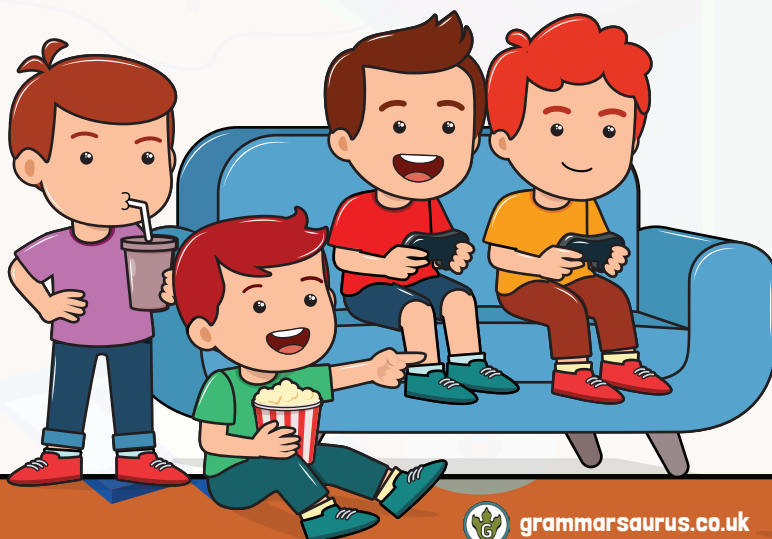# Are video games good for children?

Video games – electronic games available on various platforms – have become a huge part of modern culture and their popularity rocketed in the 1980s. The earliest example of a video game was in 1947 and, since then, they have played an important role in the entertainment industry for both adults and children. Over the years, we have seen the development of gaming, evolving from coin operated machines in an arcade to simulation type games on platforms such as the PlayStation and Xbox. It is now possible for people to game on the go with portable devices like the Nintendo Switch and the PlayStation Vita. The evolution of video games has posed a very important question: are video games appropriate for our children or are they causing more harm than good?

On the one hand, video games are given a certificate, which should act as a guide for parents as to whether it is appropriate for their child or not. If we assume that parents only buy games that are age appropriate, then video games can cause no harm. Some games (Little Big Planet and Mine Craft) allow children to learn new skills and develop their creative side with very little opportunity for anything inappropriate. Many argue that gaming, in moderation, is good for children as it develops their fine motor skills and trains the brain. A further argument in support for video games, is that if children are spending their time at home on their platforms, they are safe and entertained. If video games didn't exist, then children may spend more time putting themselves in potentially inappropriate situations or being bored. Also, although disputed, many people call video gaming a form of art. There are many elements to creating a game: designing the graphics and art work, creating the music, voicing the characters and writing the script. Many argue that art should be appreciated by all and it is hard to deny how impressive some of the more modern video games are. Considering these things, you can see why many children and adults want to play.

Having said that, it is no secret that many people are opposed to children playing video games and only see this as a bad thing. The main reason being that they consider them to be addictive. There is evidence to suggest that children who spend lots of time playing on their platforms, show addictive behaviours, which could have a negative impact on their performance at school; their willingness to play with their friends or family outside of the virtual world; and their desire to pursue hobbies, play sports or complete homework. Therefore, video games keeping children inside and safe (as mentioned previously), may have a more detrimental effect than a positive one. Furthermore, it is true that video games have certificate ratings but sadly this does not mean it always prevents inappropriate content being played by children. Many popular games played by young people have adult content and exposes them to things that are unsuitable for a younger audience. Another argument against video games is that many are now played online. This could result in children speaking to strangers over the internet and divulging personal information to a potential predator.

In conclusion, having carefully considered both sides of the argument, it seems that there are more convincing arguments against the use of video games with children. There are many aspects of gaming which can be potentially dangerous and negative to a child. However, it is important to note that if they were to be used in the right way and in moderation, video games can be positive. Parents and children should be sensible when choosing which game they would like to play.

1. What are video games according to the text?

_____

2. What was the first type of video game?

_____

3. Look at paragraph beginning '*Video games…*'
Find and copy the word that tells the reader that devices can be easily moved around.

_____

4. Tick whether the statement is true or false.

	True	False
The certificate tells us whether is a game is good or bad.	☐	☐
A lot of people are included in the creation of a video game.	☐	☐
Video games are mostly aimed at children.	☐	☐
Some people believe video games can keep children safe.	☐	☐

5. Use joining lines to match the word to its synonym.

detrimental	follow
willingness	against
pursue	readiness
opposed	harmful

6. Use joining lines to match the section of the text to its summary.

Paragraph 1		Explaining the arguments against video games.

Paragraph 2		Introducing the topic being discussed.

Paragraph 3		A paragraph that sums up the arguments and gives a recommendation.

Paragraph 4		Explaining the arguments for video games.

7. 'This could result in children speaking to strangers over the internet and divulging personal information to a potential predator.'
Why is this sentence effective in convincing someone that video games are not appropriate for children?

_____

_____

8. What recommendation does the writer give the reader about video games?

_____

_____

9. According to the text give one argument for and one against the use of video games with children.

For	Against

1. What are video games according to the text?

electronic games available on various platforms

2. What was the first type of video game?

coin operated machines in an arcade
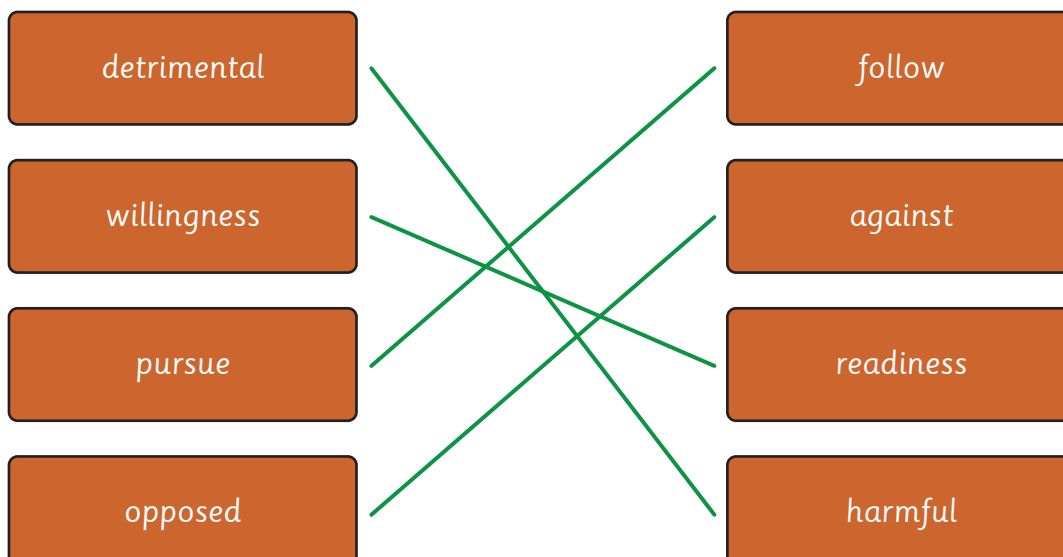
3. Look at paragraph beginning 'Video games...'
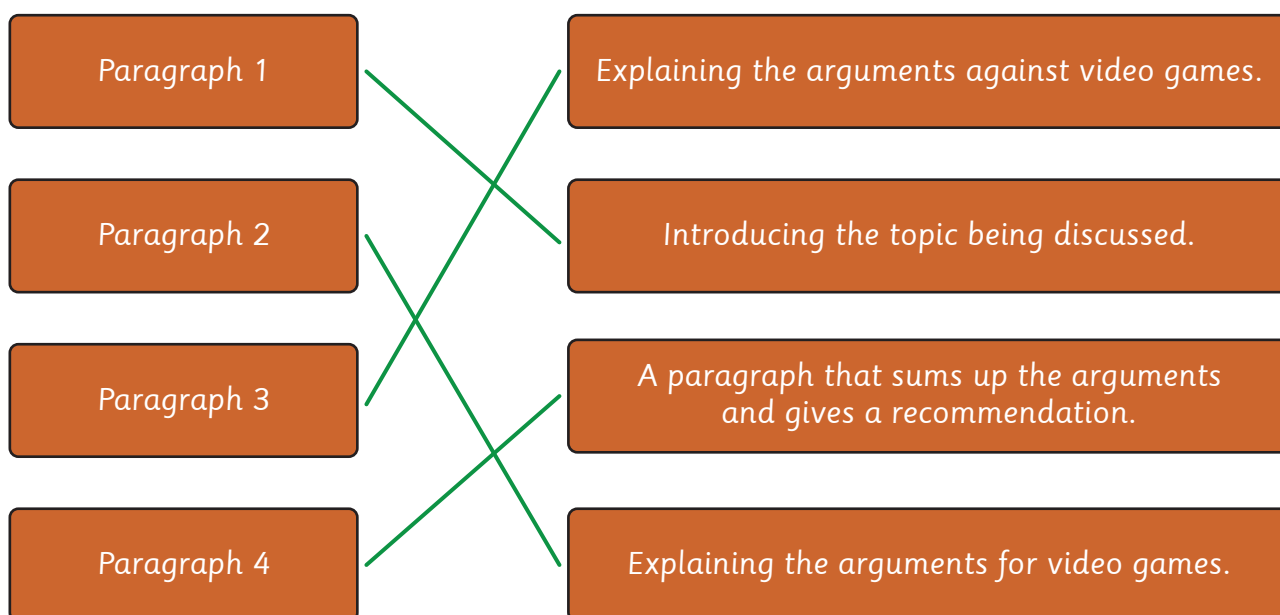**Find and copy the word that tells the reader that devices can be easily moved around.**

portable

4. Tick whether the statement is true or false.

	True	False
The certificate tells us whether is a game is good or bad.	☐	☑
A lot of people are included in the creation of a video game.	☑	☐
Video games are mostly aimed at children.	☐	☑
Some people believe video games can keep children safe.	☑	☐

5. Use joining lines to match the word to its synonym.

detrimental	follow
willingness	against
pursue	readiness
opposed	harmful

grammarsaurus.co.uk

6. Use joining lines to match the section of the text to its summary.

Paragraph 1		Explaining the arguments against video games.
Paragraph 2		Introducing the topic being discussed.
Paragraph 3		A paragraph that sums up the arguments and gives a recommendation.
Paragraph 4		Explaining the arguments for video games.

7. 'This could result in children speaking to strangers over the internet and divulging personal information to a potential predator.'
Why is this sentence effective in convincing someone that video games are not appropriate for children?

This sentence is emotive because the writer uses the words 'potential predator' which is something frightening and upsetting (or similar).

8. What recommendation does the writer give the reader about video games?

Parents and children should be sensible when choosing which game they would like to play.

9. According to the text give one argument for and one against the use of video games with children.

For	Against
– they have certificate ratings – it is art – they develop fine motor skills – they train the brain – they develop creativity – they stop children being bored – prevents children from being in inappropriate situations	– they can be addictive (or listing any of the addictive behaviours) – certificate ratings are ignored – games have adult content – playing online can be unsafe