* 1.) 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.

|  |  |
| --- | --- |
| 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.

[**https://www.smart-words.org/linking-words/transition-words.html**](https://www.smart-words.org/linking-words/transition-words.html)

|  |  |
| --- | --- |
| **12-7-23 - 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)**   |  | | --- | | **Con Inferences - Video Games are detrimental…**  **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 will be violent.** | |

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|  | STUDENT TEMPLATE |
| **INTRODUCTION** | Deal with - v. (synonym)-handle ,have to do with, cope with, manage,  People (humans, adolescents, adults)  Desensitize - v. -  Players - n. - gamer, partner  Real-life - adj. phrase  Games - n.-gaming technology, apps  Reinforce -v. - v.-affirm, confirm, substan  Battle -n.  Rewarding -n.  Danna -Use -n. - application, service, technique,  use-n. |
| **BP**  **1**  **+**  **REASON**    **1** |  |
| **BP**  **2**  **+**  **REASON**    **2** |  |
| **BP**  **3**  **+**  **REASON**    **3** |  |
| **i** | Restate thesis : |

**Imagine a digital world that involves the relentless pursuit of destruction , where the glow of screens becomes a detrimental substitute for talking with people or interacting with people. As players navigate pixelated challenges, the immersive nature of gaming can inadvertently sow seeds of screen addiction, devices, and electronics . This is the world of violent video games**

Video games are devices for playing and interacting with other people and need internet for programs that have consequences or are detrimental.

Video games are

In the article entitled, “Do video games contribute to youth violence,” by ProCon.org, the author explain that video games are detrimental and beneficial or pro and con .

Thesis: Video games are mostly detrimental to adolescents because simulated violence such as shooting and fighting in combative video games can result in real-life physically brutal behavior, (r1 pro 2), countless shooters of mass killings played brutal video games.(r2 pro 3), and violent video games reinforce brutality as a way of handling conflict by rewarding the use of aggressive action (r3 pro 5).

Video games are mostly detrimental to adolescents because simulated violence such as shooting and fighting in combative video games can result in real-life physically brutal behavior, As stated in the article 60% of middle school boys and 40% of middle school girls who played at least one.

This powerful evidence proves that video games affect adolescents and get them into fights or more problems at school.A 2014 peer-reviewed study in the *Journal of the American Medical Association* found that habitual violent video game playing had a causal link with increased, long-term, aggressive behavior. [[63](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "63)]This text shows that video games are mostly detrimental for adolescents because some have killing,shooting, or more detrimental behaviors. Bruce Bartholow, PhD, Professor of Psychology at the University of Missouri, spoke about the effects of simulating violence: “More than any other media, these [violent] video games encourage active participation in violence.” For example, “Two teenagers in Tennessee who shot at passing cars and killed one driver told police they got the idea from playing *Grand Theft Auto.* As the second piece of evidence clearly reveals that violent, brutal games like GTA, call of duty , or fortnite, have detrimental behaviors and cause harm, and some more actions as can be seen by “Two teenagers in tennessee who shot at passing cars and killed one driver told police they got the idea from playing Grand Theft Auto. To conclude, this paragraph video games are detrimental for children and adolescents.

Video games are mostly detrimental to adolescents because numerous shooters of mass killings played brutal video games In the article,Kevin McCarthy, US Representative (R-CA), stated: “But the idea of these video games that dehumanize individuals to have a game of shooting individuals and others – I’ve always felt that is a problem for future generations and others.”

The first piece of evidence shows that video games could damage your future because adolescents like to play games and they do not do their work at school. According to “Studies suggest that when violence is rewarded in video games, players exhibit increased aggressive behavior compared to players of video games where violence is punished.As this second piece of evidence clearly reveals, video games could cause punishment because they have detrimental aggression and that’s why children get punishment by their parents.: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)]Video games often require players to simulate violent actions, such as stabbing, shooting, or dismembering someone with an ax, sword, chainsaw, or other weapons.This second piece of evidence indicates that players do detrimental things such as stabbing, shooting, or dismembering someone with an ax, sword, chainsaw, or other weapons. to conclude video games like gta, call of duty doses games have aggression.

Video games are mostly detrimental to adolescents because violent video games reinforce brutality as a way of handling conflict by rewarding the use of aggressive action.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.”This incontrovertible evidence demonstrates that video games have killing and more detrimental behavior or more bad actions as kill.Studies suggest that when violence is rewarded in video games, players exhibit increased aggressive behavior compared to players of video games where violence is punished. As this second evidence shows that video games have aggression and can cause fights at school, most are costly in middle school and high school because at that age they play more video games.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.Electronics are detrimental because video games or shows show killing or detrimental things or bad things.to expand, video games do have detrimental things. Some kids have problems sleeping because the games have blood and kills.

In the final analysis, applications are detrimental for adolescents.

As previously stated in the text video games are detrimental and adults should be looking at their kids' phones or applications that they install for their kids, Although video games are detrimental like society should put their real ages or births. Overall, the preponderance of evidence shows the games are detrimental and harmful. **Video games are detrimental because they show detrimental things and games.Moreover, video games should have an alert when you install them .**