* 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.

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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.
* 6.) When you are waiting for help ms. zendle you should should type in all science starters
* Synonym
* Violent (adj.) = brutal, aggressive, vicious
* violence(noun)= brutality,bloodshed, roughness

**“**develop (enhance) their moral compasses and release their stress (tension) and anger (catharsis) in the game” … “, leading to less real world aggression.”

**Imagine a digital odyssey, players traverse the gaming community honing Collaborative,personal skills and personal thinking. As the screen flickers with challenges, the virtual realm becomes a canvas for building games, offering a unique space for individuals to improve their skills. This is the world of video games. Video games are a type of electronic technology in which players use controllers and computers. technology requires power and provides entertainment.** Video games are mostly beneficial for adolescents because data does not defend the argument that violent video games provoke mass shootings or other violence, as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased, and these video games give children opportunities to explore consequences of violent actions.

To begin, video games are mostly beneficial for adolescents because data does not defend the argument that violent video games provoke mass shootings or other violence. To elaborate, video games are beneficial for adolescents because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games. Also studies found that a young man had committed violent crimes and had played violent video games and found out that the violent video games did not have to do with his crime. Lastly studies showed that playing violent video games had a correlation with gun-related killings. As stated in the article, “A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000. 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. [**[35](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "35)**] ” This powerful evidence proves that video games are mostly beneficial for adolescents. The first piece of evidence indicates that of the “41 attackers only just over one-tenth of them showed interest in violent video games.” From this inference one can infer the author states that there is no relationship with video games and real life.

Additionally, according to the Violent Video Games and Real-World Violence: Rhetoric Versus Data,” *Psychology of Popular Media Culture*, Oct. 2015 “Finding that a young man who committed a violent crime also played a popular video game, such as Call of Duty, Halo, or Grand Theft Auto, is as pointless as pointing out that the criminal also wore socks.” [**[84](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "84)**] From this evidence parents might infer that gaming technology is harmful to adolescents because they could assume that these games will make their kids commit vicious, brutal actions against others. However, teens can learn to avoid this by playing harmless video games such as, Minecraft, FIFA, FC 24, Roblox, Mario Kart,”. Lastly the article states,“video game markets internationally found no correlation between playing video games and gun-related killings. Even though US gun violence is high, the nine other countries with the highest video game usage have some of the lowest violent crime rates. [**[97](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "97)**] As a result, the second piece of evidence indicates that countries with the highest video game usage shows that they have some of the lowest crime rates this evidence proves that video games are not harmful to adolescents. Lastly,Video games can be beneficial for adolescents, because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games.

Adding on,video games are mostly beneficial for adolescents because, as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased. To expand, video games are beneficial for adolescents because it can teach them the cost of war. Another way video games are beneficial for adolescents is that a mass decline of juvenile arrests and lastly if decreased 45%. In the article, the author argues,“In 2019, juvenile arrests for violent crimes were at an all-time low, a decline of 50% since 2006. Meanwhile, video game sales set a record in Mar. 2020, with Americans spending $5.6 billion on video game technology.”This cited information confirms that teens going to juvenile detention for violent crimes are lower than they have ever been. Therefore, playing video games does not cause juvenile arrests. Also, based on research from reuters.com, “Total 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. [**[82](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "82)**] [**[83](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "83)**] [**[133](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "133)**] [**[134](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "134)**] [**[135](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "135)**]" This evidence shows that the total US sales of video games soared by more than double while violent crimes declined by nearly 40% even though murders by adolescent criminals decreased by nearly 80%. From this evidence one could infer that more that video games are beneficial for your Physical well-being

Evidence from National Center for Education Statistic explained, “The number of high school students who had been in at least one physical fight decreased from 43% in 1991 to 25% in 2013, and student reports of criminal victimization at school dropped by more than half from 1995 to 2011. [**[106](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "106)**] [**[107](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "107)**]In the same way, the author argues that teens who fought in physical ways decreased from 43% in 1991 to 25% in 2013 and reports of criminal victimization at school dropped more than half from 1995 to 2011. From this data parents can infer that gaming technology does not provoke adolescents from school fights and criminal victimization at school. To sum up, Video games can be beneficial for adolescents, because a mass decline of juvenile arrests and lastly if decreased 45%.

Finally,video games are mostly beneficial for adolescents because data does not defend the argument that violent video games provoke mass shootings or other violence.without evidence: To elaborate, video games are beneficial for adolescents because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games. Also studies found that a young man had committed violent crimes and had played violent video games and found out that the violent video games did not have to do with his crime. Lastly studies showed that playing violent video games had a correlation with gun-related killings. As stated in the article, “A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000. 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. [**[35](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "35)**]” This powerful evidence proves that video games are mostly beneficial for adolescents. The first piece of evidence indicates that of the “41 attackers only just over one-tenth of them showed interest in violent video games.” From this inference one can infer the author stats that there is no relationship with video games and real life. Additionally, according to the Violent Video Games and Real-World Violence: Rhetoric Versus Data,” *Psychology of Popular Media Culture*, Oct. 2015 “Finding that a young man who committed a violent crime also played a popular video game, such as Call of Duty, Halo, or Grand Theft Auto, is as pointless as pointing out that the criminal also wore socks.” [**[84](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "84)**]From this evidence parents might infer that gaming technology is harmful to adolescents because they could assume that these games will make their kids commit vicious, brutal actions against others. However, teens can learn to avoid this by playing harmless video games such as, Minecraft, FIFA, FC 24, Roblox, Mario Kart,”.Lastly the article states,“video game markets internationally found no correlation between playing video games and gun-related killings. Even though US gun violence is high, the nine other countries with the highest video game usage have some of the lowest violent crime rates. [**[97](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "97)**] As a result, the second piece of evidence indicates that countries with the highest video game usage shows that they have some of the lowest crime rates. This evidence proves that video games are not harmful to adolescents. Lastly,Video games can be beneficial for adolescents, because from the information provided we can see that there had been 41 attacks on school and studies show that none of them were linked with violent video games.

In the final analysis, as a result of the facts that data does not defend the argument that violent video games provoke mass shootings or other violence, as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased, and these video games give children opportunities to explore consequences of violent actions, Video games are mostly positive for teens.As previously stated, video games do not provide mass shootings or other violent crimes. Although, some of society thinks video games are detrimental for adolescents, the evidence from this essay shows violent video games sales increased and violent crimes decreased. Additionally, parents can infer that gaming technology is harmful to children because they could assume that these games will make their kids violent. However, if kids carefully change their games, such as “minecraft, fifa, fc 24, roblox, mario cart,” then the kids will learn to avoid violence. Overall, the preponderance of evidence shows video games give children opportunities to explore consequences of violent actions.**Video games are beneficial to adolescents because it helps with entertainment moreover it also helps with emotions, collaboration, and many more. Do you really want your children missing out on all the benefits of playing video games and learning from gaming technology? Consequently, concerned citizens should give them a harmless game such as EA Fc24,minecraft and roblox, so as to keep your teens away from violent video games.**

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|  | STUDENT TEMPLATE |
| **INTRODUCTION** | **:Hook Imagine a digital odyssey, players traverse the gaming community honing Collaborative,personal skills and personal thinking. As the screen flickers with challenges, the virtual realm becomes a canvas for building games, offering a unique space for individuals to improve their skills. This is the world of video games.**  **Bridge(define the topic & Describe the texts): Video games are a type of electronic technology in which players use controllers and computers. technology requires power and provides entertainment.**  Thesis: Video games are mostly beneficial for adolescents because data does not defend the argument that violent video games provoke mass shootings or other violence (R1=con3), as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased(R2con=4, and these video games give children opportunities to explore consequences of violent actions(R3=con5).  To begin,video games are mostly beneficial for adolescents because data does not defend the argument that violent video games provoke mass shootings or other violence (R1=con3). :**E**xplain R without evidence: To elaborate, video games are beneficial for adolescents because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games. Also studies found that a young man had committed violent crimes and had played violent video games and found out that the violent video games did not have to do with his crime. Lastly studies showed that playing violent video games had to correlation with gun-related killings.  :**C**ite evidence 1: As stated in the article, “A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000. 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. [**[35](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "35)**] ”  :**E**xplain evidence 1: This powerful evidence proves that video games are mostly beneficial for adolescents. the first piece of evidence indicates that of the “41 attackers only just over one-tenth of them showed interest in violent video games” From this inference one can infer the author stats that there is no relationship with video games and real life.  : **C**ite evidence 2 Additionally, according to the Violent Video Games and Real-World Violence: Rhetoric Versus Data,” *Psychology of Popular Media Culture*, Oct. 2015 “Finding that a young man who committed a violent crime also played a popular video game, such as Call of Duty, Halo, or Grand Theft Auto, is as pointless as pointing out that the criminal also wore socks.” [**[84](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "84)**]  :Explain evidence 2 :From this evidence parents might infer that gaming technology is harmful to adolescents because they could assume that these games will make their kids commit vicious, brutal actions against others. However, teens can learn to avoid this by playing harmless video games such as, Minecraft, FIFA, FC 24, Roblox, Mario Kart,”.  :**C**ite evidence 3: Lastly the article states,“video game markets internationally found no correlation between playing video games and gun-related killings. Even though US gun violence is high, the nine other countries with the highest video game usage have some of the lowest violent crime rates. [**[97](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "97)**]  :**E**xplain the evidence 3: As a result the second piece of evidence indicates that countries with the highest video game usage shows that they have some of the lowest crime rates this evidence proves that video games are not harmful to adolescents.  :**S**ummarize Lastly,Video games can be beneficial for adolescents, because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games.  Adding on,video games are mostly beneficial for adolescents because, as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased(R2con=4).  :**E**xplain R without evidence: To expand, video games are beneficial for adolescents because it can teach them the cost of war. Another way video games are beneficial for adolescents is that a mass decline of juvenile arrests and lastly if decreased 45%.  :**C**ite evidence 1:In the article, the author argues,“In 2019, juvenile arrests for violent crimes were at an all-time low, a decline of 50% since 2006. Meanwhile, video game sales set a record in Mar. 2020, with Americans spending $5.6 billion on video game technology.”  :**E**xplain evidence 1:This cited information confirms that teens going to juvenile detention for violent crimes are lower than they have ever been. Therefore, playing video games does not cause juvenile arrests.  : **C**ite evidence 2: Also, based on research from reuters.com, “Total 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. [**[82](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "82)**] [**[83](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "83)**] [**[133](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "133)**] [**[134](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "134)**] [**[135](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "135)**]"  :**E**xplain evidence 2: This evidence shows that the total us sales of video games soared by more than double while violent crimes declined by nearly 40% even though murders by adolsecent crimainals decreased by nearly 80%. From this evidence one could infer that more that video games are beneficial for your Physical well-being  :**C**ite evidence 3: Evidence from National for Education Statistic explais, “The number of high school students who had been in at least one physical fight decreased from 43% in 1991 to 25% in 2013, and student reports of criminal victimization at school dropped by more than half from 1995 to 2011. [**[106](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "106)**] [**[107](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "107)**]”  :**E**xplain the evidence 3: In the same way, the author argues that teens who fought in physical ways decrease from 43% in 1991 to 25% in 2013 and reports of criminal victimization at school drop more than half from 1995 to 2011. From this data parents can infer that gaming technology does not provoke adolescents from school fights and criminal victimization at school.  :**S**ummarize To sum up, Video games can be beneficial for adolescents, because a mass decline of juvenile arrests and lastly if decreased 45%.  Deal with- V. (Synonym) -handle , manage , have to do with, cope with,  people(humans, adolescents, adults)  Desensitize-v.-  Players-n.-gamer  Real-life-adj. phrase-  Video games-n.-gaming technology, apps  Reinforce-v. affirm,comfrim,  Battle-n.-  Imrane Rewarding-v.-Awarding  use-n.- |
| **BP**  **1**  **+**  **REASON**    **1** | :**R**estate the prompt(+ Reason 1 which is con 3): To begin,video games are mostly beneficial for adolescents because data does not defend the argument that violent video games provoke mass shootings or other violence (R1=con3). :**E**xplain R without evidence: To elaborate, video games are beneficial for adolescents because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games. Also studies found that a young man had committed violent crimes and had played violent video games and found out that the violent video games did not have to do with his crime. Lastly studies showed that playing violent video games had to correlation with gun-related killings.  :**C**ite evidence 1: As stated in the article, “A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000. 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. [**[35](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "35)**] ”  :**E**xplain evidence 1: This powerful evidence proves that video games are mostly beneficial for adolescents. the first piece of evidence indicates that of the “41 attackers only just over one-tenth of them showed interest in violent video games” From this inference one can infer the author stats that there is no relationship with video games and real life.  : **C**ite evidence 2 Additionally, according to the \_\_\_\_\_\_\_\_\_ “Finding that a young man who committed a violent crime also played a popular video game, such as Call of Duty, Halo, or Grand Theft Auto, is as pointless as pointing out that the criminal also wore socks.” [**[84](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "84)**]  :Explain evidence 2 :From this evidence parents might infer that gaming technology is harmful to adolescents because they could assume that these games will make their kids commit vicious, brutal actions against others. However, teens can learn to avoid this by playing harmless video games such as, Minecraft, FIFA, FC 24, Roblox, Mario Kart,”.  :**C**ite evidence 3: Lastly the article states,“video game markets internationally found no correlation between playing video games and gun-related killings. Even though US gun violence is high, the nine other countries with the highest video game usage have some of the lowest violent crime rates. [**[97](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "97)**]  :**E**xplain the evidence 3: As a result the second piece of evidence indicates that countries with the highest video game usage shows that they have some of the lowest crime rates this evidence proves that video games are not harmful to adolescents.  :**S**ummarize Lastly,Video games can be beneficial for adolescents, because from the information provided we can see that there had been 41 attacks on school and studies show that none of them linked with violent video games.  share: |
| **BP**  **2**  **+**  **REASON**    **2** | : :**R**estate the prompt: Adding on,video games are mostly beneficial for adolescents because, as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased(R2con=4).  :**E**xplain R without evidence: To expand, video games are beneficial for adolescents because it can teach them the cost of war. Another way video games are beneficial for adolescents is that a mass decline of juvenile arrests and lastly if decreased 45%.  :**C**ite evidence 1:In the article, the author argues,“In 2019, juvenile arrests for violent crimes were at an all-time low, a decline of 50% since 2006. Meanwhile, video game sales set a record in Mar. 2020, with Americans spending $5.6 billion on video game technology.”  :**E**xplain evidence 1:This cited information confirms that teens going to juvenile detention for violent crimes are lower than they have ever been. Therefore, playing video games does not cause juvenile arrests.  : **C**ite evidence 2: Also, based on research from reuters.com, “Total 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. [**[82](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "82)**] [**[83](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "83)**] [**[133](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "133)**] [**[134](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "134)**] [**[135](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "135)**]"  :**E**xplain evidence 2: This evidence shows that the total us sales of video games soared by more than double while violent crimes declined by nearly 40% even though murders by adolsecent crimainals decreased by nearly 80%. From this evidence one could infer that more that video games are beneficial for your Physical well-being  :**C**ite evidence 3: Evidence from National for Education Statistic explais, “The number of high school students who had been in at least one physical fight decreased from 43% in 1991 to 25% in 2013, and student reports of criminal victimization at school dropped by more than half from 1995 to 2011. [**[106](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "106)**] [**[107](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "107)**]”  :**E**xplain the evidence 3: In the same way, the author argues that teens who fought in physical ways decrease from 43% in 1991 to 25% in 2013 and reports of criminal victimization at school drop more than half from 1995 to 2011. From this data parents can infer that gaming technology does not provoke adolescents from school fights and criminal victimization at school.  :**S**ummarize To sum up, Video games can be beneficial for adolescents, because a mass decline of juvenile arrests and lastly if decreased 45%.  share: |
| **BP**  **3**  **+**  **REASON**    **3** | :**R**estate the prompt: Lastly, video games are mostly beneficial for adolescents because these video games give children opportunities to explore consequences of violent actions(R3=con5).  :**E**xplain R without evidence To embellish, video games are beneficial for adolescents because it can teach them moral lessons, help control their emotions and lastly to experience power of fame and explore exciting and realistic environments. video games give children opportunities to explore consequences of violent actions  :**C**ite evidence 1: As stated in the text, the writer claims,“One unexpected theme that came up multiple times in our focus groups was a feeling among boys that violent games can teach moral lessons… Many war-themed video games allow or require players to take the roles of soldiers from different sides of a conflict, perhaps making players more aware of the costs of war.” [**[2](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "2)**] [**[38](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "38)**]”  :**E**xplain evidence 1: This Incontrovertible evidence demonstrates that boys that play violent video games can teach moral lessons this is because many war-themed games can teach adolescents what happens in war and open here eyes on this world.  : **C**ite evidence 2:Additionally, according to\_\_\_\_\_,“A peer-reviewed study published in the Journal of Adolescent Health found that children, especially boys, play video games as a means of managing their emotions: “61.9% of boys played to ‘help me relax,’ 47.8% because ‘it helps me forget my problems,’ and 45.4% because ‘it helps me get my anger out.” [**[37](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "37)**]”  :**E**xplain evidence: In a different way, this evidence demonstrates that adolescent Specifically boys that play video games can manage their emotions seven out of ten of them said that it helps them relax and 47.8% of boys said it helps them forget there problems and 45.4% of boys said it helps them release anger.  :**C**ite evidence 3: Lastly, in the text,“Boys use games to experience fantasies of power and fame, to j explore and master what they perceive as exciting and realistic environments (but distinct from real life), to work through angry feelings or relieve stress, and as social tools.”[84 [**[36](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "36)**]  :**E**xplain the evidence 3 Similarly, this text proves that boys like to play video games because the like to experience fantasies and fame this also helps with with stress relief and social tools.  :**S**ummarize: All in all, Video games can be beneficial for adolescents,because it can teach them moral lessons, help control their emotions and lastly to experience the power of fame and explore exciting and realistic environments.  share: |
| **CONCLUSION** | Restate thesis: In the final analysis, as a result of the facts that data does not defend the argument that violent video games provoke mass shootings or other violence, as sales of vicious video games have significantly increased, violent juvenile crime rates have significantly decreased, and these video games give children opportunities to explore consequences of violent actions,  Video games are mostly positive for teens.  Bridge-back **or** sum up main points : As previously stated, video games do not provide mass shootings or other violent crimes.  Although, some of society thinks video games are detrimental for adolescents, the evidence from this essay violent video games sales increased and violent crimes decreased. Additionally, parents can infer that gaming technology is harmful to children because they could assume that these games will make their kids violent. However, if kids carefuly change their games, such as “minecraft, fifa, fc 24, roblox, mario cart,” then the kids will learn to avoid violence.  Overall, the preponderance of evidence shows video games give children opportunities to explore consequences of violent actions.  **Goodbye Hook : Video games are beneficial to adolescents because it helps with entertainment moreover it also helps with emotions, collaboration, and many more. Do you really want your children missing out on all the benefits of playing video games?**  **Consequently, concerned citizens should give them a harmless game such as EA Fc24,minecraft and roblox, so to keep your teens away from violent video games.** |
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