* .) 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 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.
* 6.) when you are waiting for help from ms Zendel, you should type in all sentence starters.
* Synonyms
* Violent = brutal, aggressive and vicious
* Violentnec =

[**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 backround knowledge)**   |  | | --- | | **Pro Inferences - Video Games are beneficial …**  **From this evidence parents might infer that gaming technology is harmful to children because they could assume that these will make their kids violent. However if kids carefully chose their games such fifa and 2k as then the kids will learn to avoid violent by..** | |

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|  | STUDENT TEMPLATE |
| **INTRODUCTION** | **:Hook:** Imagine a digital odyssey, players traverse a program honing mental skills and improving thinking. As the screen flickers with challenges, the virtual realm becomes a canvas for Entertainment, offering a unique space for individuals to interact. This is the world of video games.  : Bridge  Video games are a entertainment program using electronics that are powered by the internet to intact with others in the game and to have fun and play. In the text, “  :Thesis : Video games are mostly beneficial for adolescents because research has shown that violent video games may cause aggressive behavior (r1=con 1), **as sales of** these types of **video games have significantly escalated,** brutal **juvenile crime rates have significantly declined (r2 = con 4), and** brutal **video games are an easy fall guy for those who would rather not deal with the actual causes of violence (R3 = con 2).**  **Deal with-v. (synonym)-handle , manage , have to do with, cope with**  **People (humans, adolescents, adults)**  **Desensitize-v.-**  **Player-n.-gamer partner**  **Real-life-adj. phrase**  **Games-n.-gaming**  **Reinforce-v.-conferim**  **Battle-n.-**  **Rewarding-v.-**  **Use-n.-**  **use-n.-** |
| **BP**  **1**  **+**  **REASON**    **1** | **Objective: I will write to explain using synonyms and an inference witch is background knowledge connected to text evidence.**  **R**estate the prompt(r1 witch is con1): To beginVideo games are mostly beneficial for adolescents because research has shown that violent video games may cause aggressive behavior (r1=con 1),  **C**ite evidence 1: As it stated in the article Aggression is a more broad term that refers to angry or hostile thoughts, feelings or behaviors. So everything that is violent is aggressive, but not everything that is aggressive is violent. For example, getting frustrated, yelling, talking back, arguing those are all aggressive behaviors, but they aren’t violent. The research on the effects of violent video games and behavior often looks at these milder forms of aggressive behavior.”  **E**xplain evidence 1:for example Thismighty evidence proves that video games might encourage people to yell and talk back but do not encourage brutal violence . So everything that is violent is aggressive, but not everything that is aggressive is violent.  **C**ite evidence 2:additionally as stated in the text Of the 41 attackers studied, 27% had an interest in violent movies, 24% in violent books, and 37% exhibited interest in their own violent writings, while only 12% showed interest in violent video games. The report did not find a relationship between playing violent video games and school shootings.  **E**xplain: evidence 2:This text shows that only just over one tenths is the cause of violent video games. Arthur finds that the shooting at schools did not connect to gamer technology .  **C**ite evidence 3:Lastly, gun violence is less prevalent in countries with high video game use. A study of the countries representing the 10 largest video game markets internationally found no correlation between playing video games and gun-related killings.  **E**xplain evidence 3 :As a result The second piece of evidence shows as the second piece of evidence clearly reveals. From **this evidence parents might infer that gaming technology is harmful to children in that they assume that these will make their kids violent. However if kids carefully chose their games such fifa and 2k as then the kids will learn to avoid violent playing ather**  **S**ummarize to conclude: To Conclude, evidence shows that video games can be linked to aggressive behavior, but not necessarily violence.Video games are mostly beneficial for adolescents because research has shown that violent video games may cause aggressive behavior.  **S**hare |
| **BP**  **2**  **+**  **REASON**    **2** | Restate the prompt(r2 witch is con 3) Moving on video games are mostly beneficial for adolescents because **as sales of** these types of **video games have significantly escalated,** brutal **juvenile crime rates have significantly declined (r2 = con 4),**  Explain R without evidence: to expand  Cite evidence 1:in the article, the author arguesTotal US sales of video game hardware and software increased 204% from 1994 to 2014, reaching $13.1 billion in 2014, while violent crimes decreased 37% and murders by juveniles acting alone fell 76% in that same period.  Explain evidence 1: this cited information confirms that video games got more popular and that the murders went down 76% percent that means which video games are not harmful and that they are positive because the murders went down. From this evidence one can infer  **C**ite evidence 2:also based on research from a person’s title & name **Violent video games provide opportunities for children to explore consequences of violent actions, develop their moral compasses and release their stress and anger (catharsis) in the game, leading to less real world aggression.**  **E**xplain: evidence 2:this data shows Will provide little consequences about what kids do in their career of gaming and if you are bring your aggression in the fake world instead of the real one.  **C**ite evidence 3:In the same way the author argues Hillary Clinton, JD, Former Secretary of State and First Lady, tweeted, “People suffer from mental illness in every other country on earth; people play video games in virtually every other country on earth. The difference is the guns.”  **E**xplain evidence 3 :This proves that video games are physically healthy because it explains that video games will not make you suffer mental illness.  **Summarize: Ther**efore, since sales **of** these types of **video gaming technology have significantly escalated,** aggresssive **juvenile crime rates have significantly reduced,** video games are mostly advantageous for adolescents. |
| **Bp**  **3** | Restate the prompt(r3 witch is con 4):lastly video games are mostly beneficial for adolescents because brutal **video games are an easy fall guy for those who would rather not deal with the actual causes of violence (R3 = con 2).**  Explain R without evidence:  Cite evidence 1:Aggression is a more broad term that refers to angry or hostile thoughts, feelings or behaviors. So everything that is violent is aggressive, but not everything that is aggressive is violent. For example, getting frustrated, yelling, talking back, arguing those are all aggressive behaviors, but they aren’t violent. The research on the effects of violent video games and behavior often looks at these milder forms of aggressive behavior.”  Explain evidence 1: This evidence proves that aggression and violence is a whole different subject because in the text it says that combative behavior is being frustrated yelling and talking back but not being Violets because if you were being violets you would be brutal and forceful .  **C**ite evidence 2:The study found that just 20 minutes of playing a violent video game “can cause people to become less physiologically aroused by real violence.” People desensitized to violence are more likely to commit a violent act.  **E**xplain: evidence 2:To elaborate this evidence proves that just playing 20 minutes of video games will contain and hold your stress and aggression into the video game instead of committing real life brutality.  **S**ummarize: all in all, because harmful **video games are an easy fall guy for those who would rather not deal with the actual causes of violence ,** video games are mostly positive for adolescents. |
| **CONCLUSION** | Restate thesis: In the final analysis, due to the research has shown that violent video games may cause daming behavior, and **as sales of** these types of **video games have significantly escalated,** brutal **juvenile crime rates have significantly declined, and** brutal **video games are an easy fall guy for those who would rather not deal with the actual causes of violence**  Video games are mostly advantageous for young teens.  research has shown that violent video games may cause aggressive behavior (r1=con 1), **as sales of** these types of **video games have significantly escalated,** brutal **juvenile crime rates have significantly declined (r2 = con 4), and** brutal **video games are an easy fall guy for those who would rather not deal with the actual causes of violence (R3 = con 2).**  Bridge-back or sum up main points:  As previously stated,evidence shows that video games can be linked to hostile behavior, but not necessarily physical cruelty.  Although some would argue that gaming technology will make you suffer from mental illness and take part in violent actions. However, the preponderance of evidence shows that just playing a little of video games will sharpen your brain.  **Goodbye hook:**  **Do you really want your kids not to be entertained and collaborate online and improve with technology considering that technology is a key skill in our world now? Consequently educators should be communicating to parents about the importance of collaborating and advancing their adolescent brain .** |