

The Joystick of Learning

<p>If you had five eggs and three were rotten, would you throw out all five? The directors of our local youth center might. They have written a proposal that would ban all video games. Obviously violent video games have no place in a youth center, but not all video games contain violence. In fact, many video games can have a positive impact on the lives of teenagers. Our youth center should not deprive local teenagers of the many potential benefits of video games just because some video games are violent.</p>	<p>1. What's the topic of the essay?</p> <p>2. Underline the thesis statement.</p> <p>3. State the author's perspective or point of view in your own words.</p>
<p>Even though most video games are played for recreation, video games can also be effective learning tools. ^{a)} According to Sandra Calvert, a child psychologist at Georgetown University, video game playing can improve spatial skills that help children understand subjects such as geometry and geography. Also, video games teach problem-solving and strategy skills. Furthermore, students who learn practical skills while playing games enjoy what they learn and are motivated to learn more. ^{b)} Tony Mendiola, a local high school student, says that playing Transport Tycoon has helped him pay more attention in class. "I didn't enjoy economics before my uncle bought me that game, but now I'm more interested and even answer questions in class."</p>	<p>4. Underline the author's first reason that supports the thesis.</p> <p>What types of evidence are being used in this paragraph?</p> <p>5. a)</p> <p>6. b)</p> <p>7. Which evidence is most persuasive, a or b?</p> <p>8. Circle transitional words and phrases found in this paragraph.</p>
<p>Video games can also help young people relax. For example, college students often meet with friends to play video games between hours of studying. They say that the break relieves stress. In fact, Professor Calvert believes that the combined benefits of relaxation and learning linked to video games can have a positive effect on students' lives.</p>	<p>9. Underline the author's second reason in support of her thesis.</p> <p>10. Circle the transitional words and phrases in this paragraph.</p>
<p>Finally, video games help young people develop important social skills. Often teenagers play video games with friends who give advice and offer tips and tricks to each other. Professor Calvert compares the interaction that goes on during video game playing with the interaction that previous generations enjoyed while swapping baseball cards, collecting stamps, and playing other non-computerized games. One goal of our youth center is "to provide a setting where youth can socialize in a relaxed environment." Do we want to ban an activity that promotes the center's goals?</p>	<p>11. Circle the transitional word in the first sentence.</p> <p>12. Underline the author's reason in support of her thesis.</p> <p>13. What type of evidence is being used to support the reason?</p>
<p>Video games, like many activities, can be both fun and educational when enjoyed in moderation. Research has found that video games are excellent tools for teaching some skills and, therefore, can be valuable parts of the learning process. Our youth center should be a safe place for kids to meet, relax, and socialize as well as to learn new skills. Research has shown that video games play a positive role in promoting these types of interaction, so I urge our youth center board to reconsider its current proposal. Only ban the "rotten eggs" from our center. Let's keep the good ones.</p>	<p>14. Underline the summary statement.</p> <p>15. What does the author do in the final sentences of the conclusion?</p>