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?

During the past few decades, world of science and education has experienced significant improvements in learning and teaching strategies. Nowadays, some young students are allowed to play video games in order to increase their eagerness toward learning. Although some individuals might find this bizarre and identify such a method as a total waste of time, I am inclined to believe that it is truly an efficient manner of education. I cling to this viewpoint for two main reasons and will shed light upon them in the following.

To begin with, playing video games at the age of five to eight undoubtedly helps students improve their language learning abilities. To be more specific, video games are usually offered in a great variety of languages including English, Spanish, Dutch and Arabic. Hence, if young students are allowed to play video games as a crucial part of their lessons, they will indeed experience a remarkable improvement in their foreign language skills. An example of my own drives this fact home. When I was seven, I used to spend almost five hours a day playing video games with my computer. Lasting for almost five years, I learned significant parts of English and Arabic languages due to the fact that the characters in those video games spoke these two languages the most. It also contributed to my foreign language grades at school. Thanks to playing video games, I was always top student in foreign language classes throughout my elementary and secondary schools. This story clearly demonstrates that if the same strategy is adopted at schools, students will be provided with a unique opportunity to build their foreign language skills.

Moreover, young children are extremely enthusiastic for playing games since they are in a transition period from childhood to adolescence. Owing to this fact, their desire to play has to be satisfied if they are to remain focused on the lectures presented by their teachers. To put this in a more vivid picture, consider a group of children of age six, sitting at a classroom and listening to their teacher. Without any shadows of doubt, most of them are craving going out and playing with their classmates. In fact, they just want to spend some time relaxing and putting their mind at ease, thus satisfying their childish and inherent desire to play. In this way, they will indeed be able to concentrate on the material offered by their teachers. Accordingly, if they are allowed to play video games in regular intervals throughout their school time, their natural excitement and passion for playing games would be settled and this in turn would contribute to an increased concentration during the lectures.

In conclusion, bearing the foregoing points and examples in mind, I firmly support those lessons for young students which include playing video games and regard them as advantageous. Allowing young children to play video games as a part of their lessons at school would improve their language learning abilities due to a close interaction with foreign languages in the context of video games. Aside from this, their profound aspiration for playing would be satisfied in this way, thus enabling them to stay focused on the lectures.