

THE Research Introduction :

Testifies age we live in now is an increase in knowledge creation unprecedented rates, so it has to be us of a huge revolution in our education and our programs and ways and methods of our teaching rearrange and organize tools and systems to deal with the educational process systems are not only through to keep pace with the curricula and methods of teaching physical education Global variables through the introduction of technological methods and systems calendar updated so that we can keep up with the incident variables in the fields of knowledge and its practical applications, be it in the context of achieving educational goals.

As the integration of technology in the education process and learning it is no longer a party, but has become a vital requirement for the development of educational structures for its technology from the quantum leap in the re-drafting of the curriculum, so it became e-learning of the basic issues of concern to educators, especially those interested in the field of educational technology.

The Research Problem :

Researcher noted that players have shortcomings and weaknesses in the combined skill level of performance in football and they have difficulty in linking skills to each other and because they are at different stages and you need to focus on the component parts of each skill separately and then link them then other integrated skills until we reach the final form of the skill as a whole and therefore We need to make an effort and a great time during the education without specific means for the learning process.

It uses a lot of those in charge of education and training process in the field of game style of football commentary and model in which a teacher explained the skill verbally (indoctrination) then performance model without the participation of the students participate effectively in the classroom, leading to non-observance of individual differences, as well as some may not follow the explanation or have difficulty in understanding what are required to understand also that there are those who can not see the model and therefore motivation to learn skills can not be achieved also affect the level of their performance where it appears weak and below the required level achieved, especially that opportunity retro-feeding little in the way of that.

Hence, the researcher found the need to continue the steps taken earlier researchers and trying to use modern technological innovations through the Internet and set up a website tutorial comprehensive and integrated contains many of the media that will help learners to the

desired performance better and quickly and mastery where available online educational modules contain pictures training and skills used in the research as well as videos of real games on the skill and an explanation of the technical and performance aspects of cognitive skills (under study).

The Research Important :

Scientific important :

- To highlight the effectiveness of modern technological techniques such as designing a website and find out its impact on the level of progress and improvement in the level of the combined skills and cognitive achievement for youth soccer.
- Trying to overcome past mistakes in education.
- This study may contribute to guide researchers to conduct scientific studies on other aspects that are not exposed to the current study has combined these studies contribute to the improvement of the level of the combined skills and cognitive achievement for an emerging soccer.

Applied important :

- Research contributes in raising the performance of some of the combined skills of the youth soccer.

Research objectives :

- : The research aims to design a website in order to identify
- Impact on the performance of some of the merged skill level in junior football.
- Its impact on cognitive achievement in football junior level.

Research hypotheses :

- There are significant differences between the experimental group two measurements pre and post in favor of the dimensional measurement in the variable cognitive and skill under discussion.
- There are significant differences to the control group between the two measurements pre and post in favor of the dimensional measurement in the variable cognitive and skill under discussion.
- There are significant differences between the experimental and control groups in the two measurements Badaan for the experimental group in the variable cognitive and skill under discussion.

Search procedures :

Research Methodology :

The researcher used the trial where he is the right approach to the nature of this research, the researcher was assisted by one of the experimental designs which experimental design for two groups; one pilot and another officer using pre and post measurement of both groups.

Society and the research sample :

The researcher choose the sample Find the way intentional represented by players from the Republic of Shebin called for under (14) years, which numbered (40) player, and I have the researcher to choose 10 players to conduct a scoping study and thus the sample core (30) player, divided into two groups; one pilot and strength (15) player and the other officer and strength (15) player.

search tools :

- Tools to denote growth rates (chronological age - length – weight).-
- Tools to denote the physical components (the ability - speed – flexibility - Fitness).
- Tools to indicate the mental abilities (IQ Test Ahmed Zaki Saleh).
- Tests to measure the skill level of the skills of the merged (under discussion).
- Test the collection of knowledge .

Basic experience :

At first, the researcher to meet with players of the experimental group "sample" before the start of implementation of the proposed program, in the presence of a specialist in the field of educational technology, so as to give the students "sample" how to log on the electronic educational proposed site and to deal with and how to safely and correctly matching the contents of the existing educational program-mail to the website educational.

Where the researcher apply the educational program-mail proposed by the website designer on the international information network "Internet" and that the experimental group-strong (15) player, in the period from 06/28/2015 till 16/09/2015 m where lasted experience basic (12) week, the rate of (two units) per week and the time of the unit (90) s, and the table (20) temporal distribution of parts of the module shows the proposed program under discussion.

Statistical treatments :

It was used statistical treatments that are commensurate with the nature of research to try to achieve the assumptions and objectives:

- Average
- Mediator
- standard deviation
- Convolution coefficient
- Ease and difficulty coefficient
- Test "T" of the differences
- Percentage
- The correlation coefficient
- Discrimination coefficient
- Improvement ratios

Conclusions :

In the light of the objectives of the research and homework in the research sample characteristics and limits and through the methodology used and the method of statistical analysis and applied research and discuss the interpretation of the results of the researcher was able to reach the following conclusions :

- proposed educational program through the website contributed in a positive way in improving both the cognitive side and technically gifted side in activities under the experimental group.
- followed the "traditional method" also contributed in a positive way in improving both the knowledge and skills aspect of the activities under the control group.
- to use the traditional method with the control group it is inadequate to the level of good performance to reach both in knowledge or skills side and this is supported by research in the progress that has happened to the

control group less than what happened experimental group used the website and the contents of program results an educational proposal.

Recommendations :

In light of the findings of a researcher recommends the following :

- interest in the full junior and buds care and provide all that helps them to learn football skills using modern technology and private websites and seminars with them and with their parents to get them on the importance of attention and encourage their children.
- strengthen the positive trend towards the use of educational sites in particular and technology in general education at the players in football clubs and youth centers.
- conduct similar studies on aspects that are not exposed to this study, in the basic skills (other individual and combined) in soccer.
- the need for training to develop training and educational programs by linking them using the technology in general and websites in particular.
- encourage clubs and youth centers to use modern technological techniques in the education and training of football and private websites materially and morally and distinguish them.
- refine preparation and training for graduates of colleges of physical education, coaches, players and train them to deal with the modern technological techniques in general and websites in particular courses.