Title: The effect of games on the motor proficiency of educable mentally retard

Purpose: The main purpose of this study was to determined the effect of recognizable games on the motor proficiency of educable mentally retard.

Methodology: This is a semi-experimental study. The statistical society was compose from under 14 years old of Tabriz rehabilitations centers. The method of random statistical sampling has been used and after riddle all mentally retard of physically (they need to be physically health), the examinees were placed of control and experiment (recognize games, motor games and recognize-motor games with 11 person.

The games program was carried out in three weeks, in five weekly sessions for any of group. (during this time the control group was exempted from performing sport). All group examined by tests before and after doing the games the Lincoln-Oseretsky motor development scale

Statistics: Statistical analysis using descriptive and inferential statistics, performed on data by SPSS-19. In inferential statistics for per group and indicating the post test difference between experiment groups the data were assessed by Wilcoxon test

Findings: the result of analysis demonstrate that the games have a significant effect on the motor proficiency of educable mentally retard. It was suggest that to improving motor proficiency of educable mentally retard games use in rehabilitation center

Key words: Game, motor proficiency, educable mentally retard

Poster