

Research on the Inquiry Teaching Model of Men's Basketball Teaching in College Physical Education based on Network Information Technology

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Abstract

Network education is a new concept of modern information technology applied to education, which is the education of the use of network technology, according to a series of outstanding problems in the traditional basketball teaching, we discussed the application value and effect of inquiry teaching in college basketball education. The data was collected from Jiangxi Normal University; experiment object is 36 students, and we put them in the experimental group (18) and the control group (18). By using interview method and empirical analysis, the result shows that in 50 meters ($F=4.227$, $P=0.048<0.05$); standing long jump ($F=5.495$, $P=0.025<0.05$); 1000 meters ($F=4.702$, $P=0.037<0.05$); Run-up to touch high ($F=6.398$, $P=0.016<0.05$); 1 minute shot ($F=9.396$, $P=0.004<0.01$); basketball technology ($F=9.116$, $P=0.005<0.01$); basketball interest ($F=16.279$, $P=0.000<0.01$); basketball theory results ($F=12.066$, $P=0.001<0.01$). Inquiry teaching method can effectively improve the normal teaching, not only promote students to actively take the basketball class, but also strengthen comprehensive physical education, as the effect is significant, so this education model is worth to promote.

Keywords: *Inquiry teaching method, Network education, Information technology, basketball teaching*

1. Introduction

The arrival of the information age has put forward a severe challenge to our education, but also put forward higher requirements for the school's education in twenty-first Century. In the future of knowledge society, with the rapid growth of the total amount of knowledge and the acceleration of knowledge renewal, people must learn to update their knowledge constantly. The future of knowledge economy society also requires people to have a stronger knowledge of comprehensive ability, creativity, sense of social responsibility and team spirit. Therefore, it has become an urgent task to build up the core of human development. Now, the new industry, which is based on computer technology, has brought about great opportunities and challenges to China's traditional education [1]. Therefore, under the information environment to carry out inquiry based classroom teaching is our country education interface for the social development of the requirements of an educational reform measures, it will have a profound impact on our country's basic education and personnel training. In the reform of physical education in Colleges and universities, the sports colleges and universities according to the current situation of physical education teachers, equipment and other facilities, are as far as possible to meet the needs of students in basketball. Teachers in the teaching organization form, teaching means in the continuous exploration and innovation; in the teaching content is also to meet the requirements of the basketball elective students. However, in the teaching

method on how to fit the basketball class students accept ability, let the students in the correct understanding of the basic movement of basketball on the principle, purpose, consciously practice, to master the technology, know it also know why, and have a more profound understanding of teaching methods to match the students' special skills; basketball, tennis teaching ability can be improved to a certain extent in a relatively short period of time, and life, for the future work of the school sports and social sports gave their strength, which requires teachers with new college basketball sports teaching idea, according to the actual situation of basketball teaching content and students, exploring new teaching methods, to stimulate students' interest in learning, let students understand basketball action principles and teaching methods at the same time, purpose, consciously implement the basketball teaching effectively in the future teaching practice.

The eleven National People's Congress vice chairman, Chinese Academy of Sciences, Chinese Academy of engineering, Lu Yongxiang pointed out in the "update education idea, the full implementation of quality education" that China's exam oriented education from primary school to graduate education in all stages of a series of problems, especially for colleges and Universities exist more outstanding problems, neglect of students' learning desire and self learning ability, resulting in some students lack of learning interest, learning initiative and learning innovation ability [2]. College sports professional basketball teaching for students of the formation and application of sports skills, sports habits of the concept of development, the development of physical fitness and lifelong physical education. But for a long time, because of the influence of traditional ideas of education, colleges and universities sports teaching professional basketball followed a between teachers and students one-way biography type teaching mode. In this mode, the teacher said the calculation, which restricts the development of students' innovation.

Inquiry teaching is a new teaching method and mode which can guide students to consciously and actively carry on the inquiry, explain and demonstration. It can help students to develop their own awareness of the problem, analyze the problem and deal with the problem, and can help students cultivate their subjectivity, enthusiasm and creative [3]. The nature of inquiry teaching is: not directly to constitute the teaching objectives of the relevant concepts and cognitive strategies to tell students, but by the students themselves to develop a plan to acquire knowledge, which can make the subject content have stronger internal links, easier to understand, teaching tasks are conducive to stimulate the intrinsic motivation, students' cognitive strategies are naturally acquired development. Teaching basic ideas: follow the cognitive law of students, taking quality education as the guidance, students take the initiative to participate as the premise, independent learning as the way, cooperative discussion as the form, training innovative spirit and practical ability as the key, constructs the teacher, the student studies the teaching procedure. This article mainly from the basketball teaching in college students majoring in physical education of 50 meters (s), standing long jump (CM), 1000 meters (s), approach touch high (CM), 1 minute shot (a), basketball combined techniques (s), basketball interest (points) and basketball theoretical results (sub) index to analyze the inquiry experiment research of teaching in the teaching of university physical education professional basketball and get relevant data and conclusions, provide valuable reference for the basketball teaching reform in physical education major of universities and colleges.

2. Literature Review

2.1. Information Technology and Teaching

The main implication of "integration" is the combination, integration, integration, integration, and so on. The integration of information technology and subject teaching means in the process of classroom teaching, and the combination of information technology, information resources[4], information method, human

resources and curriculum content, to complete the teaching and learning of the curriculum. The integration of information technology and subject teaching is a new viewpoint of the future curriculum reform of basic education of our country faces, it with the traditional teaching has a close contact and inheritance [5-6], and has a relatively independent characteristics, research and implementation of the will of students' subjectivity and creativity and training school students innovative spirit and practical ability is of great significance.

In the course of carrying out the course, we should start from the goal of the course teaching, develop the application of information technology, and optimize and reform the teaching process from the goal of information technology education. Vlasi (2013) pointed out that the integration of information technology and curriculum, it should start with the process of teaching and learning, the teaching objectives and effective and reasonable teaching and learning process [7], and use of information technology to solve the problems of traditional teaching methods, to solve the difficulties in teaching. It includes: creating the necessary teaching and learning environment, improving the process and mode of teaching and learning, solving the difficulties of traditional teaching methods, improving the quality and efficiency of teaching and learning, integrating the wisdom of excellent teachers and experts, inheriting excellent teaching mode, realizing resource sharing, improving students' information literacy, improving the quality and efficiency of management.

2.1. Inquiry Based Teaching Model

Inquiry teaching is a problem solving as the center, through the discovery of problems, analysis and creative problem-solving steps to master the knowledge, training innovation ability and innovation spirit. Specifically refers to the process of teaching, the creation of the situation by the teachers, and guide students to find their own, independent, or teachers put forward with the teaching content related to the problem, and then the students take the problem to carry out inquiry learning, the initiative to find the answer to the students [8]. The students study the problem and solve the problem by the way of group study. Kitot (2010) pointed out that mankind has entered the information age; information technology has become the driving force of change in the world education [9]. Information has become the commanding heights of the development of various countries. Obviously, the education informationization also naturally must become the inevitable trend of education development.

The application of information technology in teaching is to use the means of information technology, the excellent teaching mode, realize resource sharing, create a teaching and learning environment, improve the teaching and learning process and method, solve the problems that exist in the process of teaching and learning, improve the quality and efficiency of teaching and learning [10]. Hussain (2010) pointed out that specifically under the information technology environment problem inquiry teaching mode refers to the teaching process is under the inspiration and guidance of teachers [11], using the information technology to provide independent exploration, multiple interactive, cooperative learning, resource sharing and learning environment, students independent learning and discussed as the premise, using the present textbooks for the content of inquiry and to students around the world and life practice as the object of reference, for students to provide free to give the fullest expression, questioning, inquiring and discussion opportunities. April (2014) pointed out that the students through a variety of individual, team and group problem-solving doubts try activities [12]. They will learn to apply knowledge to solve practical problems is a kind of teaching form. According to the understanding of the concept, we think the inquiry teaching mode in the information technology environment should include a few layers of meaning

"information technology to provide students with learning environment", "students should be in the guidance of teachers", "to solve the problem as a breakthrough", "knowledge construction as the goal", fully reflects the dominant role of teachers and students' main position.

3. Research Object and Method

3.1. Research Method

3.1.1. Literature Data Method: Through the research on the relevant literature and basketball related documents of the large amount of inquiry based teaching method and the relevant literature of the basketball and the basketball in Jinggangshan university library, the University Library of Jiangxi Normal University, the Chinese Journal Network, Baidu and so on.

3.1.2. Interview Method: Visit Jiangxi province college basketball Professor, basketball famous people, Jiangxi university sports aspects of leading experts, to understand their teaching method to explore the main ideas and suggestions on the cultivation of physical education and teaching.

3.1.3. Experimental Method: From September 1, 2014 to December 31, 2014, a total of 36 students from the experimental class of physical education of Jiangxi Normal University (14 level 1 class 18) and the control group (18 2) were conducted. The data were analyzed and the results were analyzed.

3.1.4. Questionnaire Survey: To the experimental class and the control class, a total of 40 questionnaires were issued, the actual recovery was 38, the recovery rate was 36, the recovery rate was 95%, and the effective rate was 90%. Which is very fond of 5 points, 4 points more than 2 points, 3 points, 1 point, basketball theory exam, 5 points, a total of 100 points? Questionnaire is used "retest", each separated by 7 days, before the experiment, after correlation coefficient respectively $R_1 = 0.98$, $r_2 = 0.96$, $p_1 = 0.000 < 0.01$, $p_2 = 0.000 < 0.01$ and reliability are very highly credible; validity by structure, content test method, expert opinion consistent thought content structure is reasonable and effective.

3.1.5. Mathematical Statistics: Data statistics processing and using SPSS19.0 to carry out the data difference of data processing, in sports statistics such as P, 0.05, said the two groups of data no significant difference, < 0.05 P said the two groups of data are significantly different, < 0.01 P said the two groups of data has a very significant difference.

3.1.6. Logical Analysis: Through the use of data analysis, deduction, induction and inference method, the data results are analyzed, and the corresponding conclusions and suggestions are drawn.

3.2. Research Design

3.2.1. Experiment: Aiming at a series of outstanding problems in the traditional sports professional men's basketball teaching, the application value and effect of inquiry based teaching in college sports professional men's basketball teaching are discussed.

3.2.2. Object: Jiangxi Normal University School of Physical Education (14), (1) and (2) a total of 36 students, will be reasonably divided into experimental class (18) and the control group (18 people).

3.2.3. Experiment Time and Place: Experimental time: September 2014 1, 2014 to December 31 JCP 122 days, total 64 hours; location: Jiangxi Normal University Basketball Hall and multimedia classroom.

3.2.4. Experiment Content: The experimental class and the control class basketball teaching content exactly the same, are the theory of basketball, basketball dribbling, passing, shooting, three-step layup, basketball teaching contests. With 50 meters (s), standing long jump (CM), 1000 meters (s), run-up touch high (CM), 1 minute shot (a), basketball combined techniques (s), basketball interest (points) and basketball theoretical results (points) the eight basketball highly correlated indexes were tested.

3.2.5. Experimental Teaching Method: The main teaching process of the experimental class is: the main teaching process: the main task, the difficulty and the key to explain the course of the students to observe the root of the problem and to solve the problem. The main teaching process of the control class is the main teaching process: the main task, the difficulty and the key of the teacher's lecture, the teacher's demonstration, the student's practice, the teacher's demonstration, the correct student's wrong action, the student's [8] [9, 7].

3.2.6. Control and Measurement of Experiment: The basketball teaching in the experimental class and the control class respectively, which is the same as the experimental class and the control class? Their teaching content, teaching condition, teaching progress and testing are all consistent and complete with the same teacher.

3.3. Experimental Operation Process

The first stage (phase before the trial), 50 meters (s) before the trial test, standing long jump (cm), 1000 m (s), high run-up to touch (cm), 1 minute shot (a), integrated technology (s), the basketball interest (points) and basketball theory achievement (points) eight highly relevant indicators for testing. 50 meters, standing long jump, high 1000 meters and touch the track and field and basketball rules for testing; Interest in basketball and basketball theory achievement through the questionnaire form for testing; 1 minute field test methods: zero at the center of the rim as the center, with its circular arc radius is the distance to the free throw line midpoint picture, since we cast from outside the arc 1 minute, requirements (not jump shot skill as 0, each person a chance, shoot on line no goal). Basketball comprehensive technical test method (as shown in figure 1) : starting from the backcourt midpoint right hand dribbling, the first circle (line extension, outside the circle along the distance from the touchline to 2 m) to the right hand body after, left-hand dribble to the second circle (the back on line and the line intersection point, outside the circle along the distance from the touchline to 2 m) after the left turn and turn, right hand dribbling to third circle (line extension, outside the circle along the distance from the touchline to 2 m) to in the left hand, right hand legs become then immediately begin to change to change the right hand moving shooting; Grab rebounds after the first left hand dribbling, the original path back to the three circle respectively after to, the right hand with his left hand body after turned to his crotch, left hand to. The left legs become to change right immediately after the whole change to moving shot in his left hand. The second trip to repeat the above process is complete. (Note: not hit the basket must fill in to do the next action, sites of three circle diameter of 80 cm.)

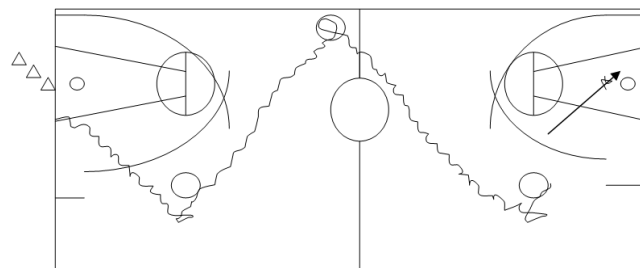


Figure 1. Basketball Comprehensive Technical Examination Method

The second stage (the stage), the experimental class and the control class with 64 hours teaching, teaching plan are as follows: shot dribble 8 hours of basketball basic theory learning and judging method, 10 hours, 8 hours of all pass, 24 hours, 10 hours of basketball teaching contests, 4 hours of basketball test.

The third stage (the stage). After the experiment test 50 meters (s), standing long jump (CM), 1000 meters (s), run-up touch (CM), 1 minute shot (a), basketball combined techniques (s), basketball interest (points) and basketball theoretical results (points) of eight basketballs highly related indexes were tested.

4. Empirical Analysis

4.1. Comparison and Analysis of Various Indexes in the Experiment

4.1.1. Male Students In 50 Meters, Standing Long Jump, 1000 Meters High, The Run-Up Index Analysis: In order to achieve the effect of authentic, before the experiment, the experimental class and the control class of the college sports professional male students of 50 meters, 1000 meters, standing long jump, running up to touch the exercise quality indicators were effective, scientific measurement and mathematical statistics, the average is SPSS19.0 software statistics and a simple calculator [2-3], table 1 shows: the experimental class and the control class in the 50 meters on average standard deviation were $6.91 + 0.42$ and $6.95 + 0.48$ ($=-0.04$ value, $F=0.065$, and $P=0.800$, 0.05); were $264.11 + 13.13$ and $263.09 + 14.33$ and in the standing long jump of the mean standard deviation on the difference of $=1.02$, $F=0.007$, $P=0.933$ (> 0.05); the experimental class and the control class in the 1000 meters on average standard deviation were $215.50 + 10.35$ and $216.17 + 12.94$ ($=-0.67$ value, $F=0.029$, and $P=0.866$, 0.05); the experimental class and the control class in the mean height standard deviation were $1.22 + 7.76$ and $1.21 + 7.53$ ($=0.01$ value, $F=0.399$, and $P=0.532$, 0.05). All the above indicators of the difference is very small difference. F values are close to and 0 and P values are greater than 0.05, indicating that in statistical significance that two classes of students in 50 meters, standing long jump, 1000 meters, approach touch high physical fitness indexes had no significant difference, illustrate the basic condition of the two classes of students in each sport quality and morphological index is basically the same, provide favorable protection for the experimental results.

Table 1. The Experimental Class And The Control Class In The 50 Meters, Standing Long Jump, 1000 Meters High, The Run-Up Data Comparison Index Analysis (N=36)

Index	Experimental class	control class	Difference value	F value	P value
50 m(s) $X \pm S$	6.91 ± 0.42	6.95 ± 0.48	-0.04	0.065	0.800
Standing long jump(cm) $X \pm S$	264.11 ± 13.13	263.09 ± 14.33	1.02	0.007	0.933
1000 m(s) $X \pm S$	215.50 ± 10.35	216.17 ± 12.94	-0.67	0.029	0.866
run-up height(cm) $X \pm S$	1.22 ± 7.76	1.21 ± 7.53	0.01	0.399	0.532

4.1.2. Male Students In 1 Minutes Shooting, Basketball Skills And Basketball Theory:

For authentic experimental study effect, the experiment of experimental classes and that in comparative classes before college sports professional male students for 1 minute, basketball shooting comprehensive technology, interest in basketball and basketball theory achievement of technology skills indicators for effective selection, scientific measurement and mathematical statistics, the average SPSS19.0 software are statistical and simple calculator processing, table 2 results show that the experimental classes and

that in comparative classes in 1 minute shooting average standard deviation were 3.66 and 3.72 + / - 1.93 and 2.14 mm (value = 0.06, F = 0.06, P = 0.935 > 0.05); Comprehensive experimental classes and that in comparative classes in the basketball technology on average standard deviation were 59.38 and 58.88 + / - 6.38 and 5.67 mm (value = 0.50, F = 0.50, P = 0.805 > 0.05); Experimental classes and that in comparative classes on the basketball interest mean standard deviation were 3.16 and 3.38 + / - 1.28 and 0.98 mm (value = 0.22, F = 0.22, P = 0.565 > 0.05); Experimental classes and that in comparative classes on basketball theory achievements mean standard deviation were 53.05 and 53.33 + / - 13.61 and 12.14 mm (value = 0.28, F = 0.28, P = 0.949 > 0.05). All above index difference difference is small, the F value close to zero and P values were greater than 0.05, instructions in statistical significance, students of class two in 1 minute, basketball shooting synthesis technology, interest in basketball and basketball theory result there is no significant difference between basketball on indicators, that the students of class two basketball skills indicators as the basic condition of basic, provide guarantee for the research on the experimental results.

Table 2. The Experimental Class and the Control Class In the 1 Minutes Shooting, Basketball Skills and Basketball Theory (N=36)

Index	Experimental class	control class	Difference value	F value	P value
1 minute shot(n)X±S	3.66±2.14	3.72±1.93	-0.06	0.007	0.935
integrated technology(s)X±S	59.38±5.67	58.88±6.38	0.50	0.062	0.805
interest(points)X±S	3.16±0.98	3.38±1.28	-0.22	0.337	0.565
theory score (points)X±S	53.05±12.14	53.33±13.61	-0.28	0.004	0.949

4.2. Comparative Analysis of Various Indexes after the Experiment

4.2.1. After The Experiment, Male Students In 50 Meters, Standing Long Jump, 1000 Meters High, The Run-Up Index Analysis: The comparison of the mean statistics by SPSS19.0 software and a simple calculator, table 3 shows: the experimental classes and control classes of PE students in Colleges and universities in the 50 meters on average data is excellent for 0.25 seconds, the mean and standard deviation were (6.56 + 0.35, 6.81 + 0.39) and Statistics (F=4.227, P=0.048<0.05); the experimental classes and control classes in the standing long jump on the average data is excellent 10.01cm, mean and standard deviation respectively (275.06 + 9.35265.05 + 14.78) and data (F=5.495, P=0.025<0.05); the experimental classes and control classes in the 1000 meters on average data is excellent for 6.78 seconds, the mean and standard deviation (208.89 respectively. + 4.85215.67 + 12.34) and data (F=4.702, P=0.037<0.05); the experimental classes and control classes in the run-up height on average data is excellent 5.02cm, mean and standard deviation respectively (126.13 + 3.78121.11 + 7.80) and data (F=6.398, P=0.016<0.05). Visible, by exploring the combination of teaching method and the traditional sports teaching in basketball teaching, experimental class control class students in 50 meters, standing long jump, 1000 meters, run-up touch high school sports quality have improved significantly. F-measure 6.398 > 5.495 > 4.702 > 4.227, the increase degree is as follows: the run-up height, standing long jump, 1000 meters, 50 meters.

Table 3. Data Analysis Of High Contrast Index In 50 Meters, Standing Long Jump, 1000 Meters, The Run-Up After The Experiment(N=36)

Index	Experimental class	control class	Difference value	F value	P value
50 m(s)X±S	6.56±0.35	6.81±0.39	-0.25	4.227	0.048
Standing long jump(cm)X±S	275.06±9.35	265.05±14.78	10.01	5.495	0.025
1000 m(s)X±S	208.89±4.85	215.67±12.34	-6.78	4.702	0.037

run-up height(cm) $X\pm S$	126.13 \pm 3.78	121.11 \pm 7.80	5.02	6.398	0.016
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4.2.2. After The Experiment, Male Students In 1 Minutes Shooting, Basketball Skills And Basketball Theory: The comparison of the mean statistics by SPSS19.0 software and a simple calculator, table 4 shows: the experimental classes and control classes of students in 1 minutes on average 2.06 outstanding shooting data, mean and standard deviation were (7.83 + 2.25, 5.77 + 1.73) and data (F=9.396, P=0.004<0.01); in basketball technology the average data of outstanding 3.11s, mean and standard deviation were (46.22 + 2.51, 49.33 + 3.56) and data (F=9.116, P=0.005<0.01); the experimental classes and control classes in the basketball interest on average outstanding 1.06 points, mean and standard deviation were (4.50 + 0.71, 3.44 + 0.86) and statistics the data (F=16.279, P=0.000<0.01); in the basketball theory achievement outstanding average of 12.50 points, the mean and standard deviation were (86.67 + 9.55, 74.17 + 11.91) and data (F=12.066, P=0.001<0.01). Visible, by exploring the combination of teaching method and the traditional sports teaching in basketball teaching, the experimental class control class students in 1 minute shooting, basketball, interest in basketball and basketball theoretical achievements achievement levels of basketball has increased very significantly, the value of F 16.279 > 12.066 > 9.396 > 9.1, improve degree is as follows: interest in basketball, basketball theory achievement, 1 minute shooting, basketball comprehensive technology.

Table 4. Data Analysis of 1 Minutes Shooting, Basketball Skills And Basketball Theory after the Experiment (N=36)

Index	Experimental class	control class	Difference value	F value	P value
1 minute shot(n) $X\pm S$	7.83 \pm 2.25	5.77 \pm 1.73	2.06	9.396	0.004
integrated technology(s) $X\pm S$	46.22 \pm 2.51	49.33 \pm 3.56	-3.11	9.166	0.005
interest(points) $X\pm S$	4.50 \pm 0.71	3.44 \pm 0.86	1.06	16.279	0.000
theory score(points) $X\pm S$	86.67 \pm 9.55	74.17 \pm 11.91	12.50	12.066	0.001

After data processing through the above analysis, the experimental classes and that in comparative classes in 1 minute, basketball shooting synthesis technology, interest in basketball and basketball theory has a very significant difference in grades, in 50 meters, standing long jump, 1000 meters, run-up to touch high school has significant difference statistically significant, visible using inquiry teaching and traditional sports teaching effect significantly better than the conventional teaching.

In basketball teaching, the professional students of sports are part of the different stages of learning, understanding and the understanding of basketball sport is some, can't the essence of basketball, technical features, technical actions, attack, defense and internal relations of organic combine, these directly restrict the healthy development of college basketball. And traditional sports teaching is a kind of conventional sports teaching, its disadvantage is to ignore the all-round development of college students' body and mind, which restrict the development of students' intelligence and non intelligence factors, culture and innovation, so that the students in learning and indulge in a passive, negative emotions, repressed thoughts and resistance to make the students in the learning can't play the role of inspiration thinking, ability development effect.

Experimental classes in 1 minute comprehensive technology, interest in basketball and basketball, basketball shooting effect is very significant in the theory result is better than that in comparative classes, the key depends on the experimental class adopted the inquiry teaching and traditional teaching method of combining the. This is because the experimental classes because of the exploratory teaching method and the combination of traditional sports teaching, there are a lot of basketball teaching and the game shooting action the number of students in experimental class technical stability reinforcement and

shooting high lead to increasing students lane 1 minute shots, and that in comparative classes shooting less, so they are in 1 minute shots around the basket has a very significant difference; Basketball teaching and experimental classes of students have a lot of shots and quick dribble to make the students movement stable technical skills and shooting high lead to college students' basketball comprehensive technology constantly improve, and that in comparative classes corresponding is less, so they in basketball integrated technology has a very significant difference; Basketball teaching in 3 d and video, can more vivid actions and make the students in class don't understand the knowledge to consult the basketball after class information leads to increasing students basketball theory, and corresponding to that in comparative classes is less, so they have very significant differences in basketball theory achievement; This is because the experimental classes because of the exploratory teaching method and traditional sports teaching, the combination of basketball teaching more vivid and has yet result in an increase in students' basketball skills and grades, make their learning confidence, improve the learning initiative and self-consciousness, basketball also improve the psychological quality, so the basketball interest is also very significant to improve.

Experimental classes in 50 meters, standing long jump, 1000 meters, run-up to touch high school effect is significantly better than that in comparative classes, the key depends on the experimental class adopted the inquiry teaching and traditional teaching method of combining the. This is because the experimental classes because of the exploratory teaching method and traditional sports teaching, the combination of basketball teaching and competition have students must use a lot of abrupt stop nasty start, acceleration, and on the way to run and cause students 50 m speed increase, while that in comparative classes corresponding is less, so they have significant difference in 50 meters; Basketball teaching and the game has a lot of standing long jump, fly, landing and cause students grades have significantly increased, while that in comparative classes corresponding is less, so they have significant difference in the standing long jump; Basketball teaching and the game has a lot of fast running, running and jogging on the way to improve the load of the heart causing students grades have significantly improved, the 1000 - meter dash and corresponding to that in comparative classes is less, so they have significant difference in the 1000 - meter run. Tion and in situ jump in basketball teaching and use the most, they didn't take a shot and defense needs and feet jump on one foot, but that in comparative classes corresponding is less, so they have a significant difference in the run-up to touch high school.

Inquiry method with traditional sports teaching method compared with the conventional teaching method, has the following advantages: from the point of education idea, maximum limit to improve the students' thinking ability; From the point of education objectives, requirements development student's innovation ability, practical ability and scientific inquiry ability; From the point of teaching mode, ask first "mode of cultivating innovation ability", the basic process is the "problems" as the core, "ask questions - problem solving" square is discussed, and guide students to explore. In design from the point of teaching design, require the students their learning style in the core link of teaching design.

5. Conclusion

The result shows that inquiry teaching method can significantly improve the sports specialized university student 50 meters, standing long jump, 1000 meters, and approach high touch movement quality of the results. inquiry teaching method can be very significant to improve the sports professional college students in 1 minutes shooting, basketball, basketball, basketball, basketball and basketball skills, basketball and basketball performance in basketball theory. inquiry based teaching method can effectively complement and improve the conventional teaching. Not only can promote students to actively take the initiative to learn basketball, but also to strengthen the

students' comprehensive physical education, and promote their physical and mental health, the effect is significant, it is worth promoting. inquiry teaching method can be used to effectively combine the computer multimedia, can make the problem and questions raised by the teacher to get better and more intuitive solution for the modern basketball teaching to find a better way.

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