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Efficiency of Using One of the Hyper Media on Learning Some of Basic Skills in Fencing Sport

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Abstract: This research aims at employing one of the hyper media in teaching some of the basic skills in fencing sport.The researcher used the experimental method of two groups, one of them is experimental and the other is control. The sample was 930 female students in the first grade, Faculty of Sport Education for Girls, Zagazig University, Egypt. One of the most important results was that using the super media has positive results as a modern mean of learning.

Key words: Hyper media · Basic skills · Fencing sport

INTRODUCTION

The present time witnesses a great technological advancement in developing computers. This progress opened the door widely to use computer technology in teaching that is known as computer assisted intelligent, so the educationists have to cope with this development in all its challenges and requirements and employing compute with all its great possibilities in the ability of storage and retrieving quickly and adequately without mistakes. This does not mean that computer will replace the teacher. The teacher is a guide and director and indispensable of the teaching process [1].

It is necessary to raise the standard of the teaching materials and using the modern technology to achieve the best teaching result with the lowest effort to develop the teaching process which is the basis of constructing and shaping the human performance aspects (cognitive, skilful and affective). coping the modern technology with all its great quantities of information from different resources helps in evoking the teachers, ability and making them effective, truing to find a creative solutions of the problems that face the teacher and the learner during the educational process in an attempt to move from the negative reciting education to the positive independent education and the good planning to make the relationship among science, technology and society very close [2].

Abd AL-Aziz [3] points out that fencing sport is one of the sports in which the youngster requires great interest concerning the basic skills via repetition and concentrating on these skills that are considered that main base of fencing. The most important skills are (ready stance-extension motion-moving forward and retreating). The researcher notes that the students of the first grade find a difficulty in learning these skills and so she proposed to use the modern ways in reaching these skills through using one of the hyper media to support the teacher in doing her task easily. It may help her achieving good rates in Learning quickly and the deep understanding of the performed skills via designing and constructing effective teaching units that increase her role in directing and guidance and making the female students in continuous positive reaction with the designed program by using the programs style that saves the effort and time required for the teaching process and leaving the typical teaching and increases the efficacy of teaching process.

Research Aims: This research aims at designing and applying an educational program using programming style for the students of the first grade at Faculty of Sport Education for Girls, Zagazig University, Egypt and knowing its effect on:

- Learning some basic skills of fencing sport (ready stance - extension motion - moving forward and retreating) of the female students of the first grade at Faculty of Sport Education for Girls, Zagazig University, Egypt.

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- The differences between the two groups, the control and the experimental, in learning the basic skills in fencing sport.

MATERIALS AND METHODS

Methodology of the Research: The researcher used the experimental method with the pre and post- measurement for the two groups which one of them is experimental and the other is control.

Community and Sample of the Research: The community of the research was chosen from the first grade female students (220 students) in the year 2008/2009. A number of 30 students were drawn on purpose from the research community whom the researcher teach them. They are used as a basic sample of the research and are divided into two groups, one experimental and the other is control. Each sample consisted of 15 students. Ten students were drawn to be an introductory sample so as to find the scientific coefficients of the research.

Tools of Data Collection
Tools and Equipments:

- Rastameter for measuring weight (kg) and height (cm)
- Arms
- CD
- A tape for measuring lengths (cm)
- 15 computer sets
- Data show set

Assessing the Skill Performance Level: The skill performance level of the main sample of the research (experimental and control groups) was assessed in the basic skills (concerned in the research) through a judging committee consisting of 3 professors responsible for assessing the performance level in the faculty and the score of each skill was decided to be from 5 grades,then averages were taken.

The proposed programming from the part of the researcher was an education computer program prepared for learning the basic skills of the research around the main axis which the research goes. The researcher has got the assist of one of a specialist in programming to design the program of this research.

The researcher exposed all the students (community and the sample of the research which includes the introductory sample and the main sample of the research) to a show of some pictures, drawings and video films. The students have never been taught the basic skills of the research before the pre- measurement.The researcher took the pre -measurement of each of the two groups (experimental and control) in all the variables of the research.

Applying the Educational Program: The researcher applied the proposed educational program on the main sample of the research (experimental group) for 10 continuous weeks, twice a week for each group (experimental-control) through teaching the proposed education program by using the prepared program on the experimental group by the usual lecture as used in the faculty. The researcher was careful during the application to control and fix all the variables for the two groups. After applying the proposed educational program, the researcher took the post measurement of each group (experimental and control) under the same conditions as in making the pre measurements in all the variables (under research) and with the same judging committee the pre- measurement.

RESULTS AND DISCUSSION

Table 1 shows statistical significant differences between the pre and the post -measurements of the experimental group in the skill performance level for the favor of the post- measurement where "t" value which was calculated more than "t" in the table at the significant level of 0.05.

Table 1: The significant differences among the pre and the post -measurements of the experimental group in the skill performance level (N = 15)

	The pre-measurement		The post-measurement			
Variables	M	A	M	A	MF	T value
Ready stance	2.10	1.23	4.72	1.89	2.62	19.50
Extending motion	2.03	1.11	4.20	1.83	2.17	12.83
Moving forward	1.90	0.89	4.45	1.92	2.55	9.87
retreating	1.79	0.67	3.89	1.45	2.10	10.99

"t" value at the significant level 0.05=2.11

Table 2: The significant differences among the pre and the post- measurements of the control group in the skill performance level (N= 15)

	The pre-measurement		The post- measurement			
Variables	M	A	M	A	MF	T value
Ready stance	2.04	1.15	3.89	1.68	1.94	17.14
Extending motion	2.06	1.09	3.75	1.78	1.69	9.74
Moving forward	1.85	0.84	3.80	1.65	1.95	9.54
Retreating	1.60	0.69	3.45	1.32	1.85	8.96

"t" value in the table at significant level of 0.05 =2.11

Table 3: Significant differences among the post measurements of the two groups, the experimental and the control in the skill performance level under search ($N_1 = N_2 = 15$)

	The pre-measurement		The post-measurement			
Variables	M	A	M	A	MF	T value
Ready stance	4.72	1.85	2.98	1.68	1.74	2.57
Extending motion	4.20	1.83	2.75	1.78	1.45	2.12
Moving forward	4.45	1.92	2.80	1.65	1.65	2.43
Retreating	3.89	1.45	2.45	1.32	1.44	2.75

"t" table value at significant level 0.05 = 2.03

Table 4: The percentages of the change rates of the post measurement from the pre measurement for the two groups, the experimental and the control, in the skill performance level under search ($N_1 = N_2 = 15$)

	Experimental group			Control group		
Variables	Pre	Post	Change rate	Pre	Post	Change rate
Ready stance	2.10	4.72	124.76	2.04	3.98	95.98
Extending motion	2.03	4.20	106.89	2.06	3.75	82.04
Moving forward	1.90	4.45	134.24	1.85	3.80	105.41
Retreating	1.79	3.89	117.32	1.60	3.45	115.6

Table 2 shows statistical significant differences between the pre and the post- measurement of the control group in the skill performance level for the favor of the post- measurement where the calculated " t " value more than table " t " at significant level of 0. 05.

Table 3 shows statistical significant differences among the post- measurement of the two groups, the experimental and the control, in the skill performance level for the favor of the experimental group where the calculated " t " is more that " t " in the table at the significant level of 0.05.

Table 4 shows that the percentages of the change rates of the post measures in the skill performance level under search of the experimental group ranged from 106.89 to 134.24, while ranged from 82.04 to 115.6 for the control group.

DISCUSSION

The results of the statistical treatment of Table 1 show statistical significant differences between the averages of the pre and the post measures of the experimental group in all variables under search in fencing for the favor of the post measurement and it also show the high percentages of the change rate of the skills under search. The researcher notes that this progress in improvement percentages is due to the impact of the educational program by using the programming method which organizes the teaching materials and express them in various ways. they open new horizons of knowledge, help the students in the organized scientific thinking and increase their motives to learn to basic skills (under search), this program takes into account the individual differences and red using time of learning, showing the weakness points and treating them through the assessing process and providing the students with the instant feed back to reform mistakes and increasing the ability of the students in thinking and manipulation, searching for the important and perceiving what they want to learn. this agrees with Sharf [4] who points out that hyper media provides the female students with feed back that are useful in improving teaching and learning processes that lead to the ideal performance. This was confirmed by Ismail [5] who said that using hyper media in learning helps the learner to relate the information elements and gives him more fields to understand and

remember what was mentioned in the information elements. The researcher sees that this result is due to using programming method in education that increases the ability of the students to assimilate and accommodate the motion skill items as it polishes the skill as a whole. It also shows and clarifies the motions of the body parts during performing the skills and concentrating on the important sides in performance that affect positively on learning the different skills. This agrees with previous studies [6-10] which pointed out that hyper media method improves teaching and Learning that leads to the ideal performance. Using hyper media led to providing the students with knowledge and information and attracting and evoking the learner interests.

Table 2 shows statistical significant differences between the averages of the two measures, the pre and the post, of the control group in the variables under search. The researcher sees that this result is due to the followed method, conducting the gradual exercises that goes from the easier to the difficult and from the simple to the compound, practice and repetition to conduct the skill, correcting the mistakes and guiding of the teacher that leads to learning correctly according to the technical performance of the skill that makes positive impact on learning the skills under search of fencing. This accords with the results of prior studies [6-8, 11, 12]. The correct show of performance and the information of the motion skills increase the understanding of the learner, improve his performance and enable him to direct his body movements correctly [13].

Table 3 shows that there are statistical significant differences among the post- measurements of the two groups of the research, the experimental and the control,in the skills under search in fencing in the favor of the post-measurement of the experimental group.The researcher sees that this result is due to using hyper media with the experimental group that includes more than one medium in learning through the computer such as the text script, fixed and moving picture,sounds and motion with introducing texts and pictures in different movements into the screen.

Fencing is one of the sports that are not spread on TV screen and that leads to exciting and interesting on watching the proposed programming. This agrees with the results of the study of Al- Saify [14] that shows that employing video and feed back and correcting the mistakes led to improving the level of the skills under search in fencing. The researcher sees that the supremacy of the experimental group over the control group in skills under search is due to the education program by using hyper media that has the ability of slow motion show and this gives the female students the correct motion visualization of the skill that are difficulty distinguished. This result agrees with the results of other studies [6, 8-10, 12, 15].This also agrees with what Salim [16] pointed out, that hyper media makes a positive reaction among the students and the educational program where it leaves to the learner the free choice of the topic and moving from one frame to another according to its auto speed and thus it takes care of the individual differences among the learners.And thus, the research hypotheses is validated.

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