* ~~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 form Ms. Zendle, you should type in all sentence´s

Synonyms :

* Violent (adj) = brutal,aggressive,vicious
* Violence (noun) = brutality, bloodshed, roughness
* **Deal with -v. (synonym)-handle , have to do with,cope with, manage,**
* **~~people (humans, adolescents, adults)~~**
* Desensitize -v.-
* Players-n.- gamer, partner
* Real-life -adg.phrase
* Video Games -n.-gaming technology, apps
* Reinforce-v.- affirm, confirm, substantiate
* Battle-n.- combat,
* Rewarding-v.-

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

[**https://www.wordreference.com/synonyms/**](https://www.wordreference.com/synonyms/)

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| **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 be violent.** | |

**Hook:Imagine** a digital world that involves the relentless pursuit of killing,shooting , where the screens become a way it can hurt your mental health as a substitute for reading or playing outside . As players navigate pixelated challenges, the immersive nature of gaming can inadvertently sow seeds of I can damage your eyes and your brain, and your learning. . This is the world of violent video games.

Bridge (Define the topic & Describe the texts): Video games are electronic devices that can be played with technology and are used by gamers. Can be interacted with using an input device, such as a controller, keyboard, or joystick. .

Video games are electronics that players can interact with in the game and play it on any screen with the use of the internet.

In the article entitled, ¨Do video games contribute to youth ? ,by ProCon.org,the author discusses how helpful and harmful can a video game be.

**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), numerous 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).

**R**estate the prompt:(r 1 which is pro 2 ) To begin, 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).**E**xplain R without evidence: To elaborate, video games are violent because it teaches teens how desensitize and eliminate **C**ite evidence 1: As stated in the text article,” Two teenagers in Tennessee who shot at passing cars and killed one driver told police they got the idea from playing *Grand Theft Auto III*. [**[48](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "49)**]”**Explain evidence 1: This evidence proves that teen gamers who play harmful games that involve killing, shot cod teach the teens to kill in the future. C**ite evidence 2: Additionally,As stated in the text,¨ electronics games often require young 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)**]

**Explain evidence 2: This evidence shows that it encourages the players to be murderous villains who broke apart pieces of bodes and slice them too. C**ite evidence 3: Moreover, the article describes,¨Game controllers are so sophisticated and the games are so realistic that simulating violent acts enhances the learning of those violent behaviors. [**[23](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "23)**] **Explain the evidence 3: This powerful evidence proves that some games can be fun but it can hurt other people S**ummarize: In conclusion, this paragraph talks about how adolescents can get affected by video games.

Adding on, video games are mostly detrimental to adolescents because numerous shooters of mass killings played brutal video games.(r2 pro 3).**E**xplain R without evidence: To expand I think video games are bad because it can change owner behavior. **C**ite evidence 1: In the article, the author argues,¨…¨When you look at these photos of how it [mass shootings] took place, you can see the actions within virtual games and others.” [**[146](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "146)**]**Explain evidence 1: The second piece of evidence indicates that your actions can change when you play the Internet gamesC**ite evidence 2: Also, based on( research or a study) form Gabby Giffords and killed six others (2011); and Anders Breivik, who killed 77 people in Norway (2011) and admitted to using the game Modern Warfare 2 for training. [**[43](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "43)**] [**[53](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "53)**]**E**xplain evidence 2:This data consequently,proves that violent games can teach real life people to kill **C**ite evidence 3: Evidence from explains 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 the evidence 3: In the same way, the author argues or In a different way, the author explain

**S**ummarize: cleary, this paragraph proofs that young people can learn to do awful things.

Lastly,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 (r3 pro 5).

**E**xplain R without evidence:To embellish another reason that videogames are bad because it can damage your health.

**C**ite evidence 1: As stated in the text, the writer claims”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 incontrovertible evidence demonstrates that in the game you are controlling violent thing like killing.

**C**ite evidence 2: Additionally, according to ,”An analysis of 81 video games ,l,l,l.,  
\rated for teens ages 13 and up found that 73 games (nine-tenths ) rewarded injuring other characters, and 56 games (nearly seven-tenths) 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: Further, even though this does not compare to killing and shooting. Or In a different way, this evidence demonstrates.

**C**ite evidence 3: Lastly, in the text,”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)]”

**S**ummarize: All in all,influenced music, fashion, and even the way we communicate with each other and it can hurt your Mental Health And actions.

Restate thesis: In the final analysis, as a result I think these video games are bad because they can damage your Mental Health, and they can teach you to kill and murdering, thesis starter.

**Goodbye Hook: Video games are detrimental because they can teach teens to do really bad things.**

Share:

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|  | STUDENT TEMPLATE |
| **INTRODUCTION** | **Hook:Imagine** a digital world that involves the relentless pursuit of killing,shooting , where the screens become a way it can hurt your mental health as a substitute for reading or playing outside . As players navigate pixelated challenges, the immersive nature of gaming can inadvertently sow seeds of I can damage your eyes and your brain, and your learning. . This is the world of violent video games.  Bridge (Define the topic & Describe the texts): Video games are electronic devices that can be played with technology and are used by gamers. Can be interacted with using an input device, such as a controller, keyboard, or joystick. .  Video games are electronics that players can interact with in the game and play it on any screen with the use of the internet.  In the article entitled, ¨Do video games contribute to youth ? ,by ProCon.org,the author discusses how helpful and harmful can a video game be.  **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), numerous 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). |
| **BP**  **1**  **+**  **REASON**    **1** | **R**estate the prompt:(r 1 which is pro 2 ) To begin, 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).  **E**xplain R without evidence: To elaborate, video games are violent because it teaches teens how desensitize and eliminate  **C**ite evidence 1: As stated in the text article,” Two teenagers in Tennessee who shot at passing cars and killed one driver told police they got the idea from playing *Grand Theft Auto III*. [**[48](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "49)**]”  **Explain evidence 1: This evidence proves that teen gamers who play harmful games that involve killing, shot cod teach the teens to kill in the future.**  **C**ite evidence 2: Additionally,As stated in the text,¨ electronics games often require young 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)**]  **Explain evidence 2: This evidence shows that it encourages the players to be murderous villains who broke apart pieces of bodes and slice them too.**  **C**ite evidence 3: Moreover, the article describes,¨Game controllers are so sophisticated and the games are so realistic that simulating violent acts enhances the learning of those violent behaviors. [**[23](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "23)**]  **Explain the evidence 3: This powerful evidence proves that some games can be fun but it can hurt other people**  **S**ummarize: In conclusion, this paragraph talks about how adolescents can get affected by video games.  Share: |
| **BP**  **2**  **+**  **REASON**    **2** | **R**estate the prompt:(r 2 which is pro 3 ) Adding on, video games are mostly detrimental to adolescents because numerous shooters of mass killings played brutal video games.(r2 pro 3).  **E**xplain R without evidence: To expand I think video games are bad because it can change owner behavior.  **C**ite evidence 1: In the article, the author argues,¨…¨When you look at these photos of how it [mass shootings] took place, you can see the actions within virtual games and others.” [**[146](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "146)**]  **Explain evidence 1: The second piece of evidence indicates that your actions can change when you play the Internet games**  **C**ite evidence 2: Also, based on( research or a study) form Gabby Giffords and killed six others (2011); and Anders Breivik, who killed 77 people in Norway (2011) and admitted to using the game Modern Warfare 2 for training. [**[43](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "43)**] [**[53](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "53)**]  **E**xplain evidence 2:This data consequently,proves that violent games can teach real life people to kill  **C**ite evidence 3: Evidence from explains 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 the evidence 3: In the same way, the author argues or In a different way, the author explain  **S**ummarize: cleary, this paragraph proofs that young people can learn to do awful things.  Share: |
| **BP**  **3**  **+**  **REASON**    **3** | **R**estate the prompt:(r 3 which is pro 5 ) Lastly,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 (r3 pro 5).  **E**xplain R without evidence:To embellish another reason that videogames are bad because it can damage your health.  **C**ite evidence 1: As stated in the text, the writer claims”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 incontrovertible evidence demonstrates that in the game you are controlling violent thing like killing.  **C**ite evidence 2: Additionally, according to ,”An analysis of 81 video games ,l,l,l., \rated for teens ages 13 and up found that 73 games (nine-tenths ) rewarded injuring other characters, and 56 games (nearly seven-tenths) 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: Further, even though this does not compare to killing and shooting. Or In a different way, this evidence demonstrates.  **C**ite evidence 3: Lastly, in the text,”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)]”  **S**ummarize: All in all,influenced music, fashion, and even the way we communicate with each other and it can hurt your Mental Health And actions.  Share: |
| **CONCLUSION** | Restate thesis: In the final analysis, as a result I think these video games are bad because they can damage your Mental Health, and they can teach you to kill and murdering, thesis starter.  **Goodbye Hook: Video games are detrimental because they can teach teens to do really bad things.** |