

External feedback and its impact on the learning and retention of the skill of dribbling and rolling

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Abstract: The study dealt with one of the methods of learning, which identified the effect of feedback and retention of the skill of suppression, rolling and accuracy of shooting from movement in soccer, which the researcher addressed to several procedures, including feedback and retention and the extent of the role of feedback during the learning of the skill of suppression and handling. The researcher prepared the educational exercises and carried out by the sample of players of Baghdad five-a-side soccer clubs and their number (14) players from Al-Masafi Sports Club and Baladi five-a-side soccer club, which was sampled equally 9 for each club and excluded (2) for the exploratory experiment. (2) for the exploratory experiment from the research community and outside the sample, as the sample received programs according to external feedback in learning and retaining the skills of suppression and rolling in shooting from the movement and the study reached results that were analyzed and discussed and the most important conclusions were that external feedback develops the results of It was effective in the learning process, especially in the early stages of learning for the sample members, and the recommendations are to pay attention to the stages of learning such skills for the sample members to be the pillar of the national teams in this game and its many requirements.

Keywords: Impact, Learning And Retention, Dribbling And Rolling

Introduction

The field of sports has reached a great development, including collective games, including football, the first popular game in the world, especially in the performance of its many and multiple skills, as the great development in the field of advanced scientific research is one of the most important advantages of the modern era that has prevailed in these various fields of development, especially in sports, one of these influential fields that had a good share in the field of research in various skill, psychological, physical, planning and functional aspects, the adoption of scientific methods in its various forms has become very important for the purpose of achieving progress in the sports level of football, one of the collective games. It is the basis of the necessary axis of every learning process and is one of the most important factors in controlling the modification of movement or behavior to stop the motor performance of the player or the learner.

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The importance of the research lies in the use of external feedback on the result of performance in learning that contributes to the development of the player's mental and linear aspect by pushing and urging him to retain the skill of suppressing, rolling and shooting from the movement for the five-a-side soccer players from the sample.

1.2 Research Problem :

Learning and all its stages and methods that have become essential to the performance stages of all events in the field of team games and the performance of its many skills and on the thinking, processing and understanding of movement performance, as well as the wrong uses become successful, effective and effective only contribute to the external feedback to the player's ideal performance motivation to achieve achievement and codified performance (1: 95).

and on the frequency of effective and efficient responses. Through my exposure to adult learning, I have noticed that feedback is not always given appropriately. To what extent or type of goal, performance, and timing is not given, which reflects negatively on skill learning, and the delay in correcting mistakes will allow learners to repeat them. The purpose of this study is to examine the impact of the revision process on the learner's ability to minimize the errors that accompany the learning process. in order to reach the desired goal of the program, especially in the early stages of its implementation with the players of the Baghdad five-a-side soccer team in Baghdad.

1-3 Research Objectives:

1. The numbers of rebounding exercises for the players of the sample.
2. To find out the effect of feedback on the learning and retention of dribbling, rolling and shooting from movement in pentathlon players in the Baghdad Pentathlon Center.

1-4 Research hypotheses:

1. There are significant differences between the pre- and post-test results of the two research groups, namely, suppression and aiming from movement, for the research sample.
2. There is a high retention rate of the research sample in learning to learn the skills of suppression, rolling and shooting from movement, as well as the skills of shooting from movement, as well as the skills of shooting from movement, for the research sample.

1.5 Areas of research:

1.5.1 The human domain: Players of my country's two clubs and five-a-side soccer midfielders.

1.5.2 Time Domain: For the period from 2/18/2024 to 4/18/2024

1-5-3 Field Location: Playgrounds of Baladi Pentathlon Club in Jerusalem.

1.6 Defining terms:

References: These are the various pieces of information that students receive from a variety of sources, which may be direct or delayed, such as directives from a coach or teacher, or directives from other sources, such as the media. The guidance and information is provided before, during, or after performance, and the goal is to recognize the error and modify it to develop the level of performance or achievement. (2: 92)

Performance: It is the inclusion of a number of elements that determine the use of both offense and defense.(3: 121)

Dribbling: The performance of a player's movement with the ball on the field of play, touching, stopping, turning, changing the direction of the ball, and deception.(4:145)

Shooting from the field: It is considered one of the correct outcome of the team's skill performance, planning, emotional control and judgment, and the success of shooting depends on several factors, including Choosing the right place to score from the movement according to the gap in the defense and the shooting capabilities of the shooter to fill this gap. (5: Internet).

Materials and Methods

2- Research Methodology and Field Procedures:

The research problem and its nature determines the scientific method to solve it appropriately so that the researcher achieves his goals by studying it, and the study used the experimental scientific method with an experimental design Because experimentation is considered the most efficient and most effective means to reach accurate knowledge and is the most truthful to solve many practical and theoretical issues. (5: 217)

2.2 Research population and sample:

The researcher identified the research population and its sample from the players of Baghdad Football Club, and the sample was taken from the two clubs of my country, Al-Wasat, in the form of a sample of 14 players. There were (14) players, they were divided into two groups (control and experimental) for each group (6) players and (2) were excluded to conduct the experiment.

2.3 Methods and tools used in the research :

2.3.1 Means of collecting information:

1. Arabic sources: 1.

2. Information Network (Internet)
3. Observation
4. Registration form.

2.3.2 Tools and equipment used in the research:

1. Casio timepiece measuring to the nearest 1/100th No. (1)
2. Metric tape measure
3. Five (5) soccer balls (5)
4. Plastic grills (8)
5. Wall length (2m) and width (3m)
6. A legal target for a ball bearing cassette and a divider
7. Auxiliary staff

2-4 Exploratory experience:

The assistant team, under the supervision of the researcher, carried out the method of performing the tests according to the researcher's feedback and clarification. The workflow and data recording process for the tests of the skills under study and the identification of the factors and obstacles that the researcher may encounter, and obstacles that may be encountered by the researcher when conducting the main study, as the study was carried out with the participation of players from the community of origin and outside the sample (2) Players from the community of origin and outside the research sample from the players of the two clubs at 3:00 p.m. on 12/2/2024:

- Checking the tools, recognizing the time of each test as well as the duration of the tests, knowing the adequacy of the assistant team, the tools, and the appropriateness of the time.

2.4.1 Homogeneity and equivalence of the sample:

In order to ascertain the homogeneity and equivalence of the two research samples in the skills under study, I conducted homogeneity and equivalence tests using the t-test test) for independent samples, as described in the table (1)

Table 1. The homogeneity of the research variables (age, height and weight) of the sample members

Torsion coefficient	Standard deviation	Arithmetic mean	Measuring unit	Variants
1.322	0.955	17.500	Year/Month	Age
0.806	53.409	171.88	m/cm	Length
0.779	41.10	64.00	kg/g	Weight

Table 2. Shows the results of the equivalence of the two groups (control) in the means, standard deviations, errors of variance, t-values, and significance thresholds

Statistical significance	Degree (sig)	Calculate d (T) value	Total officers		Experimental group		Variants
			Standard deviation	Arithmetic mean	Standard deviation	Arithmetic mean	
Non-directional	0.64	0.52	2.48	35.41	3.91	37	Rolling/second
Non-directional	0.64	0.51	0.485	2.31	0.522	2.21	quench/degree
Non-directional	0.57	0.62	0.45	4.15	0.522	6.15	Correction/degree

Degree of significance (n-2), p-value (0.05)

By observing the results in the above table, we find that the t-values are lower, which indicates that there are no significant differences between the two groups (control and experimental).

2.5 Field Research Procedures :

2.5.1 Hiding in plain sight:

I: The skill of hiding inside a square (1 m) from a distance (6 m) (6:78)

The purpose of the test: To measure the accuracy of stopping the ball and regaining control of the abdomen or chest.

Secondly: Rolling the ball around a 4m square back and forth (7:71-72)

The purpose of the test: Measuring rolling by changing direction

Third: Aiming Test: Intersecting Rectangles (8:77)

The purpose of the test: Measuring the accuracy of your aim.

2-6 Tests:

Tests have been implemented (for the skills of rolling, dribbling and shooting from the movement). On 2/15/2024, under the supervision of the trainer and the presence of the researcher, the environment was stabilized as much as possible.

Learning exercises using the retrospective method:

After the completion of the post-tests, the researchers carried out the learning exercises for the research group, according to the method of retrospective exercises. On 2/17/2024 (4/17/2024), as the exercises were prepared according to the educational method of the research group. The research group did not perform the exercises according to this method, and the experts(*), taking into account the opinions of the experts, expressed their The curriculum included (16) units of study, knowing that the preparatory section has similar procedures to the preparatory section. However, the difference between the two groups is the applied and final

part, which focuses on the work of the two groups. Players apply and perform the skills according to the phases of the program, according to the phases of the program and according to the patterns in this way. a method of teaching and retaining the skills needed to perform the skills according to this method in four parts according to the requirements of the Skill Mastery Module: Building Motor Behavior for Skill Mastery and Corrective Movement Behavior for Skill Mastery and Corrective Movement Behavior for Skill Mastery.

These parts aim to develop the player's special abilities and creativity in an artistic way to solve the retention or forgetting of the performance and creativity during the performance. The duration of the program includes (8) weeks (3) modules (Saturday, Monday and Wednesday), the duration of the module is (45) hours (24), and the duration of the module is (45) hours (24) This method of learning is based on the importance of reviewing and retaining the content of the unit in order to improve its effectiveness. Accuracy of correction and that the control group followed the standardized method of the units as prescribed by the trainer.

2.7 Tests and drills:

After the completion of the review exercises and the retention of the skills under study, tests were conducted. The research sample of (6) players was interviewed on 4/18/2024 at 3:00 pm at the Baladi Club stadium, which is located in the center of the club's stadiums, which is located in the center of the stadium.

2-8 Statistical methods:

Spreadsheet (spss) was used to process the data

Results and Discussion

3- Presenting, analyzing and discussing the results:

3-1 Presenting and analyzing the results of the variables and analyzing the results of the two tests, the posttest:

Table 3. Means and standard deviations of the differences between the pre-test and post-test, t-values, p-values, and significance

Statistical significance	Degree (sig)	Calculated (T) value	Total officers		Experimental group		Variants
			Standard deviation	Arithmetic mean	Standard deviation	Arithmetic mean	
Non-directional	0.35	3.72	3.47	34.91	3.28	35.51	Rolling/second
Non-directional	0.63	3.24	0.343	2.81	0.584	2.31	quench/degree

Non-directional	0.06	3.56	0.52	4.24	0.49	4.15	Correction/degree
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Degree of significance (n-1), p-value (0.05)

3-2 Presenting and analyzing the results of the variables, such as pre-testing and post-testing, as well as pre-testing and post-testing of the skills of shooting and aiming from movement:

Table 3. Shows the means and standard deviations of the differences between the pre and post tests and the t-values and the significance of the variables.

Statistical significance	Degree (sig)	Calculated (T) value	Total officers		Experimental group		Variants
			Standard deviation	Arithmetic mean	Standard deviation	Arithmetic mean	
moral	0.00	7.95	1.515	35.91	3.91	38	Rolling/second
moral	0.03	3.24	0.517	2.41	0.422	1.21	quench/degree
moral	0.00	7.52	0.52	2.24	0.88	4.15	Correction/degree

Degree of significance (n-1), p-value (0.05)

3-3 Presenting the results of the variables and analyzing them for the two research groups (male and female) :

Table 5. Shows the means, standard deviations, t-values and significance of the results of the tests. Variables under study for both groups (control and experimental) Variables under study for both groups (control and experimental) Variables under study for both groups

Statistical significance	Degree of retention	Degree (sig)	Calculated (T) value	Total officers		Experimental group		Variants
				Standard deviation	Arithmetic mean	Standard deviation	Arithmetic mean	
moral	27.550	0.00	3.72	3.47	34.91	1.515	35.91	Rolling/second
moral	14.77	0.03	3.24	0.343	2.81	0.517	2.41	quench/degree
moral	28	0.01	3.56	0.52	4.24	0.52	2.24	Correction/degree

Degree of significance (n-1), p-value (0.05)

4.4 Discussion and analysis of learning and retention results for the research variables:

The ability to recognize the data according to the re-reading which means retention and that retention can be reversed, as it was shown that that the sample retained the three skill learning percentages for the total number of retained skills (27.55, 14.77, 28), reflecting how much the students learned through the learning program designed by the instructor, as well as the The feedback that was given to the sample individuals, as it was given to them during the learning of the Rolling and aiming from the movement, as the feedback from the movement is the most important part of the movement.

The feedback can be either external or internal (10): 49), research has used feedback in the form of correction of errors made by participants during skill performance. Sometimes it is given before the performance, especially in the first stages of learning, especially in the early stages of the learning process, after The coach explains the skill and then the player applies the skill and when mistakes are made, the coach corrects the mistakes after the performance. This accelerates the learning of skills, as evidenced by the rate of progression that has been achieved by individuals who realize that, for example These feedbacks are multiple and include movements and feedback information about the performance (11: 122), and feedback was given after each attempt for follow-up and error correction When the performance progresses, it is important to give feedback after every two attempts, in order to show In the advanced stages of learning, the individual does not need to give feedback It can be given after every attempt, but it can be given after several attempts, not more than the number of fingers of one hand, in order to show the consistent performance of the performance. (12: 195).

Conclusion

The researcher concluded the following:

1. 1.Feedback improves performance and increases the individual's learning.
2. 2.Feedback has an effective role in improving learning, especially in the first semester.
3. 3.Skills can be retained after the duration of training, especially when the retention measure is close to that of the training.
4. 4.There was less loss than retention due to the ease of performing the skills.
5. 5.Evidence of improvement in skill performance, due to the appropriateness of the exercises used in the research for the players.

4-2 Recommendations :

The researcher recommends the following:

1. 1.When teaching the stages to students, it should be emphasized that errors should be corrected by using feedback until the student reaches the performance stage.
2. 2.Paying full attention to the role of physical education in all faculties in order to achieve the success of the physical education lesson.
3. 3.Encourage athletes at all levels, especially in academies and centers, to be the base of support for the national teams.

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