



A proposed curriculum for studying basketball at the College of Physical Education and Sports Sciences at Al-Qasim Green University

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Received: 16/3/2023

Accepted: 5/4/2023

Published 30/6/2023

Abstract

The fundamental basketball games outlined in the internal laws of Al-Qasim Green University's Faculty of Education and Sports Sciences. The researcher instructs first-year students. As a result, it was necessary to train specialized cadres in the field of teaching this game on solid scientific foundations, while also keeping with current developments and dealing with future challenges, and developing a codified scientific curriculum that is in line with current developments and is characterized by clarity of educational goals with their applicability and measurability. According to the researcher, the degree of learning and achievement is determined by the learners' actions and experiences. Choosing and constructing an acceptable and relevant curriculum with which students interact in order to satisfy society's demands and wants. This will ensure the instructional material's durability and vibrancy. The descriptive approach of "survey studies" was employed by the researcher to suit the nature of the research, its aims, and processes. A successful teacher should exercise caution when selecting an evaluation method because evaluation is a process that aims to provide information and data from which we can decide the quality of activities and events that suit a student or the nature of the profession that corresponds to his inclinations and abilities or the field that effectively reflects his specialization. This demonstrates the veracity of the investigation. The researcher came at the following conclusion:

Develop a proposed curriculum for a lesson (basketball game) for students of the Faculty of Education and Sciences. Develop a curriculum that includes general goals, cognitive goals, psychomotor goals, affective goals, theoretical curriculum, applied curriculum, teaching methods, teaching methods, AIDS, and assessment methods). Develop a curriculum that is in accordance with the means of progress and development in curricula and studies, ensuring the success of education. The researcher recommended the following:- application of the curriculum of the course " basketball game " for students of the Faculty of Education and sports sciences. And using the proposed curriculum, which was approved to study the game of basketball for students of the Faculty of Education and sports sciences. This curriculum was reached to teach building curricula and developing courses for all subjects in colleges and departments of sports education.

Keywords: basketball games, challenges, survey studies.

1-1 Research Problem:

The curriculum is one of the basic processes that are beset by some difficulties, as the extent of learning and achieving goals depends on the proper selection of the learner's activities, and the choice of the curriculum should give consideration to the needs and abilities of students, which helps to develop inclinations, develop trends, solve problems that meet them and help them adapt well to society.

As a result, it was necessary to train specialized cadres in the field of teaching this game on solid scientific foundations in accordance with the current era's development and dealing with future challenges, as well as to develop a codified scholarly curriculum in accordance with scientific developments and clearly characterized by educational goals with their applicability and measurement. According to "Mahmoud Abdul Halim Abdul Karim", the level of learning and attainment of goals is dependent on the right selection of the learner's activities and experiences, as well as the choice and development of the curriculum.

This is why the researcher believes it is necessary to develop a curriculum for the basketball game lesson so that it can achieve the desired goals and choose the appropriate teaching methods to achieve the goals within the framework of the proposed curriculum's topics, commensurate with various tendencies and trends, and suit the material and human potential available at Al-Qasim University's Faculty of Physical Education, Sportsmanship, and Sports Sciences.

1-2 The importance of research:

The researcher considers that the suggested curriculum for studying basketball at Al-Qasim Green University's Faculty of Physical Education and Sports Sciences will benefit as follows:

- 1- Creating a recommended curriculum for studying the game of basketball with students from the Faculty of Education and Sports Sciences at Al-Qasim Green University.
- 2- Improving the level of teaching the fundamentals of basketball game instruction.
- 3- Support the instructional process, increasing its efficacy and beneficial impact.

1-3 Research aim:

The research intends to design a recommended curriculum for studying basketball at Al-Qasim Green University's Faculty of Physical Education and Sports Sciences by identifying:

- 1- The objectives of the basketball instruction at the Faculty of Physical Education.
- 2- The basketball game lesson's applied and theoretical curriculum at the Faculty of Physical Education.
- 3- Methods and techniques for teaching the theoretical and applied curriculum of the basketball game lesson.
- 4- Auxiliary and suitable means for studying basketball at the Faculty of Physical Education.
- 5- Methods of evaluating the suggested curriculum for a basketball session at the Faculty of Physical Education.

1-4 Research questions:

- 1- What is the purpose of teaching basketball at the Faculty of Physical Education?
- 2- What is the theoretical and applied curriculum of the basketball game instruction at the Physical Education Faculty?
- 3- What teaching approaches and procedures are appropriate for the basketball game lesson's theoretical and applied curriculum?
- 4- What resources are appropriate for studying basketball at the Faculty of Sports Education?

- 5- What procedures are utilized to assess the suggested basketball game lesson curriculum?

5-1 definition of some terms in the research:

5-1-1 Curriculum:

"A set of studies, or study subjects that are required for graduation, for obtaining a scientific degree in a major field of study, such as the curriculum of social subjects, or the curriculum of mathematics

5-1-2 The course of study:

"A set of topics selected from a particular subject of study and organized in the form of modules of a particular class".

2-1 previous studies:

2 -1-1 previous Arabic studies:

The study "Ashraf Mohammed Ali Ahmed Bayram" (4) and its title: "a proposed course of study for sports education as a cultural course for Assiut University students" the study aimed to propose a course of sports education as a cultural course, the researcher used the descriptive method of survey studies, and the research sample was selected by random method as its strength was (30) experts and (2784) male and female students, the data collection tools were a questionnaire, and the most important results were that physical education is fundamental in the preparation of Assiut University students, which calls for the necessity of students acquire a set of theoretical and practical experiences of physical education as a cultural course that enables them to provide their sports culture.

2-1-2 previous Foreign Studies:

The study "David .p. Jones" and its title:" changes in the curriculum of physical education in Hong Kong "aimed to identify changes in the curriculum of physical education in Hong Kong.to achieve this, the researcher used the descriptive curriculum, and the research sample consisted of physical education teachers. The researcher also used the analysis of documents and personal interview to collect data. One of the most important results was that it was necessary to rely on the personal experiences of teachers in curriculum development.

2 -1-3 comment on previous studies:

The researcher has reviewed the previous studies in order to benefit from them in choosing the title of his research, formulating his goal and using the appropriate approach to the current research. These studies used the descriptive approach (survey studies). One of the most important tools for collecting their data was questionnaire forms and analyzing documents to develop the curriculum of various studies. This is what the researcher approaches in his current research.

3-1 search procedure:

3-1-1 Research approach:

The researcher used the descriptive method of "survey studies" to suit the nature of the research, its objectives and procedures.

3-1-2 Research community:

The research community consists of experts and professors from the Departments of curricula and teaching methods of physical education in the faculties of physical education, and experts in the field of basketball from the professors of the faculties of physical education, for the academic year 2021 / 2022.

3-1-3 Research sample:

The research sample consisted of (10) experts in the field of curricula and teaching methods of physical education, and (10) experts in the field of basketball at the Faculty of education and sports sciences at the University of Babylon, for the academic year 2021 / 2022, and a survey sample numbering (10 experts).

Table (1) community profile and research sample

No.	Profile	No.	Research Sample	Number
1		1	Curriculum and Teaching Methods Experts Physical Education	10
		2	Basketball experts	10
		3	Exploratory Sample	10
2	Total			30

Tools and means of data collection:**Analysis of references and previous studies:**

The researcher reviewed the scientific references and previous studies related to the field of curricula and teaching methods of physical education, as well as the field of curriculum design and development, and the field of basketball game, such as multiple studies that will be mentioned in the research in order to build questionnaire forms and compile the theoretical framework related to the research topic.

Expert opinion survey forms:**The survey form on setting the goals of the lesson "basketball game" is under consideration:**

The researcher conducted a survey of experts in order to determine the general and behavioral goals of the basketball lesson at the Faculty of physical education at Al-Qasim Green University, the axes (physical fitness, the law of the basketball game, types of Medicine, the history of the basketball game, types of handling, types of scoring), and a table (2) shows that:

Table (2) estimated grade and relative weight of the opinion of experts on the general purpose and behavioral goals of the lesson "basketball game" for students of the Faculty of education and sports sciences (N =10)

Axis	No.	Phrase " vocabulary "	Grade Estimated	Weight Relative	
General	1	Providing the student with the information, knowledge, facts and skills necessary to acquire the game of basketball and the steps of learning it	29	96,6%	
	2	Providing the student with how to develop, evaluate and formulate educational programs to teach and train beginners and practitioners of the game of basketball	29	96,6%	
	3	Preparing the student to be a teacher of the game of basketball in the different stages of learning and the ability to manage teams and tournaments associated with the game of basketball	28	93,3%	
Behavioral goals	Cognitive Objectives	1	The student should familiarize himself with the components of the physical fitness of the game of basketball	26	86,6%
		2	The student should know the foundations of performing the introductory skills of the game of basketball	25	83,3%

		3	To familiarize the student with how to evaluate the physical and skill performance of the game of basketball	28	93,3%
		4	The student should acquire the ability to plan lessons (educational, applied, evaluative) for the game of basketball	29	96,6%
		5	The student should acquire information on how to develop and develop performance in the game of basketball	28	93,3%
		6	The student should familiarize himself with the theoretical aspects of the stages of technical performance of the game of basketball	29	96,6%
		7	The student should know how to develop educational programs for the game of basketball	29	96,6%
		8	The student should familiarize himself with the system of using educational devices in learning and mastering the game of basketball	29	96,6%
	Psychomotor goals	1	The student must acquire the general and special physical fitness necessary to practice the game of basketball	26	86,6%
		2	The student should master the performance of the introductory skills for the game of basketball	25	83,3%
		3	That the student can develop the skill and motor performance of the basketball game	27	90 %
		4	That the student can develop the skill and motor performance of the elements of physical fitness	27	90 %
		5	The student should be able to implement lessons (educational, applied) for the game of basketball	29	96,6%
		6	The student should acquire the skill of using motor performance evaluation tests for the game of basketball	29	96,6%
		7	The student should acquire the ability to implement performance plans for the game of basketball	25	83,3%

		8	The student uses different methods to analyze the technical performance of basketball skills	28	93,3%
		9	The student should apply exercises commensurate with the requirements of the playing situations in the basketball lesson	27	90 %
	Emotional goals	1	That the student appreciates the importance and usefulness of the basketball lesson	29	96,6%
		2	To develop the student's sportsmanship during his performance of the game of basketball	28	93,3%
		3	That the student acquires the ability to self-control and control his emotions	29	96,6%
		4	The student acquires the ability to lead and make decisions	29	96,6%
		5	The student should acquire the spirit of cooperation and teamwork with the members of his group	29	96,6%
		6	To develop in the student self-esteem and a sense of success	29	96,6%
		7	The student should acquire the ability to accept and respect the opinions of others	29	96,6%

Table (2) that the percentage of the opinions of Gentlemen experts about the overall goal and objectives of peace and to the game of basketball for the students of the Faculty of physical education has ranged between (%83.3to 96,6 %), where the percentage of the target year between (93.3% to 96,6 %) and the percentage of the objectives of between (83.3% to 96,6%) and the percentage of goals self-movement between (%93.3to 96,6%) objectives affective between (%83.3to 96,6%), Have been associated researcher to the goals that got on a percentage (85% or more) and thus connect the researcher to accept all the general objectives, and to cancel the target number (2) of the cognitive goals, and to cancel the target number (2)·(7) of The psychological goals are kinetic, and the merging of the goal number (8) with the goal number (2) of emotional goals, and therefore the researcher, based on the opinion of the experts, has come to a number of general goals and a number of behavioral goals.

Scientific transactions of the form:

Validate the form:

To reach the truthfulness of the form, the researcher used the truthfulness of the arbitrators and the form was presented to a number of (10) experts attached, during the period from 1/7/2022 to 15/7/2022 in order to ensure the integrity of the linguistic wording of the phrases, the suitability of the phrase for the axis and its ease, delete, add and modify what they deem appropriate or inappropriate as the researcher calculated the self-honesty, the form set the goals of the basketball lesson " for students of the Faculty of education and sports sciences, to find the truthfulness of the form this is evidenced by the table (3).

Form stability:

The stability of the form associated with determining the goals of the basketball lesson for students of the Faculty of education and Sports Sciences was calculated, where the researcher applied the form to

a survey sample from the research community and from outside the basic research sample for a number of (10) experts attached, and the application was repeated with a time interval of (15) days during the period from 22/7/2022 to 5/8/2022 ad, then the data were compiled to find the correlation coefficient of the form phrases and a table:

Table (2) the coefficient of constancy and self-honesty for the objectives of the course "field competitions" for students of the specialized stage

Axis		Goal	First applica		Second applic		value (t)	Honesty Self
Overall Objective	1	Provide the student with the necessary information, knowledge, facts and skills To acquire the game of basketball and steps to learn it	4.40	1.35	4.60	0.84	0.94	0.97
	2	Providing the student with how to develop, evaluate and formulate educational programs To teach and train beginners and practitioners of the game of basketball	4.40	1.35	4.40	0.97	0.72	0.85
	3	Preparing the student to be a teacher of basketball in different stages of learning And the ability to manage teams and tournaments associated with the game of basketball	4.40	1.35	4.80	0.63	0.88	0.94
Cognitive Objectives	1	The student should familiarize himself with the components of the physical fitness of the game of basketball	4.20	1.40	4.40	1.35	0.89	0.94
	2	To familiarize the student with how to evaluate the performance of the introductory skills of the game of basketball	4.40	1.35	4.40	0.97	0.72	0.85
	3	The student should acquire the ability to plan lessons (educational, applied, evaluative) for the game of basketball	4.40	1.35	4.60	0.84	0.94	0.97
	4	The student should acquire information on how to develop and develop performance in the game of basketball	4.60	0.84	4.20	1.40	0.83	0.91
	5	The student should familiarize himself with the theoretical aspects of the stages of technical	4.40	1.35	4.80	0.63	0.88	0.94

		performance of the game of basketball						
	6	The student should know how to develop educational programs for the game of basketball	4.40	1.35	4.40	0.97	0.72	0.85
	7	The student should familiarize himself with the system of using educational devices in learning and mastering the game of basketball	4.20	1.40	4.40	1.35	0.89	0.94
Psychomotor goals	1	The student should familiarize himself with the components of the physical fitness of the game of basketball	4.20	1.40	4.40	1.35	0.89	0.94
	2	To familiarize the student with how to evaluate the performance of the introductory skills of the game of basketball	4.40	1.35	4.40	0.97	0.72	0.85
	3	The student should acquire the ability to plan lessons (educational, applied, evaluative) for the game of basketball	4.40	1.35	4.60	0.84	0.94	0.97
	4	The student should acquire information on how to develop and develop performance in the game of basketball	4.60	0.84	4.20	1.40	0.83	0.91
	5	The student should familiarize himself with the theoretical aspects of the stages of technical performance of the game of basketball	4.40	1.35	4.80	0.63	0.88	0.94
	6	The student should know how to develop educational programs for the game of basketball	4.40	1.35	4.40	0.97	0.72	0.85
	7	The student should familiarize himself with the system of using educational devices in learning and mastering the game of basketball	4.20	1.40	4.40	1.35	0.89	0.94
Emotional goals	1	That the student appreciates the importance and usefulness of the basketball lesson	4.80	0.63	4.40	1.35	0.89	0.94
	2	To develop the student's sportsmanship during his	4.20	1.40	4.40	1.35	0.89	0.94

		performance of the game of basketball						
	3	That the student acquires the ability to self-control and control his emotions	4.40	1.35	4.40	0.97	0.72	0.85
	4	The student acquires the ability to lead and make decisions	4.80	0.63	4.40	1.35	0.89	0.94
	5	The student should acquire the spirit of cooperation and teamwork with the members of his group	4.20	1.40	4.40	1.35	0.89	0.94
	6	To develop in the student self-esteem and a sense of success	4.40	1.35	4.80	0.63	0.88	0.94
	7	The student should acquire the ability to accept and respect the opinions of others	4.80	0.63	4.40	1.35	0.89	0.94

The tabular value (T) is at the level of $(0, 05) = 0,63$

It is clear from the table (3) that there is a statistical correlation between the first application and the second application of the form for determining the goals of the lesson "basketball game" for students of the Faculty of education and Sports Sciences, in the general cognitive - affective - psychomotor goals) where the correlation coefficients ranged between (0.72: 0, 94) indicating the constancy of the form, the table also indicates the honesty of the form where the value of (85.0: 0.97). The form is therefore valid for application.

Expert opinion survey form on determining the proposed theoretical and applied curriculum the lesson "basketball game" under consideration:-

The researcher conducted a survey of experts attached (1) in order to determine the theoretical and applied curriculum for the basketball game lesson" for students of the Faculty of education and sports sciences at Al-Qasim Al-Akhdar University, for the axes (physical fitness, basketball game Law, types of Medicine, history of the basketball game, types of handling, types of scoring) attached (3) and this is evidenced by Table (4).

Table (4) estimated grade and relative weight on determining the proposed applied curriculum for the lesson "basketball game" for students of the Faculty of education and sports sciences (N=10)

Axis	No.	Curriculum	Grade Estimated	Weight Relative	Axis	No.	Curriculum	Grade Estimated	Weight Relative
Fine Approach	1	Stadium area	30	100 %	Pulley handling Cart	14	Bra	30	100 %
	2	Shape and weight of the ball	30	100 %		15	Apostate	30	100 %

		3	Law of the game	30	100 %		16	From above the head	30	100 %
		4	Basic Skills	30	100 %		17	Al , Taweelah	30	100 %
		5	Tournaments	30	100 %		18	Side	30	100 %
	Types of scoring	6	From persistence	30	100 %	elements Fitness	19	Speed	30	100 %
		7	From jumping	30	100 %		20	Strength	30	100 %
		8	Free Throw	30	100 %		21	Stretching	30	100 %
		9	Tripartite Pacifism	30	100 %		22	Flexibility	30	100 %
	Law of the game	10	Pitch measurements	30	100 %	Types of patting	23	High Patting	30	100 %
		11	Weight and shape of the ball	30	100 %		24	Low Patting	30	100 %
		12	Match time	30	100 %		25	Pampering by rotation	30	100 %
		13	Number of runs	30	100 %					
	26	General fitness development exercises and special fitness development exercises							26	86.6 %
	27	Time-using exercises							24	80.0 %
	28	Group individual pair exercises to master and stabilize the introductory skills of the game of basketball							28	93.3 %
	29	Exercises using repetition							26	86.6 %
	30	Exercises using distance							24	80.0 %

	31	Competitive activities in which some basic articles of the law are applied	30	100 %
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It is clear from Table (4) that the percentage of experts' opinions on determining the proposed theoretical and applied curriculum for the basketball game lesson for students of the Faculty of education and sports sciences ranged from (80% to 100%), and the researcher was satisfied with the elements that received a percentage (85% and more) and the researcher made all the necessary and required adjustments based on the opinions of experts.

Scientific transactions of the form:

Validate the form:

To reach the veracity of the form, the researcher used the veracity of the arbitrators and the form was presented to a number of (10) experts attached, during the period from 12/8/2022 ad to 29/8/2022 ad, in order to ensure the safety of the linguistic wording of the phrases, the suitability of the phrase for the axis and its ease, delete, add and modify what they deem appropriate or inappropriate as the researcher calculated the self-honesty, the form and sports science, to find the truthfulness of the form and this is evidenced by Tables (5).

Table (5) estimated grade and relative weight on determining teaching methods, teaching methods, AIDS and evaluation methods for the lesson "basketball game" for students of the specialized stage (n =10)

M	Axis / Element	M	Methods / Methods / Means	Rated score	Relative weight
1	Teaching Methods	1	Total method	27	90%
		2	Partial method	27	90%
		3	Total partial method	28	93.3%
		4	Total Partial Total Method	29	96.6%
		5	Method of explanation and clarification	28	93.3%
		6	Discussion method	24	80%
2	Teaching Methods	1	Presentation style	23	76.6%
		2	Princely style	27	90%
		3	Reciprocal learning method (peers)	28	93.3%
		4	Training method (practice)	28	93.3%
		5	Competitive learning style	29	96.6%
		6	Self-learning style	28	93.3%
		7	Multi-level self-learning style	26	86.6%
		8	Cooperative learning style	26	86.6%
		9	Guided discovery method	29	96.6%
		10	Problem solving method	26	86.6%

3	Aids	1	Practical model	28	93.3%
		2	computer	26	86.6%
		3	video	25	83.3%
		4	television	25	83.3%
		5	Educational Tapes	25	83.3%
		6	Serial images	25	83.3%
		7	Transparent slide projector	28	93.3%
		8	Still images	25	83.3%
		9	Data Show	28	93.3%
		10	Scientific sources and references	28	93.3%
4	Calendar methods	1	Theoretical/Oral Exam	30	100%
		2	Theoretical / written exam	30	100%
		3	Practical Skill Exam (Applied)	30	100%
		4	Practical teaching exam	30	100%
		5	Student Evaluation Forms for Classmate	23	76.6%
		6	Forms to evaluate the level of technical performance	24	80%

Form stability:

The stability of the form associated with the determination of the theoretical and applied curriculum for the lesson " basketball game " for students of the Faculty of education and Sports Sciences was calculated, where the researcher applied the form to a survey sample from the research community and from outside the basic research sample for a number of (10) experts attached (1), and the application was repeated with a time interval of (15) days during the period from 11/9/2021 to 25/9/2021, and the data was compiled to find the correlation coefficient of the form phrases and Table (6) :

Table (6) coefficient of constancy and self-honesty on determining the proposed theoretical and applied curriculum for the lesson" basketball game" for students of the Faculty of education and sports sciences (N = 10)

Curriculum	No.	Curriculum	First application		Second application		Value (t)	Self-honesty
Theoretical approach	1	Facts and concepts associated with the game of basketball	4.40	1.35	4.80	0.63	0.88	0.94
	2	Warm-up in basketball game	4.20	1.40	4.40	0.97	0.92	0.96

3	Obstacles to the application of basketball in educational institutions and outside	4.60	0.84	4.40	1.35	0.94	0.97
4	General review of the technical steps of the introductory skills of basketball skills	4.40	1.35	4.80	0.63	0.88	0.94
5	General review of the technical steps of the preliminary skills for basketball competitions	4.20	1.40	4.40	0.97	0.92	0.96
6	General review of the educational steps of basketball laws	4.60	0.84	4.40	1.35	0.94	0.97
7	General review of basketball history	4.40	1.35	4.80	0.63	0.88	0.94
8	Stages of technical performance of the game of basketball commensurate with the teaching aspect of it	4.60	0.84	4.40	1.35	0.94	0.97
9	Common (repetitive) mistakes of basketball events	4.40	1.35	4.80	0.63	0.88	0.94
10	How to design tutorials to advance the basic skills of the game of basketball	4.20	1.40	4.40	0.97	0.92	0.96
11	International Basketball Law	4.60	0.84	4.40	1.35	0.94	0.97
12	Security and safety factors in the game of basketball	4.40	1.35	4.80	0.63	0.88	0.94
13	Methods and methods of teaching and teaching basketball activities	4.60	0.84	4.40	1.35	0.94	0.97
14	First aid for basketball	4.20	1.40	4.40	0.97	0.92	0.96
15	Educational steps for basketball skills	4.60	0.84	4.40	1.35	0.94	0.97
16	Means, devices and tools used in the game of basketball	4.60	0.84	4.40	1.35	0.94	0.97
17	Selection in the game of basketball	4.20	1.40	4.40	0.97	0.92	0.96

	18	Evaluation of physical and skill performance in the game of basketball	4.60	0.84	4.40	1.35	0.94	0.97
	19	Building evaluation tools and how to use them in the game of basketball	4.60	0.84	4.40	1.35	0.94	0.97
	20	Planning tutorials (teaching mastery install calendar) Basketball game	4.40	1.35	4.80	0.63	0.88	0.94

The tabular value (T) is at the level of (0.05) = 0,63

It is clear from Table (6) that there is a statistical correlation between the first and second application of the form for determining the theoretical and applied curriculum for the basketball lesson for students of the Faculty of sports education, where the correlation coefficients ranged between (72.0: 0, 94) indicating the constancy of the form, and the table also indicates the truthfulness of the form where the value of self-honesty of goals ranged between (85, 0: 0, 97), and therefore the form is valid for application.

Expert opinion survey form on the identification (implementation methods/ teaching methods / AIDS / evaluation methods) of the lesson" basketball game" under consideration:-

The researcher conducted a survey of experts attached (1) in order to determine (teaching methods teaching aids/ calendar methods lesson" basketball game " for students of the Faculty of education and sports sciences at Al-Qasim Green University, Faculty of education and sports sciences at Al-Qasim Green University competitions (long jump effectiveness, triple jump effectiveness, high jump effectiveness, shot put effectiveness, javelin throw effectiveness, discus throwing effectiveness) attached (4), a table (7), showing that:

Table (7) estimated grade and relative weight on determining teaching methods, teaching methods, AIDS and calendar methods for the lesson "basketball game" for students of the specialized stage (n =10)

No.	Axis / Element	No.	Methods / Methods / Means	Rated score	Relative weight
1	Teaching Methods	1	Total method	27	90%
		2	Partial method	27	90%
		3	Total partial method	28	93.3%
		4	Total Partial Total Method	29	96.6%
		5	Method of explanation and clarification	28	93.3%
		6	Discussion method	24	80%
		1	Presentation style	23	76.6%
		2	Princely style	27	90%
		3	Reciprocal learning method (peers)	28	93.3%
		4	Training method (practice)	28	93.3%

2	Teaching Methods	5	Competitive learning style	29	96.6%
		6	Self-learning style	28	93.3%
		7	Multi-level self-learning style	26	86.6%
		8	Cooperative learning style	26	86.6%
		9	Guided discovery method	29	96.6%
		10	Problem solving method	26	86.6%
3	Aids	1	Practical model	28	93.3%
		2	computer	26	86.6%
		3	video	25	83.3%
		4	television	25	83.3%
		5	Educational Tapes	25	83.3%
		6	Serial images	25	83.3%
		7	Transparent slide projector	28	93.3%
		8	Still images	25	83.3%
		9	Data Show	28	93.3%
		10	Scientific sources and references	28	93.3%
4	Calendar methods	1	Theoretical/Oral Exam	30	100%
		2	Theoretical/written exam	30	100%
		3	Practical Skill Exam (Applied)	30	100%
		4	Practical teaching exam	30	100%
		5	Student Evaluation Forms for Classmate	23	76.6%
		6	Forms to evaluate the level of technical performance	24	80%

Table (7) that the percentage of Canadian gentlemen experts on identification) methods of teaching/ teaching methods/ means help/ methods of the calendar (for" basketball game" for students of the stage to get rid of (the students of the fourth stage) has ranged between (80% and 0.3 %) for the axis of the methods of teaching, has ranged between (76,6 % to 96,6 %) for the methods of teaching, has ranged between (%83.3To 93.3%) for the means of assistance, has ranged between (76.6% To 100%) for the methods of the calendar, have been associated researcher of the elements that received a percentage (90%and above) as the researcher performed all the necessary adjustments required to the building to see you gentlemen. Experts.

Scientific transactions of the form:-**Validate the form:-**

To reach the truthfulness of the form, the researcher used the truthfulness of the arbitrators and the form was presented to a number of (10) experts during the period from 7/6/2022 to 21/6/2022, in order to ensure the integrity of the linguistic wording of the phrases, the extent of the phrase's suitability for the axis and its ease, delete, add and modify what they deem appropriate or inappropriate) the researcher also calculated the self - honesty, form identification (teaching methods/ teaching methods/ AIDS/ calendar methods lesson" basketball game" - for students of the Faculty of education and sports science, to find the truthfulness of the form and this is evidenced by the table (8).

Form stability:-

The stability of the form associated with determining (teaching methods/teaching methods/AIDS/ calendar methods) for the basketball lesson for students of the Faculty of sports education was calculated, where the researcher applied the form to a survey sample from the research community and from outside the basic research sample for a number of (10) experts, and the application was repeated with an interval of (15) days during the period from 28/6/2022 to 11/7/2022, and the data was compiled to find the correlation coefficient of the form phrases and a table (8) showing that :

Table (8) the coefficient of constancy and self-honesty on determining teaching methods, teaching methods, AIDS and evaluation methods for the basketball game lesson" for students of the Faculty of education and sports sciences (n=10)

No.	Axis	No.	Methods / Methods / Means	First application		Second application		Value (t)	Self-honesty
				M	on	M	on		
1	Teaching Methods	1	Total method	4.80	0.63	4.40	1.35	0.86	0.93
		2	Partial method	4.20	1.69	4.40	1.35	0.94	0.97
		3	Total partial method	4.80	1.35	4.60	1.26	0.89	0.94
		4	Total Partial Total Method	4.80	0.63	4.40	1.35	0.86	0.93
		5	Method of explanation and clarification	4.60	0.84	4.20	1.40	0.83	0.91
2	Teaching Methods	1	Competitive learning style	4.60	0.84	4.20	1.40	0.83	0.91
		2	Reciprocal learning method (peers)	4.20	1.69	4.40	1.35	0.94	0.97
		3	Training method (practice)	4.60	0.84	4.20	1.40	0.83	0.91
		4	Self-learning style	4.40	0.97	4.00	1.70	0.95	0.97
		5	Guided discovery method	4.80	1.35	4.40	1.26	0.89	0.94
		6	Princely style	4.80	1.35	4.60	1.26	0.89	0.94

3	Aids	1	Practical model	4.60	0.84	4.20	1.40	0.83	0.91
		2	Data Show	4.20	1.69	4.40	1.35	0.94	0.97
		3	Transparent slide projector	4.40	1.35	4.00	1.70	0.87	0.93
		4	Scientific sources and references	4.60	0.84	4.20	1.40	0.83	0.91
4	Calendar methods	1	Theoretical/Oral Exam	4.80	1.35	4.60	1.26	0.89	0.94
		2	Theoretical/written exam	4.20	1.69	4.40	1.35	0.94	0.97
		3	Practical Skill Exam (Applied)	4.80	1.35	4.60	1.26	0.89	0.94
		4	Practical teaching exam	4.40	1.35	4.00	1.70	0.87	0.93

The tabular value (T) is at the level of (0,05)= 0,63

Table (8) correlation d statistic between the first application and the application of the second to form determine the teaching methods and methods of teaching and the means of assistance and the methods of evaluation for the game of basketball" for students of the specialty, ranging the correlation between (83,0 : 0,95), which refers to the constancy of the phase of the form, the table also indicates the sincerity of the form where the ranged value of self-honesty goals between (0.97:0.91), so the form is valid.

Statistical processors:

Statistical manipulations of the research scores and data were carried out through the following statistical coefficients to achieve the extraction of results, namely (arithmetic mean - standard deviation – relative weight - estimated score - correlation coefficient – subjective honesty – percentage).

Presentation and discussion of results:

Presentation and discussion of the results of the first question:-

What are the goals of the basketball game lesson at the Faculty of education and sports sciences at Al-Qasim Green University?

Table (9) estimated grade and relative weight of the responses of the research sample on the axis of the objectives of teaching the lesson "basketball game" for students of the Faculty of education and sports sciences (N = 30)

No.	Axis	No.	Goal	Research Sample Responses			Rated score	Relative weight
				appropriate	Fairly convenient	Not suitable		
	Overall Objective	1	Providing the student with the information, knowledge, facts and skills necessary to acquire the game of basketball and the steps of learning it	29	1	0	145	96.6%
		2	Providing the student and how to develop, evaluate and formulate educational programs to teach and train beginners and practitioners of the game of basketball	28	1	1	144	96%
		3	Preparing the student to be a teacher of the game of basketball in different stages of education and the ability to manage teams and tournaments associated with the game of basketball	28	2	0	146	97.3%
	Cognitive Objectives	1	The student should familiarize himself with the components of	27	2	1	142	94.6%

			the physical fitness of the game of basketball					
	2	The student should know how to evaluate the physical and skill performance of basketball	28	2	0	146	97.3%	
	3	The student should acquire the ability to plan lessons (educational applied evaluation) for the game of basketball	30	0	0	150	100%	
	4	The student should acquire information on how to develop basketball performance	27	3	0	144	96%	
	5	To familiarize the student with the theoretical aspects of the stages of technical performance of basketball	29	0	1	146	97.3%	
	6	The student should know how to develop educational programs for the game of basketball	30	0	0	150	100%	
	7	The student should familiarize himself with the system of using	30	0	0	150	100%	

			educational devices in learning and mastering the game of basketball					
	Psychomotor goals	1	The student must acquire the general and special physical fitness necessary to practice the game of basketball	26	3	1	140	93.3%
		2	That the student can develop the skill and motor performance of the basketball game	28	2	0	146	97.3%
		3	The student should be able to develop the performance of basketball skills	27	2	1	142	94.6%
		4	The student should be able to implement lessons (educational, applied) for the game of basketball	30	0	0	150	100%
		5	The student should acquire the skill of using performance evaluation tests in basketball	26	4	0	143	95.3%
		6	The student should use different methods to analyze the technical	28	2	0	146	97.3%

			performance of basketball					
		7	That the student appreciates the importance and usefulness of the basketball lesson	28	2	0	146	97.3%
		1	That the student appreciates the importance and usefulness of the basketball calendar	25	5	0	140	93.3%
		2	To develop the student's sportsmanship and ability to persevere during his performance of the game of basketball	27	2	1	142	94.6%
		3	The student should acquire the ability to self-control and control his emotions	29	1	0	145	100%
		4	The student acquires the ability to lead and make decisions	28	1	1	144	95.3%
		5	The student should acquire the spirit of cooperation and teamwork with the members of his groups	28	2	0	146	97.3%
		6	To develop in the student	25	4	1	138	97.3%

			self-esteem and a sense of success					
		7	The student should acquire the ability to accept and respect the opinions of others	27	2	1	142	93.3%

It is clear from the table (9) that the relative weight of the responses of the research sample centered on the objectives of the lesson "basketball game" students faculty of education and sports sciences.

Which includes general goals (cognitive/ psychomotor/ emotional) ranged from (96% to 97%) for important goals, and ranged from (96.6% to 100%) for cognitive goals.

Ranged between (93.3 % to 100%) for the self-movement, ranged between (93.3% To 97.3%) for the affective, To achieve the validity of the first question, the researcher came up with high percentages of responses from experts, the research sample about those goals for students of the Faculty of education and Sports Sciences in the lesson "teaching the basketball game"

This is based on what the table shows (9), and the definition of educational goals and their clarity as indicated by "Saleh Theyab Hindi, Hisham Alyan, Adnan Musleh, Jamal dabbaghy, Abdul Rahim Aref" is the starting point in choosing the appropriate curriculum and learning experiences, and in establishing the learning process on a sound basis.

Educational goals represent the criteria against which materials are selected and their contents are organized.

Preparation of teaching methods, tests and other means of evaluation

Therefore, it is necessary to set goals well and accurately because of their great importance, as goal setting plays a big role in the educational process

It is the first necessary step in any educational process and the main mentor for both the teacher and the learner, and this agrees with those mentioned by "Mahmoud Abdul Halim Abdul Karim" (2006) (21), "Suad Ahmed Shaheen" (11) that setting goals is useful in choosing methodological educational activities and teaching methods

As well as determining the course of the educational process, directing it and adjusting its course whenever necessary. Providing information in a clear, integrated way, which increases enthusiasm and drives work, increases the chances of success and reduces losses in educational experiences, providing the learner with a standard that helps him evaluate his progress

The definition of educational goals in institutional societies means the goals in a society mean the formulation of its beliefs, values, heritage, needs and problems, and the goals help curriculum planners to choose the educational curriculum for different school stages and formulate their important educational goals. It helps to coordinate, organize and direct work to achieve major goals and to build an integrated human being mentally, skillfully and emotionally in various fields, and plays a prominent role in the development of Educational Policy and guidance of educational work for any society

It helps in the good implementation of the curriculum in terms of organizing teaching methods and methods and organizing and popularizing various methods and methods of evaluation, and the goals, as stated by "the quality of Ahmed Saada, Abdullah Mohammed Ibrahim" (4m) are of clear importance in the lives of individuals determine their path and organize their actions and attitudes in daily life and encourage them to activity and diligence in order to achieve

Education through the activities of the educational program is aimed at changing individuals in the light of expectations for certain results, these expectations in the eyes of responsible educators and curriculum staff are the final results

This expected output will be in the form of outputs of behavioral patterns, skills and knowledge at different levels. this expected output will be in the form of outputs of behavioral patterns, skills and knowledge at different levels.

In order to achieve this, all methods, tools and possibilities are used in a planned manner in order to reach these outputs or learning outcomes that the educational program and the teaching plan seek to achieve, and these are the limits of the educational goal.

Therefore, the educational goal is meant by Educational “the phrase that describes what we would like the learner to be when he successfully passes through certain educational experience.

It is an accurate description of a pattern of behavior and performance that we would like the learner to become able to perform after completing the study of a particular program or subject,” which proves the validity of the realization of the first question.

Presentation and discussion of the results of the second question:

What is the theoretical and applied curriculum of the basketball game lesson at the Faculty of physical education and sports sciences at Al-Qasim Green University?

Table (10) estimated grade and relative weight of the responses of the research sample on the axis of the theoretical curriculum of the lesson "basketball game" for students of the Faculty of education and sports sciences (n = 30)

Axis	No.	Curriculum	Research Sample Responses			Rated score	Relative weight
			appropriate	Fairly convenient	Not suitable		
Theoretical approach	1	Facts and concepts associated with the game of basketball	30	0	0	150	100%
	2	Private warm-up in a basketball game	26	3	1	140	93.3%
	3	Obstacles to the application of basketball in educational institutions and outside	28	2	0	146	97.3%
	4	General review of the technical steps of the preliminary skills for basketball competitions	27	2	1	142	94.6%
	5	General review of the technical steps of the introductory skills of basketball skills	26	3	1	140	93.3%
	6	General review of the educational steps for basketball violations	28	2	0	146	97.3%
	7	General review of the educational steps for basketball errors	27	2	1	142	94.6%
	8	Stages of technical performance of the game of basketball	30	0	0	150	100%

	commensurate with the teaching aspect of it					
9	Common (repetitive) mistakes of basketball events	29	1	0	145	96.6%
10	How to design tutorials to advance the basic skills of the game of basketball	30	0	0	150	100%
11	International Basketball Law	29	1	0	145	96.6%
12	Security and safety factors in the game of basketball	29	1	0	145	96.6%
13	Methods and methods of teaching and teaching basketball activities	30	0	0	150	100%
14	First aid for basketball	29	1	0	145	96.6%
15	Initial educational steps for basketball skills	30	0	0	150	100%
16	Means, devices and tools used in the game of basketball	26	3	1	140	93.3%
17	Selection in the game of basketball	28	2	0	146	97.3%
18	Evaluation of physical and skill performance in the game of basketball	30	0	0	150	100%
19	Building evaluation tools and how to use them in the game of basketball	30	0	0	150	100%
20	Planning tutorials (teaching mastery install calendar) Basketball game	30	0	0	145	100%
21	The relationship between basketball and parenting for children	29	1	0	145	96.6%
22	Basketball game for kids	29	1	0	145	96.6%

	23	Planning for the number of educational units in the game of basketball	26	3	1	140	93.3%
	24	Analysis in the game of basketball (descriptive analysis)	28	2	0	146	97.3%
	25	How to design an educational program to advance basic skills	27	2	1	142	94.6%
	26	Game and performance plans for basketball	26	3	1	140	93.3%

The students of the Faculty of education and Sports Sciences study "teaching the game of Basketball" based on what is stated in the tables (10), and the choice of the curriculum as indicated by "Fawzi Taha Ibrahim, Rajab Ahmed Al-kalza" should give consideration to the inclinations, needs and abilities of students, which helps the curriculum to develop inclinations, develop trends and solve problems that meet them and helps them to adapt well to society, and the success of any educational process according to " Abu Naga Ahmed Ezz Eldin depends each educational stage has something that distinguishes it from the other and each community has its own requirements, customs, heritage and traditions, as it should be The curriculum is the set of experiences and activities selected to achieve the comprehensive balanced growth of the student physical, motor, mental and emotional, and the curriculum of any study program represents the basic and main part and the means to achieve its goals.

Therefore, the success of the educational process depends largely on the method of choosing the experiences and activities that it includes, a good curriculum helps the teacher and the learner to achieve the desired goals through the topics it includes, and therefore facilitates the teacher to choose the appropriate teaching methods to achieve the goals within the framework of these topics, and this is consistent with what kutharhsen kujak pointed out that the curriculum is the basic ideas and elements, or the main therefore, the curriculum must be formulated in a clear way that enables the teacher to understand what is to be taught It is also necessary to determine the level to be reached when teaching each concept and each of these cognitions, and this proves the correctness of achieving the second question.

Presentation and discussion of the results of the third question:-

Teaching methods, implementation and teaching methods suitable for the theoretical and applied curriculum of the basketball game lesson.

Table (11) estimated grade and relative weight of the responses of the research sample on the axis of teaching methods and methods Course "basketball game" for students of the Faculty of education and sports sciences (n = 30) teaching methods

No.	Axis	No.	Teaching Methods	Research Sample Responses			Rated score	Relative weight
				appropriate	Fairly convenient	Not suitable		
1	Teaching	1	Total method	28	2	0	146	97.3%
		2	Partial method	27	2	1	142	94.6%
		3	Total partial method	30	0	0	150	100%
		4	Total Partial Total Method	30	0	0	150	100%

		5	Method of explanation and clarification	26	3	1	140	93.3%
2	Methods Teaching	1	Competitive learning style	28	2	0	146	97.3%
		2	Reciprocal learning method (peers)	30	0	0	150	100%
		3	Training method (practice)	30	0	0	150	100%
		4	Self-learning style	30	0	0	150	100%
		5	Guided discovery method	28	2	0	146	97.3%
		6	Princely style	27	2	1	142	94.6%

Presentation and discussion of the results of the fourth question:

What aids are suitable for studying basketball at the Faculty of physical education of the University?

Table (12) estimated grade and relative weight of the responses of the research sample on the axis of AIDS studied "basketball game" for students of the Faculty of education and sports sciences (n = 30)

No.	Axis	No.	Goal	Research Sample Responses			Rated score	Relative weight
				appropriate	Fairly convenient	Not suitable		
1	Aids	1	Practical model	30	0	0	150	100%
		2	Data Show	28	2	0	146	97.3%
		3	Transparent slide projector	26	3	1	140	93.3%
		4	Scientific sources and references	30	0	0	150	100%

It is clear from table (12) that the relative weight of the responses of the research sample on the axis of determining the auxiliary means and assistance for the lesson of the "basketball game" for students of the Faculty of education and Sports Sciences, has ranged from (93% to 100%) for the educational means used in the proposed curriculum under consideration, and to achieve the validity of the fourth question, the researcher has reached high percentages of the responses of therefore, a successful teacher must be careful to use teaching techniques or what we call The school's function has developed in modern education, and the teaching aids and learning technology have been diversified and their methods of use have varied according to what was pointed out by Hassan Hussein Zeitoun (5), Helmy Ahmed Al-Wakil, Mohammad Amin Mufti(2005) (6), and it has now become clear that good learning experiences are based on the students' positivity and their active participation in the educational process, and this is achieved using the senses of the student, when all since it is difficult to provide direct learning experiences in the classroom, teachers resort to In addition to using materials, equipment and technical methods designed to provide an alternative experience for students, teacher training institutes and colleges have realized the importance of studying teaching aids and learning technology for their students in order to raise their efficiency in teaching. This proves the validity of the realization of the fourth question.

Presentation and discussion of the results of the fifth question:-

What are the evaluation methods for the proposed curriculum for studying the basketball game at the Faculty of physical education and sports sciences at Al-Qasim Green University?

Table (13) the estimated degree and relative weight of the responses of the research sample on the focus of the methods of teaching the teacher "basketball game" for students of the Faculty of education and sports sciences (n = 30)

No.	Axis	No.	Goal	Research Sample Responses			Rated score	Relative weight
				appropriate	Fairly convenient	Not suitable		
1	Calendar methods	1	Theoretical/Oral Exam	30	0	0	150	100%
		2	Theoretical/written exam	30	0	0	150	100%
		3	Practical Skill Exam (Applied)	30	0	0	150	100%
		4	Practical teaching exam	30	0	0	150	100%

It is clear from Table (13) that the relative weight of the responses of the research sample on the axis of determining the auxiliary means and assistance for the lesson of the "basketball game" for students of the Faculty of sports education, has reached (100%) for the methods of evaluation and evaluation, used in the proposed curriculum under consideration, and to achieve the validity of the fourth question, the researcher has reached high percentages of the responses of the experts because the calendar, as pointed out by "Mahmoud Abdul Halim Abdul Karim" (2006m) (21) is a process aimed at providing Information and data on the basis of which we can determine the quality of activities and events that suit a student or decide the nature of the profession that corresponds to his inclinations and abilities or the field that effectively suits his specialization, which proves the validity of the investigation of the fifth question.

Conclusions and recommendations:-**Conclusions:-**

Based on what the results of the statistical analysis indicated, discussion and interpretation of the results, the researcher came to:

- Developing a proposed curriculum for the lesson "basketball game" for students of the Faculty of education and sports sciences, first-stage students at the Faculty of education and sports sciences at Al-Qasim Green University.
- Develop a curriculum that includes general goals / cognitive goals / psychomotor goals / emotional goals / theoretical curriculum / applied curriculum / teaching methods / teaching methods / AIDS / evaluation methods).
- Developing a proposed curriculum commensurate with what is advocated by the means of progress and development in curricula and studies, the success of the educational process.

Recommendations:-

- Application of the curriculum of the course "basketball game" for students of the Faculty of education and sports sciences at Al-Qasim Green University
- Using the proposed curriculum that has been reached to teach the game of basketball" for students of the Faculty of education and sports sciences to teach in all colleges of physical education in the Republic of Iraq.
- Building curricula and developing courses for all academic subjects in colleges and departments of physical education in the Republic of Iraq in proportion to the requirements of professional work and the needs of society.

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