At some schools, some lessons for young students (ages 5-8) include video games as a way to increase students’ interest in learning. Some people believe this is a very effective way for young students to learn, while others believe it is too distracting and wastes time. Which view do you agree with and why?  
  
  
An effective education system and its characteristics has been discussed recently between the politicians and other people who look at this issue as a significant concern. One of the problems is about the commencement of the education process for a callous child who has been free until the age of 5. Many of us have the common memory of the aberration of the first day of school. It is obvious that it is an inappropriate decision to face new students, children actually, to the lessons abruptly. How should we do the process, then? At some schools the solution is found in getting children to play video games during their curriculum. The distractors of this solution argue that video games are just means to waste time and disturb the children from getting their important lessons. In the light of this reason, Should we put this solution away? Not necessarily. I think that video games not only are not distracting, they could help children to better concentrate on their important lessons and additionally, increase their creativity.  
  
First and paramount, the children who enter a school at the age of 5, should not encounter a very rigid curriculum of some arithmetic and literature courses. On the other hand, they should enjoy being at the school by playing games and getting familiar with some of their classmates. Then, in a gradual process, they learn their lessons. Video games are common nowadays and many of children play them as their main hobby before entering school. So playing video games at school, not only help children enjoy their school time, it makes a reasonable balance between different activities of learning and enjoying, which, in turn, leads to more effective process of learning. In my period, nearly 20 years ago, it was common watching TV at school since in that time, cartoons were the main hobby of our generation. I, personally, loved the times in which we, me and my classmates, were sitting to watch a cartoon and were laughing together.   
  
Second, video games, due to their intrinsic adventurous theme, could help grow one’s creativity. A recent research has been conducted on the staff of a big company, in which some of them were allowed to play video games in the regular intervals of their work time, and the others were allowed to rest and take a break, without playing any kind of games. Results showed that the average productivity of the former group had a meaningful difference from the latter, showing the role of games in the creativity, thus productivity, of staff. Generalizing the result, video games could increase the children’s soundness of mind as well. It may help them to come up with better ideas in their classes, ideas which may be from a part of the story of the game. Moreover, video games, if they possess edifying motifs, could teach some important lessons to the students directly.   
  
To recapitulate, video games could play a noteworthy role in stimulating children to study their lessons better. A student, finding video games interesting, may have a better balance in his or her curriculum and at the same time, this could help the child to improve mental abilities, particularly creativity.