Choose topic 1.

1. Some people believe computer and video games are harmful to children, while others disagree. What do you think? Take a position and defend it.

Computer and Video Games are Good to Children.

**As** a child, I spent a lot of time playing computer and video games. **To** me, these games brought **endless amounts** of fun and **contributed** to a happy childhood. Despite the common **belief** among parents that computer games can harm children and negatively **impact** their minds, I **firmly** believe that children should be allowed to play them, **as** they provide numerous benefits.

One major benefit of computer games for children is that they **provide a way** for children to learn new knowledge and skills **that** may be difficult to acquire in real life. Many computer games, for example, construct a digital world in which players can explore, interact, and communicate just **as** they **would** in the real world. This allows children to gain a **unique** and **immersive** experience and learn from it. Additionally, some games require players to have a certain **level** of scientific knowledge, and children can gradually acquire this knowledge while playing the game. Moreover, many games, bring up situations that are hard to reproduce in real life, but they can easily be made **available** in the digital world and make children learn more about the world.

Another benefit of computer games is that they can **help** to improve children's abilities **in terms of** imagination and **quick thinking**. For example, first-person shooter (FPS) games require players to **react** quickly to their surroundings, which can help children to develop their quick-thinking skills. Moreover, some games allow players to create freely, this **encourages** children to use their imagination in the game. Children have more imagination **power** than adults, **providing** them an opportunity to apply and improve this ability in the game world is a great way to enhance it.

Finally, computer games can also help children to make friends. Almost all computer games have some **form** of social system that **enables** players to communicate with each other. This can help children to **develop** their communication skills and make friends with other players. Additionally, popular games often have a large **community** of players, who **share** the same interests, which can provide children with common **ground** to **form** **friendships**.

In conclusion, computer and video games provide children with a variety of benefits, **including** the opportunity to learn new knowledge and skills, improve their imagination and quick-thinking abilities, and make friends. **Rather** than forbidding or limiting their children from playing computer games, parents should recognize these benefits and allow their children to enjoy them.