* in1.) Write an outline for a 5-paragraph essay on lined paper starting with the word HOOK.
* 2.) Once Ms. Z or Ms. M has approved your paper essay outline, open your essay template document and type your outline in the template.
* 3.) Write your thesis statement starter using language from the prompt and three reasons.
  + Paraphrase your reasons
* 4.) Write your topic sentences by writing a transitional phrase and then copying and pasting the thesis. Be sure that each topic sentence has only one paraphrased sentence, and then use synonyms for beneficial and or detrimental.

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| Synonyms for beneficial:  advantageous, constructive, favorable, useful, helpful | Synonyms for detrimental:  harmful, damaging, hurtful, destructive, ruinous, pernicious, injurious, poisonous |

* 5.) Copy and paste your evidence into the template, and be sure that you are copying and pasting the evidence that supports the reason for each topic.
* Synonyms
  + Violent (adj)= Brutal, aggressive, vicious
  + Violence (noun) = brutality, bloodshed, roughness
  + Deal with- v. (synonyms)- handle, have to do with,cope with , manage, people, ( humans, adolescents, adults)

Imagine a digital world that involves the relentless pursuit of murdering, where the glow of screens becomes an addictive substitute for adolescents . As players navigate pixelated challenges, the immersive nature of gaming can inadvertently sow seeds of aggressiveness, addictiveness, and rudeness. This is the world of violent video games.Video games are electronic devices that use the internet for entertainment from different programs for players to control characters with controllers that have power to connect to computers to play/interact with players around the world to collaborate. In the article entitled do video games contribute to youth violence by procon.org, the author describes positive and negative sides of video games. Video games are mostly detrimental to adolescents because mimicking brutality in video games can cause violent behavior in real-life, numerous gunmen of mass shootings used video games (R2 - Pro 3), and brutal video games confirm the idea of fighting combat as a means of handling conflict by fulfilling the use of violent brutal action with more weapons and moving on to higher levels. (R3 Pro5).

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|  | STUDENT TEMPLATE |
| **INTRODUCTION** | **:Hook:** Imagine a digital world that involves the relentless pursuit of murdering, where the glow of screens becomes an addictive substitute for adolescents . As players navigate pixelated challenges, the immersive nature of gaming can inadvertently sow seeds of aggressiveness, addictiveness, and rudeness. This is the world of violent video games.  : bridge (define the topic & describe the texts): Video games are electronic devices that use the internet for entertainment from different programs for players to control characters with controllers that have power to connect to computers to play/interact with players around the world to collaborate. In the article entitled do video games contribute to youth violence by procon.org, the author describes positive and negative sides of video games  :thesis: video games are mostly detrimental to adolescents because mimicking brutality in video games can cause violent behavior in real-life, numerous gunmen of mass shootings used video games (R2 - Pro 3), and brutal video games confirm the idea of fighting combat as a means of handling conflict by fulfilling the use of violent brutal action with more weapons and moving on to higher levels. (R3 Pro5). |
| **BP**  **1**  **+**  **REASON**    **1** | **R**estate the prompt (+ Reason 1 which is pro 2): **to begin,** video games are mostly detrimental to adolescents because mimicking brutality in video games can cause violent behavior in real-life,(R1 Pro 2).  **E**xplain the R without evidence: to elaborate games such as video games are mostly harsh to youth because of dismembering and murdering  **C**ite evidence 1:As sated in the article Video games often require players to simulate violent actions, such as stabbing, shooting, or dismembering someone with an ax, sword, chainsaw, or other weapons. [**[23](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "23)**]  **E**xplain evidence 1:this powerful evidence proves that video games are bad for adolescents because it show how to kill. From this evidence one can infer  **C**ite evidence 2:Game controllers are so sophisticated and the games are so realistic that “simulating the violent acts enhances the learning of those violent behaviors. [**[23](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "23)**  **E**xplain evidence 2 further this text shows that the games are realistic to adolescents to teach them how to harm others and other acts  **C**ite Evidence 3:Two teenagers in Tennessee who shot at passing cars and killed one driver told police they got the idea from playing *Grand theft Auto*  **E**xplain evidence 3 as the second piece of evidence clearly shows that violent video games make kids act violent and do these type of bad things  **S**ummarize **(INCOMPLETE)**  Share |
| **BP**  **2**  **+**  **REASON**    **2** | **R**estate the prompt : ( + reason 2 which is pro 3) moving on, video games are mostly detrimental to adolescents because numerous gunmen of mass shootings used video games (R2 - Pro 3).  **E**xplain the R without evidence  **C**ite evidence 1: \_\_\_in the article, the author argues \_\_\_, “We’ve watched from studies shown before of what it does to individuals. When you look at these photos of how it [mass shootings] took place, you can see the actions within video games and others.” [**[146](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "146)**]  **E**xplain evidence 1: this powerful evidence proves that the first piece of evidence indicates that video games are detrimental for adolescents ,”  **C**ite evidence 2:\_\_\_\_\_Also, based on research from An FBI school shooter Assessment \_\_\_\_\_, "An FBI school shooter threat assessment stated that a student who makes threats of violence should be considered more credible if he or she also spends “inordinate amounts of time playing video games with violent themes.” [**[25](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "25)**]  **E**xplain evidence 2: further, this text shows that adolescents should not play violent video games or waste time playing those type of games because they could make types of threats to people and also harm them  **C**ite evidence 3 Evidence 3:\_\_\_\_evidence from dan patrick \_\_\_\_\_,’’Dan Patrick, Republican Lieutenant Governor of Texas, stated: “We’ve always had guns, always had evil, but I see a video game industry that teaches young people to kill.” [**[145](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "145)**]  **E**xplain evidence 3: As a result the second piece of evidence indicates As the second piece of clearly reveals that the Republican lieutenant governor of texas Agrees that adolescents should not be playing video games with violent themes  **S**ummarize **(INCOMPLETE)**  Share |
| **BP**  **3**  **+**  **REASON**    **3** | **R**estate the prompt :( + reason 3 which is pro 5) \_\_\_to begin\_\_\_, video games are mostly detrimental to adolescents because brutal video games confirm the idea of fighting combat as a means of handling conflict by fulfilling the use of violent brutal action with more weapons and moving on to higher levels. (R3 Pro5).  **E**xplain the R without evidence  **C**ite evidence 1: \_\_\_\_As stated in the article,”\_\_\_\_The reward structure is one distinguishing factor between violent video games and other violent media such as movies and television shows, which do not reward viewers nor allow them to actively participate in violence. [[23](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "23)] [[59](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "59)]  **E**xplain evidence 1:this powerful piece fo evidence the first piece of evidence indicates  **C**ite evidence 2: \_\_\_\_\_\_Additionally, according to An analysis ,”\_\_An analysis of 81 video games rated for teens ages 13 and up found that 73 games (90%) rewarded injuring other characters, and 56 games (69%) rewarded killing. [[71](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "71)] [[72](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "72)]  **E**xplain evidence 2: this evidence shows that video games that are 13 and up found 73 games that rewarded injuring and rewarded killing.  **C**ite Evidence 3: Lastly, “People who played a video game that rewarded violence showed higher levels of aggressive behavior and aggressive cognition as compared with people who played a version of the same game that was competitive but either did not contain violence or punished violence. [[71](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "71)] [[72](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "72)  **E**xplain evidence 3:in the same way, the author argues that video games that reward killing makes adolescents show higher levels of aggressive behavior.  **S**ummarize All in all, video games are beneficial for adolescents because it makes them have violent behavior. Teaches them how to kill. And dismember people **(INCOMPLETE)**  Share |
| **CONCLUSION** | Restate thesis: in the final analysis due to video games kids develop anger issues and violent behav*ior and can make adolescents cause harm to family members and and their own body*  Bridge-back or sum up main points: as previously stated Although our modern society should make video games less violent for adolescents so they do not get violent and also get aggressive behavior  **Goodbye hook: video game are detrimental because it moreover teaches kids how to kill and get more aggressive behavior towards more people that's why videogames are bad for kids because it makes way more bad and aggressive to people** |
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**Objective: I will write to explain my evidence using synonyms and an inference which is background knowledge connected to text evidence.**

**Explain:**

**This powerful evidence proves … (use synonyms to explain).**

**From this evidence, one can infer … (use background knowledge)**

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| **Con Inferences - Video Games are beneficial …**  **From this evidence one can infer that parents would not allow their children to use video games because parents might think that their children would be aggressive.** |