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THE IMPORTANCE OF ATHLETICS TEACHERS' USE OF EDUCATIONAL TECHNOLOGY

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ABSTRACT

In the field of education, information and communication technologies and multimedia capabilities have become extremely widespread and have become available to almost all schools at certain rates. However, sometimes there are technical difficulties, sometimes it is not possible to fully use educational technologies and multimedia tools in physical education classes, for example, the service received at that time is insufficient or the desired result is not achieved. In this study, athletics teachers were asked how often they use instructional technology and multimedia tools, and the reasons, if any, for their insufficient use of these tools.

KEYWORDS

Athletics sport, technology, technological tools in sports, physical education.

INTRODUCTION

The rapid development of electronic technologies has a significant impact on educational systems around the world. New technologies have undoubtedly affected the social and educational system as well as the economic system. Future education planners need to

know what these technologies will focus on in the future and act accordingly. Technology is a powerful tool for reforming schools, improving student achievement, and improving instructional effectiveness. Through physical education, students

can recognize themselves, their current abilities and the abilities of other people they share in public life in a sports environment, compare them, satisfy the feelings of competition, defeat, and not to be destroyed in the face of defeat while living. , learns to respect the rights of others, to help, to be aware of duties and responsibilities, to protect the rights of those who cannot accept defeat, in the most appropriate way in different program environments.

Athletics technology and its use

In the history of different countries and cultures, physical education has served people for different purposes. Since primitive times, physical exercise has played an important role in human society, formally or informally. Physical education has always been necessary for reasons such as defense needs, environmental factors, and the ability to preserve life. It has been observed that the use of technology in the physical education program increases the motivation to study and learn the material presented. Physical education teachers have come to realize the potential of the Internet in education and are ready to use technology in their classes. The results of the study show that the use of technology as a teaching tool in physical education can be beneficial for both students and teachers. In physical education, students can be offered technology, knowledge, and an environment that allows them to learn skills autonomously, that is, by involving themselves more in the learning process.

Although technology is a teaching tool, understanding and mastery are won through the effective use of technology in the teaching process. Technology should be viewed more as a tool that enhances learning and enhances teacher interaction with students. In this sense, the use of technology in the field of physical education can be seen as an element that increases teacher-student interaction and motivation in teaching both theoretical knowledge and psychomotor skills.

Athletics teachers and educational technology

Teachers today need to use technology at least as much as possible to know which resources are where. In today's world, most of us are familiar with common technology tools that can be used in an educational environment, such as computers, video cameras, projectors, audio systems, and computer software. In addition to these physical education activities, motor skills and habits for use in individual physical training, technological tools and computer programs for teachers have been developed and developed for their use. By using these tools in physical education, it becomes easier for students to understand and improve their level of physical fitness. Because these tools help reduce the interaction between the student and the subject to be understood by the student. In order to provide this comfort and convenience, it is very important for physical education

teachers to use technology in the sense that they use technology products.

We consider technology use competencies as general and industry-specific competencies. As a common use of technology, we know the use of computer software, hardware operating systems, computer input units, diagnostics, and the use of the Internet. These are the skills that form the basis of a teacher's ability to use technological tools specific to the field. Physical education teachers can use these products to prepare lesson plans, worksheets and assess student performance. Before starting the lesson, watching a video clip of the skill to be learned in the lesson with the help of presentation software related to the topic being studied, sharing photos with the students showing the correct technique will increase interest and motivation for the lesson.

The most important contribution of school physical education to children and young people is to provide them with an active lifestyle by giving them a habit of physical activity for life. A physical education teacher can use technology products to provide information to help students get into this habit. Physical educators must decide which physical activity trackers are appropriate for children based on their developmental stage. Using technology to monitor a child's heart rate and compare it to an adult's or having an adult device used on a child is misleading. Teachers should only use these tools to improve instruction

when age-appropriate tools are used. Appropriate practices in physical education must include activities that meet the learning expectations of students and match the developmental levels of students, and the content must be aligned with the standards. The use of technology using technology may not provide authentic learning experiences for students because technology is a facilitator of instruction where the curriculum is not.

With the introduction of technology into our lives, turning physical education classes into video games or health clubs remains a major challenge. When used in physical education, exercise games can guide students in introducing different types of lifelong physical activity and provide engaging exercise experiences.

Physical education and sports, which occupy an integral position in the school curriculum, are a course based on the human need for movement and aimed at achieving one-by-one holistic development (physical, cognitive, affective) through actions. While technological advances and mechanization aim to make people do more work with less energy, in reality it makes people 'mobile less'. Today's technology not only changes many of the individual and social behaviors we already have, but also adds new ones. Perhaps the best way to use techno is again to transform the widespread sedentary life into a life of low physical activity with new technology-enabled behaviors.

RESULTS

Now it is necessary to look at the peaceful way of life closely related to technology and evaluate the opportunities and possibilities that make life easier as soon as possible, save time for man, make good use of technological tools and expand their use. Just as sports can be played at any age, technology can be used at any age. It would be appropriate for physical educators to call for lifelong sports, lifelong technology for all, and technology for all ages next to sports slogans and reflect this in their lifestyle.

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