improvement between tribal and dimensional measurement.

IV. RESULTS AND DISCUSSION OF RESULTS:

- 1) Test the validity of the first hypothesis, which states: "There were statistically significant differences between the tribal and the dimensional measurement of the control group in the performance of motor skills in question. (Walk, run, jump, holding ball, kick the ball)."
- 2) Test the validity of the second hypothesis which states: "There were statistically significant differences between the tribal and the dimensional measurement of the experimental group in the performance of motor skills in question. (Walk, run, jump, holding ball, kick the ball)."

V. CONCLUSIONS

A. For students:

- 1) The use of learning style with the help of software and technology (Director Program) interactive learning to be content of learners including drives them to learn more through him, whether in the field of physical education or basic motor skills or other areas.
- 2) The positive interaction of the learner with the software product, and get technical information by itself, determine the right time for training and practice, and to give him the freedom to end the study of the subject depending on self-step, without being restricted to Configure topics within the program.
- 3) That the use of educational software has had a positive impact towards education and basic motor skills acquisition process.
- 4) The use of software techniques and in particular by animated graphics has a significant impact in motor learning, especially the Sunni from 6-9 years to absorb the speed of motor learning.

B. For teachers:

- 1) Value educational show for the search with respect to teachers as follows:
- 2) .Animated graphics to take advantage of the potential to increase the motivation of the learner to learn.
- 3) The employment of educational software (Director program) in education in a manner accessible and easy without complexity.
- 4) Make sure the practical application when making decisions of physical education and focus on the practice of the learners when .bad process for traditional methods pattern in teaching and training where she helped (the program) and animated graphics in affinity pupils and their passion for the search experience.

C. For the educational process:

- 1) Value educational show for the search with respect to the educational process as follows:
- 2) The advantage of using animated graphics style in teaching at all levels and age different courses.
- 3) The research that walk in the educational process is not only for learning, but in order to
- 4) .Mastery Learning mastery learning

- 5) The program of excellence with numerous features, including: flexibility in the follow-up to the users of, as it provided a strategy to control the program and deepen it. Also marked captive, where the program contained km from diverse sources of learning to suit diverse users. Distinguish that helped the learner to become positive during the learning process, also allowed the learner individualize the educational position to suit his previous experience.
- 6) Take advantage of animated graphics capabilities when building the elements of those programs from the written text and voice still and moving image.
- 7) Some recommendations which could contribute to increasing the effectiveness of the learning process.

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