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Original article

BUILDING OF ELECTRONIC BOOK TO SOCCER BASICS FOR FIRST GRADE STUDENTS AT FACULTY OF PHYSICAL EDUCATION

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Abstract

Purpose. The e-book one of the new technologies that imposed a new reality on the methods of teaching and learning as a result of the information revolution that we see in the present age which contains within it the electronic pages multi-called (text). The aim of this study was to building and designing of electronic booklet to soccer basics for first year students at the faculty of physical education.

Methods. The sample selected randomly from faculties members in departments of curricula and teaching methods, technology education, as well as a number of supervisors of Physical Education province of Greater Cairo (15) from the faculties of Physical Education and Colleges of Education specialty libraries (Educational Technology), as well as five (5) of the formers of Physical Education in Greater Cairo governorate.

Results. The data revealed that the E- book contains all information's which the student needs it.

Conclusions. The positive design for substance basics of football to the first year students at the Faculty of Physical Education, University of Al-Azhar from the point of view of faculty members and mentors and students.

Keywords: E- book – Soccer, students.

Introduction

Witnessing the global community technology revolution and continuous information on the various activities of social and economic life, cultural, political and entertainment, and is the computer and the Internet one of the main tools of this revolution, so that learning it become the basic skills needed by the dominant members of the community in the various aspects of daily life, which requires individuals familiar knowledge and skills to deal with the computer and the Internet and became the rehabilitation of community members to deal with the computer and the Internet is a prerequisite indispensable, so deliberately educational systems in these communities to make good use of the computer and the Internet.

As a result of technological development has become the dissemination of information are in a completely different than previously and began the era of writing paper slips with the advent of computers and the Internet have emerged new forms of information sources and named electronic, in light of the transition to electronic form with increasing trend towards moving away from references traditional and trend toward electronic information sources the back of the so-called concept of e-book, which is characterized by many features that are unique to the traditional book.

Many organizations and institutions are using e-learning because it can be as effective as traditional training at a lower cost. (Wang, et al. 2004).

Developing e-learning is more expensive than preparing classroom materials and training the trainers, especially if multimedia or highly

interactive methods are used. However, delivery costs for e-learning (including costs of web servers and technical support) are considerably lower than those for classroom facilities, instructor time, participants' travel and job time lost to attend classroom sessions.

And spread e-books after the significant progress achieved in the field of printing and storing information electronically by computers, and after the emergence of the Internet has become buy e-books is remarkable in commerce sites on the World Wide Web, which range in size from a few hundred kilobytes to more than a hundred megabytes in some cases, it comes here factor multimedia files (audio, image, and video), to increase the provisions of the books directly proportional to the higher increase in it, and there are some bodies are used widely in the manufacture of electronic books for example, files, CHM, PDF is the species most used by publishing companies in the manufacture of electronic books (Banajee, 2007).

There is ongoing debate about whether it is the use of a particular delivery technology or the design of the instruction that improves learning (Clark, 2001; Kozma, 2001). It has long been recognized that specialized delivery technologies can provide efficient and timely access to learning materials; however, (Clark, 1983) has claimed that technologies are merely vehicles that deliver instruction, but do not influence of student achievement. As Clark notes, meta-analysis studies on media research have shown that students gain significant learning benefits when learning from audio-visual or computer media, as opposed to conventional instruction; however, the same studies suggest that the reason for those benefits is not the medium of instruction, but the instructional strategies

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built into the learning materials. Similarly, (Schramm, 1977) suggested that learning is influenced more by the content and instructional strategy in the learning materials than by the type of technology used to deliver instruction.

According to (Bonk, Reynolds, 1997) to promote higher order thinking on the Web, online learning must create challenging activities that enable learners to link new information to old, acquire meaningful knowledge, and use their metacognitive abilities; hence, it is the instructional strategy and not the technology that influences the quality of learning. (Kozma, 2001) argues that the particular attributes of the computer are needed to bring real-life models and simulations to the learner; thus, the medium does influence learning. However, it is not the computer per se that makes students learn, but the design of the real-life models and simulations, and the students' interaction with those models and simulations.

The computer is not just a way to receive information only. It provides an interactive environment two-way in the sense that when it responds to the student or the receiver of the computer evaluate its response and will give specific information related thereto, it also provides feedback. Feedback instant each student individually, and the intention here is not only to strengthen responses but correct address student errors and correct them.

The computer of the innovations of modern educational technology as used in the world of explosive knowledge makes vector education to the so-called individual instruction and when used by the learner begin the process of learning where to choose the positions that suit them and the topics they wish to recognize and display speed he wants and responses believed to be suitable to them, and therefore all these activities constitute practical measures in the implementation of the processes of self-learning, individual learning, and multiple areas of computer use in the educational process, where it can be used as a target tutorial or as a tool or as an adjunct in the educational process, as it can provide tutorials. Single directly to the learners, here's happening interaction between learners (individually) and educational programs offered by the computer.

E-Learning is planned learning that predominantly occurs in situations where a student is not required to be in a predetermined location. E-Learning courses require a different course design and development, different pedagogical techniques, and communication through instructional technologies.

E-Learning (eL) courses are delivered in many forms, including video conference, audio conference, correspondence, telecourses, satellite telecasts, courses available via the Internet, CD-ROM, and/or video/audio tape, etc.

A course may be delivered entirely via e-Learning, or by a hybrid of e-Learning and on-campus methods.

The e-book one of the new technologies that imposed a new reality on the methods of teaching and learning as a result of the information revolution that we see in the present age which contains within it the electronic pages multi-called (text), also includes some of the fees and still and moving images and has some of the voices and sound effects the so-called e-book it stores its contents on DVDs as it cannot be seen directly, but through it (CD-ROM) in your computer through the display or through the computer of each learner and this of course unlike the book normal which can be read directly without the intermediary, and the e-book includes texts impregnated characterized by move from a paragraph to another and from one page to another and from one chapter to another chapter by selecting a paragraph or a page or chapter by the mouse pointer (mouse) and then go directly to the specified location, has e-books appeared in the most developed countries education is available at public libraries and other civil there are also a variety of pages of these books in the Internet, which can benefit from them the average reader through the computer screen and get a hard copy or authenticated by computer (Morton, et al. 2007).

The sport of soccer team sports of interest to a lot of various people large and small, male and female, and this practice will be to learn, practice or training or investment leisure time activity benefit the individual in his public life and make it overcome the problems they face in life.

The mastery of the basic skills of the most important factors in the team's success in the performance of his duties during the game, so must the coach and the teacher to take into account in the performance of his duties during the game, so shall the coach and teacher to take into account the accuracy, speed and control in performance by teaching skills in the scientific manner properly lead to the lifting the level of the students.

And calling for trends in education in modern soccer to the use of methods and means of technology is based on providing a range of lessons seen typical performance skills and tactical and cognitive achievement of the law followed lessons applied inside the stadium to be accompanied by discussions and observations involving the teacher with the learner in evaluating educational performance that is seen users so all offers of computers and teaching aids such as films and film tapes and audio recording devices, video and other tools of modern learning, which aims to raise the level of learners in all aspects of learning.

the researchers noted that there is a difficulty on the students band first Faculty of Physical Education while teaching the basics of soccer in the extent of their understanding of the stages of the technical steps and educational performance skills and related aspects of legal and tactical and technical in soccer, because there are many factors, such as lack of clarity in the

form ideal for performance art , as well as the lack of clarity steps educational skill in addition to the inability to follow up all learners during their performance of the skill learned to correct errors , and that the time for the lecture is not enough is not allowed to give some knowledge and information and focus on the legal aspects of soccer-related all of these reasons have contributed degree a large decline in the skill level of students educated , and then the researchers see the need to take advantage of educational technologies and the possibilities offered by modern technology to teach soccer skills to first year students at the Faculty of Physical Education , Al-Azhar University .

Basic skills in soccer, as both the study indicated (Haitham, 2008; Nadia, 2007) the extent to which the importance of the use and effectiveness of the e-book to learn some of the various motor skills , as well as cultural awareness and the development of knowledge and information related to the type of sport used.

Which prompted the researchers to conduct this study through the design and construction of a booklet mail can from which students learn well and saving time and effort for them as it is available to them at all times and thus make the learner is the focus of the educational process and the opportunity for him to be able to learn individually suitable for their abilities and potential and taking into account the principle of individual differences among learners.

Hence, the aim of this study was to building and designing of electronic booklet to soccer basics for first year students at the faculty of physical education.

Material and Methods

Subjects:

The sample selected randomly from faculties members in departments of curricula and teaching methods, technology education, as well as a number of supervisors of Physical Education province of Greater Cairo (15) from the faculties of Physical Education and Colleges of Education specialty libraries (Educational Technology), as well as five (5) of the formers of Physical Education in Greater Cairo governorate, the researchers took into account when selecting the research sample as follows:

- (1) To be a specialist in the field.
- (2) Must not be less years of experience (10) years.
- (3) Be a member of the faculty at the university.
- (4) To be directed from working in the field for now.

Data collection tools:

1 - Analysis of the decision rule basics of soccer for the first year students at the Faculty of Physical Education, University of Al - Azhar.

2 - Design (build) booklet - mail (scientific material processing - scenario - production code).

Scientific transactions of the form (Believe internal consistency - the form factor of stability Cronbach's alpha)

The researcher after adjustments made by experts apply the questionnaire on a sample from outside the study sample core strength (10) experts were selected randomly and for the legalization of statistical form under discussion, and the following tables illustrate coefficient of internal consistency for phrases each axis of the axes of the form as well as the reliability coefficient alpha Cronbach.

Design (construction) e - book for the soccer basics:

The researchers prepared the content and course material basics of soccer in its electronic form as follows:

The specific target outcomes of the course.

Understand and effectively apply the principles of Athlete Development

Demonstrate competency in planning an age-appropriate training session

Demonstrate the essential competencies to execute team training session that is focused on a technical function of the game

Understand concepts and recognize the principles of attacking and defending in a small-sided game environment

1 - Stage design and setup: It was at this stage to identify the scientific material, knowledge and information, as well as workouts with the skills assessed on student development through junk mail brochure.

2 - Scriptwriting stage: At this stage, the outline is compiled that have been developed previously to detailed procedures and educational events and the positions of real on paper .

3 - Implementation Phase : In this phase is performed scenario your book in the form of a booklet -mail, has been using the program the Flash for the implementation of the book and assemble multimedia elements that support the explanation of skills, has been using some other programs and to address the multimedia elements (text, audio , images, video) used book programs such as Photoshop and the program Sound Forge and the program of the Word, has been installed and arrange multimedia elements and to find the relationship between them to suit the nature of the book and activities , information and knowledge from which , as patron of the researchers choose the right colors to display the contents and the line clearly , design selection lists in an easy manner , as well as the design of the screens depending on their content in every part of the book.

4 - the stage of experimentation and development : After setting up a brochure mail in its final form was presented to a group of experts in the field of soccer and the field of curriculum and teaching methods , as well as educational technology and supervisors of Physical Education, has been agreed upon percentage ranged between (97.5 to 100%) , and the researchers after setting up and building electronic brochure

material basics of soccer submitting it to a group of first year students at the Faculty of Physical Education to identify weaknesses and deficiencies in the use of electronic brochure did not show any obstacles in students.

In the end, after a workout booklet -mail has become in its final form, has been put on CDs to take advantage of it.

Results

Table.1 The percentage of statistical and semantic own responses to the first axis phrases: knowledge, information and skills in the content of the decision basics of Soccer.

No.	Items	Yes		Maybe		No		Chi – Square	Agree rate
		Freq.	%	Freq.	%	Freq.	%		
1	The origins and evolution of soccer	20	100%	0	0%	0	0%	0	100%
2	Educational value relating to the exercise of soccer	20	100%	0	0%	0	0%	0	100%
3	Stages of preparation skill	19	95%	1	5%	0	0%	16.2	97.5%
4	Ways skill setting	20	100%	0	0%	0	0%	0	100%
5	Skill setup steps	20	100%	0	0%	0	0%	0	100%
6	Sports Planning in soccer	20	95%	1	5%	0	0%	16.2	97.5%
7	Organization and management in soccer	5	25%	14	70%	1	5%	13.3	60%
8	What the warm-up	20	100%	0	0%	0	0%	0	100%
9	Basic skills in soccer	20	100%	0	0%	0	0%	0	100%
10	Stages of learning the basic skills of soccer	20	100%	0	0%	0	0%	0	100%
11	Steps basic skills training in soccer	19	95%	1	5%	0	0%	16.2	97.5%
12	The relative importance of the elements of fitness in soccer	4	20%	14	70%	2	10%	12.4	55%
13	Ways basic skills training in soccer	20	100%	0	0%	0	0%	0	100%
14	Soccer law	20	100%	0	0%	0	0%	0	100%

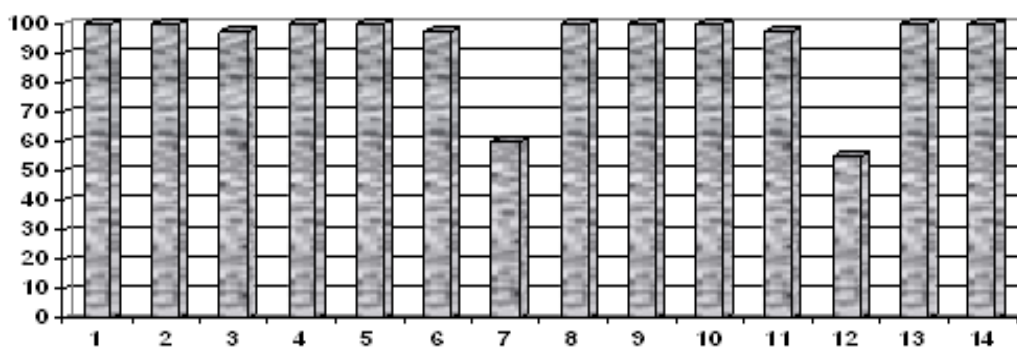


Fig.1 explains the percentage of statistical and semantic own responses to the first axis phrases: knowledge, information and skills in the content of the decision basics of Soccer.

Clear from the table (1) and Figure (1) and your repetitive and percentage and connotations statistical

Responses phrases first axis: knowledge, information and skills in the content of the decision of the basics of soccer and significant differences between the answers phrases (3, 6, 7, 11, and 12), where the square Kai ranged between (12.4 to 16.2), and these values are significant at the level of 0.05 in favor of responding (yes).

Statistical Analysis

All statistical analyses were calculated by the SPSS.V.16 (Statistical Package for the Social Sciences). The results are reported as means and standard deviations (SD). Nonparametric Chi – Square test was used to analysis the variance results that were found statistically significant. Differences in means were considered if p, 0.05

As evidenced no differences in the rest of phrases (1, 2, 4, 5, 8, 9, 10, 13, 14) in the directions (yes - to some extent - not) as the value of chi square (0.00) and these values indicate that the trend in these responses ferry was heading to one response, a response (yes).

The approval rate in the first axis: knowledge, information and skills in the content of the basics of

soccer decision in terms of (1, 2, 4, 5, 8, 9, 10, 13, 14) 100% fit for the direction of (yes).

The approval rate in the first axis: knowledge, information and skills in the content of the basics of soccer decision in phrases (3, 6, 11), 97.5 % in favor of the direction of (yes).

The approval rate in the first axis: knowledge, information and skills in the content of the decision the

basics in terms of soccer (7) 60 % in favor of the direction of (yes).

The approval rate in the first axis: knowledge, information and skills in the content of the decision the basics in terms of soccer (12) 55 % in favor of the direction of (yes)

Table.2 The percentage of statistical and semantic own responses to the second axis statements: the design and content of E- book.

No.	Items	Yes		Maybe		No		Chi – Square	Agree rate
		Freq.	%	Freq.	%	Freq.	%		
1	Warm-up in football	20	100%	0	0%	0	0%	0	100%
2	Basic skills in football	20	100%	0	0%	0	0%	0	100%
3	Stages of learning the basic skills of soccer	20	100%	0	0%	0	0%	0	100%
4	Steps basic skills training in football	20	100%	0	0%	0	0%	0	100%
5	Ways basic skills training in football	20	100%	0	0%	0	0%	0	100%
6	Electronic brochure contains a range of still and moving images	20	100%	0	0%	0	0%	0	100%
7	Electronic brochure contains a set of videos and live scenes of the games	20	100%	0	0%	0	0%	0	100%

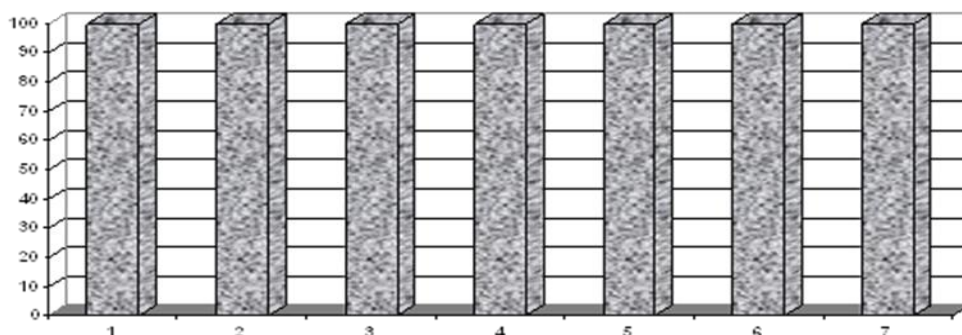


Fig.2 explains the percentage of statistical and semantic own responses to the second axis statements: the design and content of E- book.

Clear from the table (2) and Chart (2) and your repetitive and percentage and connotations statistical Responses phrases second axis: the design and content of the booklet address the lack of differences in all the phrases in the directions (yes - to some extent - not) reaching value of square Kai (0.00) and these values indicate that the trend in these responses ferry was heading to one response, a response (yes).

The approval rate in the second axis: the design and content of electronic brochure in all phrases 100% fit for the direction of (yes).

Discussion

The origins of the term e-Learning is not certain, although it is suggested that the term most likely originated during the 1980's, within the similar time frame of another delivery mode online learning. While some authors explicitly define e-Learning, others simply a specific definition or view of e-Learning in their article. These definitions materialize, some through

conflicting views of other definitions, and some just by simply comparing defining characteristics with other existing terms. In particular, (Ellis, 2004) disagrees with authors like (Nichols, 2003) who define e-Learning as strictly being accessible using technological tools that are web-based, web-distributed, or web-capable. The belief that e-Learning not only covers content and instructional methods delivered via CD-ROM, the Internet or an Intranet (Clark, 2001) but also includes audio- and videotape, satellite broadcast and interactive TV is the one held by (Ellis, 2004). Although technological characteristics are included in the definition of the term, (Tavangarian, et al. 2004) as well as (Triacca, et al. 2004) felt that the technology being used was insufficient as a descriptor. (Tavangarian, et al. 2004) included the constructivist theoretical model as a framework for their definition by stating that eLearning is not only procedural but also shows some transformation of an individual's experience into the individual's knowledge

through the knowledge construction process. Both (Ellis, 2004) and (Triacca, et al. 2004) believed that some level of interactivity needs to be included to make the definition truly applicable in describing the learning experience, even though (Triacca, et al. 2004) added that eLearning was a type of online learning.

This is consistent with many of the studies on the extent and importance of the use of methods and means of modern technology, as well as the use of e-book to learn some basic skills to some of the various sports activities, and these studies, the study of (Hassan, 2007; Mustafa, 2002), where these studies emphasized the importance and effectiveness of the use of modern technological media in learning some

Conclusion

The positive design for substance basics of football to the first year students at the Faculty of Physical Education, University of Al-Azhar from the point of view of faculty members and mentors and students.

Recommendations.

- The need to use the mail within the booklet decisions of Physical Education.
- Holding training courses for the development of its faculty members on how to build and design a brochure mail.
- The need to design the entire curriculum in physical education colleges to publish it on the Internet to take advantage of them.
- Need to apply the e - brochure material basics of football on the first year students at the Faculty of Physical Education, University of Al-Azhar.

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