* ~~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 waiting from miss Zendel you should type in all sentences starters
* Synonyms
* violent=(adj,’’)Brutal,vicious,aggressive
* violence(noun)brutality,blood, shed,roughness

Objective: I will read, write, listen, and speak to write my argumentative essay using text evidence, sentence starters, advanced vocabulary and [wordreference.com](http://wordreference.com/). I will write my thesis using the language from the prompt.Prompt: Are Video Games mostly beneficial for adolescents or mostly detrimental to adolescents? [https://www.smart-words.org/linking-words/transition-words.htm](https://www.smart-words.org/linking-words/transition-words.html)

Essay

Imagine a digital odyssey, players traverse soccer fields honing soccer skills skills and learn new rules thinking. As the screen flickers with challenges, the virtual realm becomes a canvas for soccer moves offering a unique space for individuals to improve their soccer moves and skills This is the world of video games. Video games are playful electronics that use power and the internet. It causes entertainment and the player needs to use a controller to play the entertaining video game.In the article entitled,” Do Video games contribute to youth violence?,” [by ProCon.org](https://www.procon.org/), the author discusses that video games are beneficial Video games are mostly beneficial to adolescents because, violent games are a comfortable fall guy for people who would rather not have to do with the actual source of violence in the US (reason 1 = con 2), data does not support the argument that violent video games cause mass shootings (reason 2 con 3), and as sales of violent games have significantly grown, violent juvenile crime rates have significantly diminished (reason 3 = con 4).

To begin, video games are mostly beneficial to adolescents because violent games are a comfortable fall guy for people who would rather not have to deal with the actual source of violence in the US. To elaborate, video games do not make people violent or say hurtful words. As stated in the article,”Patrick. Markey, PhD, Psychology Professor at Villanova University, stated: “The general story is people who play video games right after might be a little hopped up and jerky but it doesn’t fundamentally alter who they are. It is like going to see a sad movie. It might make you cry but it doesn’t make you clinically depressed… Politicians on both sides go after video games. It is this weird unifying force. It makes them look like they are doing something… They [violent video games] look scary. But research just doesn’t support that there’s a link [to violent behavior].” [[138](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "138)]”.For example, this powerful evidence proves that playing video games doesn't cause the gamer to become physically harmful to other people. Adolescent gamers will use the technology and rarely become addicted . From this evidence one can infer that you can rarely become addicted. Additionally, according to the texts Markey also explained, “Because video games are disproportionately blamed as a culprit for mass shootings committed by White perpetrators, video game ‘blaming’ can be viewed as flagging a racial issue. This is because there is a stereotypical association between racial minorities and violent crime.” [[141](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "141)]”.Further this text shows that adolescent gamers say bad words or harmful to someone's race but gaming technology is not the problem. Maybe they have something at home, school or anywhere that the child has a problem with.Moreover, the article describes, 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.” [[142](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "142)]” The author argues that maybe if you go to a job that needs to use a gun you might need practice with a gun so some gaming technology uses guns so you can learn from the game.From this evidence one can infer the game may help you in a job.From this text one can infer that games will help like in a job or learning new stuff.To conclude, video games are not harmful and it entertains children and is so much fun and it might teach them useful things that they never knew about.

Moving on, video games are mostly beneficial to adolescents because data does not support the argument that violent video games cause mass shootings. Moving on, playing video games does not make you violent and harmful.As started in the texts,the writer claims that, “A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000[[84](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "84)] [[86](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "86)] [[87](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "87)] [[91](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "91)] [[92](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "92))A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000.”The second piece of the evidence indicates,that people are violent at school because of the games they have played but it is not the games that are the problems, it is probably the people that they live or play with or learned from a video.One can infer that this texts says that games are not the problem that people are violent. Additionally,according to the text Patrick M. Markey, PhD, Director of the Interpersonal Research Laboratory at Villanova University, stated, “90% of young males play video games. 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)]This evidence shows that some people play video games and end up doing crime but not all of the young males do it. Maybe some of the young males learn it from other stuff like family member,random person,videos.From these texts one can infer that the games do not make them end up going to prison.Lastly, the text states, “.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 (and eight of those countries spend more per capita on video games than the United States). [[97](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "97)] In the same way, the author argues, that the other countries are more violent than the United states and they play games.One can infer that games are not the ones that are violent.Therefore, due to the fact that research does not support the claim that violent video games cause mass shootings, video games are mostly useful to teens.

Finally “,video games are mostly beneficial to adolescents because, as sales of violent games have significantly grown, violent juvenile crime rates have significantly diminished (reason 3 = con 4).To emilish, one can infer that kids are not harmful because of video games. 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.This incontrovertible evidence demonstrates that the violent games make them violent and go juvenile and get arrested but it is not going to really make them violent because they probably learned violence from other things.From this text on can infer that games do not make you go to jail of juvenile.Also ,based on text, “Total US sales of video game hardware and software increased 204% from 1994 to 2014, reaching $13. 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)]Further,even though the text does not compare to the texts video games are violent but that is not the reason why they are violent it is probably something at school home a video that they watch or something else.This shows that video games do not make you violent.Evidence from the text explains, “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)]Similarly, this text proves that video games make kids go harmful and physical and they say that kids are going to jail because of video games but this is not the reason why they are harmful and physical they probably learned it from someone or saw a video about being harmful and physical.One can infer that kids are not violent or harmful and physical.All in all, one can infer that video games are favorable and do not make them violent or harmful and physical.

In this analysis since, video games are entertainment,due to contact at violence,they don’t cause mass shootings,and crime rate has diminished.video games are not harmful to young people's minds. As previously stated video games are useful and interactive so children will be entertained and might teach them new things like how to play soccer, how to read and what are the rules in a sport that they like. Although opponents to my argument would claim playing video games is harmful for the young childerns,society should recognize that the young children should learn how to use the technology. Overall, the preponderance of evidence shows that video games are positive because it teaches teens about teamwork that's used for school, and it helps them learn more about technology and entertains them and takes them out of the real world. Do you really want teens not using technology that will help them in the future? All educators should contact parents to encourage teens to use technology but you have to know how to use it first though.

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|  | STUDENT TEMPLATE |
| INTRODUCTION | Hook: Imagine Imagine a digital odyssey, players traverse soccer fields,soccer skills and learn new rules. As the screen flickers with challenges, the virtual realm becomes a canvas for soccer moves offering a unique space for individuals to improve their soccer moves and skills This is the world of video games.  Bridge (Define the topic Describe the texts)  Video games are playful electronics that use power and the internet. It causes entertainment and the player needs to use a controller to play the entertaining video game.  In the article entitled,” Do Video games contribute to youth violence?,” [by ProCon.org](https://www.procon.org/), the author ( describes, explains, discusses )  Thesis : Video games are mostly beneficial to adolescents because, violent games are a comfortable fall guy for people who would rather not have to do with the actual source of violence in the US (reason 1 = con 2), data does not support the argument that violent video games cause mass shootings (reason 2 con 3), and as sales of violent games have significantly grown, violent juvenile crime rates have significantly diminished (reason 3 = con 4).    Deal with - v.- (synonym )-handle , manage , have to do with, cope with,  people-(humans,adolescents,adults)  Desensitize-v.-  Players-n.-gamer,partner,  Real life-(adj).phase-  Video Games- n.-gaming technology,apps  Reinforce –v.-affirm,confirm,substantiate  Battle-n.-combat,conflict  Rewarding-v.-  Use-v.- |
| BP  1  +  REASON    1 | Restate the prompt :(+Reason 1 + which con 2): to begin”video games are mostly beneficial to adolescents because violent games are a comfortable fall guy for people who would rather not have to deal with the actual source of violence in the US (reason 1 = con 2).  Explain R without evidence 1: To elaborate video games do not make people violent or say hurtful words.  Cite evidence 1 :As stated in the article,”Patrick. Markey, PhD, Psychology Professor at Villanova University, stated: “The general story is people who play video games right after might be a little hopped up and jerky but it doesn’t fundamentally alter who they are. It is like going to see a sad movie. It might make you cry but it doesn’t make you clinically depressed… Politicians on both sides go after video games. It is this weird unifying force. It makes them look like they are doing something… They [violent video games] look scary. But research just doesn’t support that there’s a link [to violent behavior].” [[138](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "138)]”  Explain evidence 1 :For example, this powerful evidence proves that playing video games doesn't cause the gamer to become physically harmful to other people. Adolescent gamers will use the technology and rarely become addicted . From this evidence one can infer that you can rarely become addicted.  Cite evidence 2: Additionally, according to the texts Markey also explained, “Because video games are disproportionately blamed as a culprit for mass shootings committed by White perpetrators, video game ‘blaming’ can be viewed as flagging a racial issue. This is because there is a stereotypical association between racial minorities and violent crime.” [[141](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "141)]”  Explain Evidence 2 :Further this text shows that adolescent gamers say bad words or harmful to someone's race but gaming technology is not the problem. Maybe they have something at home, school or anywhere that the child has a problem with.  Cite evidence 3 :Moreover, the article describes, 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.” [[142](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "142)]”  Explain Evidence 3 :The author argues that maybe if you go to a job that needs to use a gun you might need practice with a gun so some gaming technology uses guns so you can learn from the game.From this evidence one can infer the game may help you in a job.From this text one can infer that games will help like in a job or learning new stuff.  Summarize:to conclude video games are not harmful and it entertains children and is so much fun and it might teach them good things that they never knew about. |
| BP  2  +  REASON    2 | Restate the question :(+Reason 2 + which con 3) adding on” video games are mostly beneficial to adolescents because, data does not support the argument that violent video games cause mass shootings (reason 2 con 3)  Explain R without evidence 1:Moving on, playing video games does not make you violent and harmful.  Cite evidence 1 :As started in the texts,the writer claims that, “A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000[[84](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "84)] [[86](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "86)] [[87](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "87)] [[91](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "91)] [[92](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "92))A report by the US Secret Service and US Department of Education examined 37 incidents of targeted school violence between 1974 and 2000.”  Explain evidence 1 :The second piece of the evidence indicates that people are violent at school because of the games they have played but it is not the games that are the problems, it is probably the people that they live or play with or learned from a video.One can infer that this texts says that games are not the problem that people are violent.  Cite evidence 2 :Additionally,according to the text Patrick M. Markey, PhD, Director of the Interpersonal Research Laboratory at Villanova University, stated, “90% of young males play video games. 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 :This evidence shows that some people play video games and end up doing crime but not all of the young males do it. Maybe some of the young males learn it from other stuff like (family member,random person,videos.)From these texts one can infer that the games do not make them end up going to prison.  Cite evidence 3 :Lastly, the text states, “. 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 (and eight of those countries spend more per capita on video games than the United States). [[97](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "97)]  Explain Evidence 3 :That the other countries are more violent than the United states and they play games.One can infer that games are not the ones that are violent.  Summarize:therefore video games are not violent |
| BP  3  +  REASON    3 | Restate the question :(+Reason 3 + which con 4)adding on to”lastly,video games are mostly beneficial to adolescents because, as sales of violent games have significantly grown, violent juvenile crime rates have significantly diminished (reason 3 = con 4).  Explain R without evidence 1:To emilish, one can infer that kids are not harmful because of video games.  Cite 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.  Explain evidence 1 :This incontrovertible evidence demonstrates that the violent games make them violent and go juvenile and get arrested but it is not going to really make them violent because they probably learned violence from other things.From this text on can infer that games do not make you go to jail of juvenile.  Cite evidence 2 :Also ,based on text, “Total US sales of video game hardware and software increased 204% from 1994 to 2014, reaching $13. 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)]  Explain Evidence 2 :further,even though the text does not compare to the texts video games are violent but that is not the reason why they are violent it is probably something at school home a video that they watch or something else.This shows that video games do not make you violent.  Cite evidence 3 :Evidence from the text explains , “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)]  Explain Evidence 3 :Similarly, this text proves that video games make kids go harmful and physical and they say that kids are going to jail because of video games but this is not the reason why they are harmful and physical they probably learned it from someone or saw a video about being harmful and physical.One can infer that kids are not violent or harmful and physical.  Summarize:all in all,one can infer that video games are good and do not make them violent or harmful and physical.  Share |
| CONCLUSION | Restate thesis:In this analysis since,video games are entertainment,due to contact at violence,they don’t cause mass shootings,and crime rate has diminished.video games are not harmful to young people's minds.  Bridge-back OR sum up main points:As previously stated one can infer that video games are not violent,harmful and physical.Because one can infer that it is helpful because it would take kids out of the real world.  Goodbye hook: video games are beneficial because it will take kids out of the real world. |

(From the evidence,one can infer that video games sometimes can teach you like fifa or fc 24 it instruct you new soccer tricks and soccer rules).