* ~~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.

<https://www.smart-words.org/linking-words/transition-words.html>

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| --- | --- |
| Synonyms for beneficial:  advantageous, constructive, favorable, useful, helpful | Synonyms for:  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
  + Violence (noun) = brutality, bloodshed, roughness
  + Deal with- v. (synonyms)- handle, have to do with,cope with , manage, people, ( humans, adolescents, adults)

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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 one can infer that parents would not allow their children to use video games because parents might think that their children would be violent** | |

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| --- | --- |
|  | STUDENT TEMPLATE |
| **INTRODUCTION** | **Imagine a digital world where adolescents are introduced to a brutal world of desensitizing and killing. There is a point where the glow of the screen substitute for interactions and communicating. As gamers keep up with violence they are going to feel the courage to keep destroying, harming, and getting reward for harming, and this is the world of violent video games.**  Video games are electronic technology that gamers use to play. These devices need the internet and so players can interact with others in the game.  In the article entitled, “Do Video games contribute to youth?,” violence “, by ProCon.org, the author explains how harmful and how positive can video games be.  Video games are mostly detrimental to adolescents because these games desensitize gamer’s to Actual-life violence (reason 1=pro3), Violent gaming technology support battle as a means of handling conflict by satisfying the utility of brutal actions (Reason 2=pro4), many perpetrators of mass shootings played violent video games (Reason 2=pro5). |
| **BP**  **1**  **+**  **REASON**    **1** | **R**estate the prompt ( reason 1 which is pro 3): to begin,video games are mostly adverse to adolescents because these games desensitize gamer’s to Actual-life violence (reason 1=pro3).  **E**xplain R without evidence: To elaborate, video games are harmful and it teaches how to desensitize.  **C**ite evidence 1: As stated in the article, “ The study found that just 20 minutes of playing a violent video game “can cause people to become less physiologically aroused by real violence.”  **E**xplain evidence 1: This evidence clearly reveals that video games are harmful to young gamers and can cause some damage to the brain . From this evidence, one can infer that playing too many violent games for more than twenty minutes for adolescents could incredibly damage your brain.  **C**ite evidence 2: Additionally, according to Kevin McCarthy, “ US Representative (R-CA), stated: “But the idea of these video games that dehumanize individuals to have a game of shooting individuals and others I’ve always felt that is a problem for future generations and others”  **E**xplain evidence 2:, From this evidence, one can infer that parents would not allow their adolescent to play video games because parents might think that their adolescent could become aggressive.  **C**ite evidence 3: Moreover the article describes An analysis of 81 video games rated for teens ages 13  and up found that 73 games (90%) rewarded injuring other characters, and 56 games (69%) rewarded killing.  **E**xplain the evidence 3: This third piece of evidence shows, that nine-tenth of violent games reward for injuring and the seven-tenth of video games reward for murdering so one can infer that parents should assume that their adolescents might end up kill, shooting, and robbing because if a game is rewarding them with diamonds, gold, monie, ect. So they're going to end up doing the same thing just because they did it on a violent video game.  **S**ummarize: to conclude, all this evidence and explaining reveals how damaging violence video technology can be harmful to your brain.  Share: |
| **BP**  **2**  **+**  **REASON**    **2** | **R**estate the prompt ( reason 2 which is pro 4):video games are mostly hurtful to adolescents because Violent gaming technology support battle as a means of handling conflict by satisfying the utility of brutal actions (Reason 2=pro4),  **E**xplain R without evidence: To expand, video games are violent because they reward gamers when they do something horrendous such as killing, shooting robing.  **C**ite evidence 1: In the article, the author argues, “Many mass shootings have been carried out by avid video game players: Eric Harris and Dylan Klebold in the Columbine High School shooting (1999); James Holmes in the Aurora, Colorado movie”  **E**xplain evidence 1: this important information explains, That adolescents can be dangerous. If adults keep allowing adolescents to play violent video games their adolescent can get to a point that they starts doing extremely harmful things like Eric Harris and Dylan Klebold in the Columbine High School, they started a school shooting just because they saw it in a violent video game, so one can infer that if parents keep allowing their adolescent to play violent gaming technology they might start a school shooting or even worst harm someone purposefully from their own family just because they saw it in violent gaming technology.  **C**ite evidence 2: Also, based on “Studies suggest that when violence is rewarded in video games, players exhibit increased aggressive behavior compared to players of video games where violence is punished”.  **E**xplain evidence 2: This evidence shows that allowing young players to play violent gaming technology can increase aggression and violence, so one can infer that each time they play they increase their violence.  **C**ite evidence 3: evidence from the article explains “Sep. 2011 peer-reviewed study found a causal link between violent video game exposure and an increase in aggression as a result of a reduction in the brain’s response to depictions of real-life violence”.  **E**xplain the evidence 3: In a different way, the author explains how the human brain is becoming less disgusted by violence and the players are being dehumanized, one can infer that all the young players are being dehumanized by watching violence.  **S**ummarize: Clearly, violence is not the way to fix things and can end up in really horrendous situations.  Share: |
| **BP**  **3**  **+**  **REASON**    **3** | **R**estate the prompt ( reason 3 which is pro 5) Finally, video games are mostly destructive to adolescents because many perpetrators of mass shootings played violent video games (Reason 3=pro5).  **E**xplain R without evidence: To embellish, brutal video games can cause mental health problems in the future.  **C**ite evidence 1 :As stated in the text, the writer claims, “We’ve watched from studies shown before of what it does to individuals. When you look at these photos of how it [mass shootings] took place, you can see the actions within video games and others.”  **E**xplain evidence 1: This incontrovertible evidence demonstrates that adolescents are adapting in their daily life the same things that they do in a video game, so one can infer that if they keep playing they will soon become addicted and try to be in the the how time because they have the perfect life like murdering while earning money, and fighting to get a car.  **C**ite evidence 2: Additionally, In a 2005 peer-reviewed study, violent video game exposure was linked to reduced P300 amplitudes in the brain, which is associated with desensitization to violence  **E**xplain evidence 2: further, even though adolescents don't notice that their brain is adapting to not be shocked by desensitization or murdering, parents are surprised when their adolescent does something out of their mind.  **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.  **E**xplain the evidence 3: From this evidence, one can infer that adolescents are increasing their violence by playing violent video games and most adolescents actually have changed their way of being because they saw it on a video game.  **S**ummarize: All in all, video games can really affect the way you think and watch things.  Share: |
| **CONCLUSION** | Restate thesis : In the final analysis, due to how violent video games deaden the gamer’s emotions to real-world brutality (reason 1=pro3), this gaming technology encourages violent compensate fighting by compensating with points the utility of brutal actions (Reason 2=pro4), several culprit of shooting sprees played violent video games (Reason 2=pro5).    Video games are mostly injurious to adolescents because these games desensitize gamer’s to Actual-life violence (reason 1=pro3), Violent gaming technology support battle as a means of handling conflict by satisfying the utility of brutal actions (Reason 2=pro4), many perpetrators of mass shootings played violent games. (Reason 2=pro5).  Bridge-back **or** sum up the main point : As previously stated video games are adverbs. Although our modern world should not let adolescents play video games. Overall, the preponderance of evidence shows how video games are harmful.  **Goodbye hook: Video games are damaging because they cause severe changes in behavior. Moreover, video games are harmful for mental health and adolescent should not play them.** |

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