

20 句万能句型-全文版

P1:

1. **Nowadays, it is hard to go a day in China without seeing** people indulging in video gaming, whether they be commuters or young children.
2. **It thus gives birth to increasingly pronounced debate over whether** video games serve as a beneficial force to improve kid's class efficiency.
3. **From my perspective, this advocate sounds reasonable and is going to have a far-reaching effect on** students' academic performance and mental well being.

P2:

4. **The advantages of** introducing video games to traditional classes for kids **are manifold, but chief among them is** to stretch attention span to a great extent.
5. **In other words,** young children are more prone to paying attention in class.
6. **Back in the days when** I was at primary school, I always got distracted in classes given that most of the lectures are teacher-centered.
7. The monotonous speech **left me no choice but to** take notes while listening despite the frustrating fact that most of what I wrote made no sense to me.
8. **The same story could not be told after** our English teacher began to play popular grammar video games in class, which was so stimulating and educative that I could not take my eyes off the screen.
9. **Thanks to** the video game, I came to grasp the difference between present tense and present perfect at the end of the class.

P3:

10. **More significantly,** video gaming **is a force for good by** providing students with a new outlet to release steams and get rejuvenated from continuous study and fierce peer competition.
11. **This echoes a recent survey from UNESCO.**
12. **Last year, 60 percent of students across 10 primary schools in California polled by Gallup said** they felt more energetic and engaged in class, **which was ten percentage points higher than that in 2017 and set a record since 2010.**
13. **When UNESCO examined the Gallup polls, it found that three key indicators explained why** some students were happier, **among which** movies and video games in class **certainly played a role.**
14. In fact, earthlings **are born with the crave for** playing through which we evolved into smarter homo sapience with more creativity and novelty.
15. However, the fast-pace of modern life **pushes** young children **into a cutting-throat competition under which they have to** pull an all-nighter and cramming for continuous exams.
16. Therefore, the video game in class **is of great significance to** liberate the restless kids from laborious work and have a little fun for a while, after which their efficiency will be boosted in return.

P4:

17. **That being said, we have to come to terms with the fact that** the encouragement of video game in class is likely to be a waste of time.
18. **However, such concern pales into insignificant when set against more benefits above.**
19. Moreover, as long as the teacher keeps the time with control, video gaming **can hardly be a problem getting in the way.**

P5:

20. To put in a nutshell, for the reasons above, I advocate the reform of introducing video games to class.