

# COMIC AS AN MEDIA FOR TEACHING FAIR PLAY AMONG CHILDREN

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## **Abstract**

The meaning of fair play can be simplified as sportive playing. Sports scientists hold high the existence of fair play, so that they ensure it as very essence of sports. The important thing of play is not only specify in the field of sports, but also in the wider implementation of daily life in the society, so that giving an understanding about it is really needed, especially for the children as the next generation of the nation.

Comic connotes to something somewhat unserious or something that have not to be taken seriously. In daily sense, what we meant comic is comic book. It means a booklet of comic strips. Comic can be very various, if it is looked from the model of drawing, plot of story, dialog, mission, etc. How can comic be a media to teach the children, as comic consumer, about fair play.

First, choose a good comic, and the choose is Japanese comic, that is admired by children, in which sports is taken place as the setting. Furthermore, the parent accompany the children about that comic, while also teach and implant the positive values in the story of comic.

**Key words:** comic, fair play, children.

Children are very fond comics. Parents (and teachers too) are worried about them because comics possibly disturb children's study. Spending time too much on comics causes children to have very little time to study (even parents blame on comics for bad vocabulary and behavior of the children).

Are comics bad for children ? Isn't there anything good, anything which is advantageous ?. This writing ties to take good lessons that can be got from

comics. The good lessons are about fair play, or in simple words means to behave gently. Fair play is very important in sport because it is the spirit of sport. The problem this writing would like to discuss is "How to teach fair play to children by using comics or a medium ?".

## **Comics**

Literally, comics mean something amusing, interesting. In School Dictionary (Holsey, 1987 : 193) and Webster's New World Dictionary (Neufeldt and Vianna, 1993 : 113) it is stated that "Comics mean : 1. Of or relating to comedy; 2. Causing laughter or mirth, amusing". Furthermore, comics also mean part of newspaper dealing with comics pictures. There are several terms which are related to comics, like comics story which means amusing story. Comics books means a booklet of comics strips. Comics strips mean a series of cartoon drawings relating a story or incident, of ten printed regularly in a newspaper. A comic opera means a humorous opera or operate, usually having a happy and some spoken dialogue.

The words "comics" in this writing tends to mean a comics book. Of course, in this sense, a comic book should no be amusing. We would all agree if comics mean somethings interesting. The meaning of comics then is broadened, including pictures stories, stories that are amusing or not, sad or happy, with serious dialogues or just "jokes", for children or for older persons, with clear mission or not, realistic or cartoon models.

Why do we chose Japanese comics ? (with setting on sport). Firstly, a lot of people like them, and they can be easily found in book stoner. Qualitatively, they are very interesting various and clever.

### **Fair Play**

According to Halsey (1987:344) and Neufeldt and Vianna (1993:199), to word "Fair" means clear, bright, sunny beautiful, pleasing in appearance, moderately good or acceptable. The word "fair" can also mean: (1) free from prejudice, (2) according to accepted rules or standards. Fair play means natural behavior to wards every person.

In sports, fair play means the finest sportmanship. Sportmen are said to have fair play if the perform good attitude which includes more than just following completely written rules. The performance of fair play must include the existence of writtens ones (Ditjora, 1972:1-6).

Fair play as a moral concept, dedication to rivals and self respect, included: (1) generous wish for rivals or competitors to have equal opportunity, (2) careful gadding victory, we musth consider our competitors as partners, as friendly rivals, tied by sport brotherhood, so a game will last as the way it does. In this sense, it includes: honesty, fair generosity, and so on. Fair play means free from prejudice against rivals, causing close and warm relationship. We will refuse the referee's decisions which are advantageous to us if they are wrong.

Philosophically, fair play is the very essence of sport, fair play is the spirit of sport. It means that a sport event without fair play is not a sport event. Why?

Because something spirit, it is already dead. We must remember that sport is basically on struggle, not on the victory.

### **Children Characteristic**

According to the observation, the Japanese comics loers with setting on sports are mostly higher grades of elementary school's children (fifth and sixth year) and some boys of secondary schools (first and second year). They are about 10-15 years of age.

According to Annarino and Cowell (Quoted by Sukintaka, 1992:43-44), psychological and social characteristics of fifth and sixth year of elementary school children are as follows: fond of playing balls, concerned about organized games, like to be heroes, paying attention to friends, being responsible, being literate, grouping with the same ages, excited, proud to develop, willingness to do something encouraged by older people, satisfied to finish something, improved cooperation, leadership emerges, loyalty to groups.

### **Synopses of some comics**

We would like to deliver there comics, namely Break Shoot, Shylpid, and Offside. Break shoot is set in national billiard competition. Aekawa (1994), the creator named Chinmi as the man of comic. He is high school student who is keen on billiard. He has a powerwul stick, made by a famous player, Douglas Mord. Chinmi tries hard and finaly creates a Douglas Shoot, one developed by the owner and maker of the stick. Before the competition begins, he can reveal the mistery of "Double headed snake" shoot. Before the competition, Chinmi

loses his stick. He uses Domon's stick. During the competition, Tom, Gordon's son comes in and delivers Chinmi's stick. What happens? Tom and the police can finally catch the thief. Tom has a surprising reason. He does not want his father beat Chinmi does not use his own stick.

Y. Motojima (2001) present a race horse, Shylpid, which is invalid, in his comic. Shylpid is grown by Hayao, a son of a horse breeder who goes bankrupt. He tries hard to train Shylpid. Shylpid, thhe white horse, has a very high speed, so he is called the white lightening. To make a living, Hayao joins a jockey school. The best horses and jockeys compete in Kansai. In this national competition, Keigo, jockey of Hinuma Bork takes part. Keigo attends the same jockey school with Hayao. Another jockey is Unami. He rides Kazama Gold. He has a bad attitude in the race. In Kansai National Competition, he hits Shylpid's face, but Hayao pays no attention.

Offside is a comic about Kawasaki high school football team that has a great captain, Goro. Offside is created by Masato H. (1998). Goro and his team can beat their rivals and they finally take part in national football competition. They have to face Busou high school football team whichh often play a bad game. Goro has to be patient and calm in leading his team. Goro and his team can finally win the game.

### **Giving a meaning to story**

First, what parents have to do is to read comics which children like. The next step is discuss the comic with the children. The discussion includes pictures,

characters, or anything about the comic. Then parents can teach fair play to children.

By paying attention to the synopses of the above comics, there are some lesson to deliver to children about fair play.

1. A success can be gained only by hard work. We have to be encouraged by failures. That is what we can get from the three comics. Hard work and fair play become more important than the result we again.
2. In Break Shoot, Tom wants Chinmi to have equal opportunity with his father. It is one of 'fair play' attitude. Iwao Domon also does 'fair play' by lending his stick to Chinmi. What we can get from here is that it does not matter whether we lose or win. What is more important is to keep brotherhood with our rivals. Our rivals are our partners.
3. Hayao Morikawa does a good deed by encouraging Keigo, although he realizes that Keigo is his rival. Hayao also pays no attention to Unami when Unami hits Shylpid's face. He just follows the rules.
4. Goro can stay calm although his opponents present bad attitude. He can also control his team's emotion. Kawasaki high school football team plays 'fair play' in any situation. Busou high school football team does not play fair play, so they are supported by the viewers, even by their own supporters.

## **Conclusion**

It is very important for parents to use 'the language' of the children so that the children can easily understand what their parents say. They do not have

to breach, because the children do not like it. It is good to develop two way traffic communication so the parents know further about the children.

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- Furthermore, the parent accompany the children about that comic, while also teach and implant the positive values in the story of comic.
- Examples :
  - 1) Break shoot : “ Bilyard” > Chinmi, Iwao Domon, Tom
  - 2) Shylpid : “Horse Race”> Hayao, Keigo, Unami
  - 3) Offside : “Football”> Kawasaki and Busou High School, Goro
- Values / Something to teach :
  - 1)
  - 2)
  - 3)
  - 4)

