

The Effect of Popular Games on developing Sensorimotor Cognition of First Elementary Grade Students in Sport Class

Dr. Majda Hamid Kambash

Faculty of Basic Education

Diali University- Iraq

Abstract

Physical education has witnessed a major development in using a variety of teaching methods, but there are some methods which are not covered by many of specialists; that is, the use of popular games as a way to improve physical education lesson and create an excellent fit between these games and abilities of female students.

These games do not require the mechanism and high potential to develop the sensorimotor cognition.

These games are not merely intended pleasure at the exploitation of time; instead they are meant to develop muscle-nerve harmonization. Such games which are basically used for observation and cognition are not designed for teaching, but to develop the sensorimotor behavior.

The researcher used the experimental approach and Hayod test for sensorimotor cognition measurement.

The findings of the study show that the experimental group has exceeded the control group, and this would show that the popular games play a big role in developing sensorimotor cognition as compared with the conventional games.

For the paper in Arabic see pages (391-417).