* ~~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 from ms. zendle you should type in all sentence starters.
* synonyms.
* Violent(adj)=brutal, aggressive, vicious
* violent(noun)=brutality, bloodshed, roughness

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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)**   |  | | --- | | **Pro Inferences - Video Games are beneficial …**  **From this evidence one can infer that gaming technology is harmful to children because they could assume that these will make their kids violent. However, if kids carefully choose their games, such as” ,”than the kids will learn to avoid violence by…** | |

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|  | STUDENT TEMPLATE |
| **INTRODUCTION** | **:Hook:** Imagine a digital odyssey, players traverse Fighting honing Brainskills and Quick thinking. As the screen flickers with challenges, the virtual realm becomes a canvas for a good video game, offering a unique space for individuals to be good. This is the world of video games. **Video games are electronics that need power and that entertain People.video games are controlled by controllers and Keyboard And mouse and other devices.Video games are mostly played on a screen monitor and other devices.Video games are mostly played on Nintendo PC and content.**  Bridge (define the topic to describe the texts): video games are…  In the article entitled, Do video games contribute to youth violence,”by porcon.org the author\_explains\_(describes, explains, discusses)....  **Thesis : Video games are mostly beneficial for adolescents because “Studies have shown violent video games may cause (\_ideal\_\_\_\_) aggression, not violence r1+ (Con 1), ”(con 2) “Violent video games are a convenient scapegoat for those who would rather not deal with the actual causes of violence in the US,” and“Simple statistics do not support the claim that violent video games cause mass shootings or other violence.”** |
| **BP**  **1**  **+**  **REASON**    **1** | :restate the prompt (REason 1 + Con 1):To begin, **Video games are mostly beneficial for adolescents because “Studies have shown violent video games may cause (\_ideal ) aggression, not violence r1+ (Con 1), ”**  explain R 1 without evidence :to evidence ,  Cite evidence 1: ,as stated in the text “Lauren Farrar, Producer for KQED Learning’s YouTube series *Above the Noise*, stated: “Oftentimes after tragic mass shootings, we hear politicians turn the blame to violent “video games, but the reality is that the research doesn’t really support that claim… In general, violence usually refers to physical harm or physical acts that hurt someone– like hitting, kicking, punching, and pushing.”  Explain evidence 1:for example this powerful evidence shows that Players are not hurting anybody in real life.  : Cite evidence:2: ,additionally as stated in the text “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.”  Explain evidence:2 :this evidence as this second piece of evidence clearly reveals (explains, demonstrates,shows that we are just going to be making games so players can have fun. The people that make games are not trying to make people bad, they are trying to make people have fun.  : Cite evidence:3: Moreover the article describes, “For example, getting frustrated, yelling, talking back, arguing 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.” [[140](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "140)]”  Explain evidence:3:the evidence demonstrates the second piece of evidence -as the second piece of evidence clearly reveals Games creators are not trying to make people get mad or frustrated we are trying to get players to have fun.  :summarize:in closing  share |
| **BP**  **2**  **+**  **REASON**    **2** | Objective: I will write to explain using synonyms and an inference which is background knowledge connected to text evidence.  :restate the prompt (REason 2+(Con 2): moving on**“Violent video games are a convenient scapegoat for those who would rather not deal with the actual causes of violence in the US.”**  explain R without evidence : to expand  Cite evidence 1: in the article the author argues,”...”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)**]  Explain evidence1:this cited information confirms that the cited information confirms We can't stop making violent games. There are a lot of people that like them.Is your choice to make to play Violent games or not video games are good for people because they get fun.  : Cite evidence2:\_, “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 :this is good (evidence ) it shows that videogames are not hurtful games can be hurtful because they can make exercise some games can .  : Cite evidence3:\_, “Andrew Przybylski, PhD, Associate Professor, and Senior Research Fellow and Director of Research at the Oxford Internet Institute at Oxford University, stated: “Games have only become more realistic. The players of games and violent games have only become more diverse. And they’re played all around the world now. But the only place where you see this kind of narrative still holds any water, that games and violence are related to each other, is in the United States. [And, by blaming video games for violence,] we reduce the value of the political discourse on the topic, because we’re looking for easy answers instead of facing hard truths.” [**[139](https://videogames.procon.org/additional-resources/footnotes-sources/" \l "139)**]  Explain evidence:3:in the same way the author argues that video gamesAre not bad they are Fun We are trying to make it fun We are not trying to make little kids to play violent games.  :summarize:clearly  share |
| **BP**  **3**  **+**  **REASON**    **3** | :restate the prompt (REason 3 +(Con3): finally  explain R without evidence : to embellish….  Cite evidence1:\_, “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)**]  Explain evidence1:this incontrovertible evidence demonstrates that this powerful evidence proves that us secret service Sheriffs get games video games.  : Cite evidence2:\_,”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:2 :further even though video games this does not compare to Being unhelpful and being bad.  : Cite evidence3: \_, “Further, 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. 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:similarity proofs Video games are not bad and they are not harmful because we don't hurt anybody.video Games are mostly beneficial to be fun,**Video games are often dismissed as unsophisticated or the domain of couch potatoes, but did you know that many common elements of these simulated worlds can provide tangible benefits in real life? Benefits of video games for both children and adults include.**  :summarize to conclude, all in all, |
| **CONCLUSION** | Restate thesis: in the final analysis beneficial (linking word ) useful and thesis starter +position  Bridge back or sum up main points :as previously.  **Goodbye hook: video games are beneficial because they are enjoyable.** |