What Are the Facts?

Read the two texts below. Then, write an <u>informative essay</u> using the provided prompt.
Be sure to use examples, details, or quotations in your essay.

Text #1

Do you like to play video games? Most kids do, at least from time to time. That's why so many game designers and teachers believe that using educational games are a great way to help children learn about school subjects like math, reading, science, and word study.

Educational video games are effective because they take the elements of games and apply them to learning in ways that are difficult to do in a traditional classroom. Learning games are usually based on some kind of problem that the player needs to solve. They can fail and learn from their mistakes in a safe setting, without being "put on blast" in front of their peers.

Learning games usually incorporate fun, challenging, and unexpected elements to keep players interested, like sound effects, incentives, and fun characters. If the game is designed well, it is engineered so that players are challenged just enough to motivate them, but not so much that they get frustrated. Some learning games are able to assess whether students are learning the targeted learning skill that players practice in the game. Teachers can track student learning on a separate dashboard and provide help when students struggle. Learning games don't address all of the learning needs in schools, but they can be an effective and fun addition to traditional learning.

Text #2

Whether a video game is on a handheld device, the internet, or the television, too much gaming is a bad thing. Video game addiction is problematic for kids and there are many signs that show the negative effects. If young people are constantly thinking about the next time they will play a video game, that is a sign that they are addicted. If they give up other hobbies that they used to love, that is also a problem. Many kids who choose to spend all their free time playing video games will make up ways to play the game instead of interacting with others. Quitting sports teams or clubs, refusing to go outside to play with friends, and choosing to stay home from birthday parties are all signs that video games have taken over the child's focus.

In addition to negative behaviors, there are health consequences from playing too many video games. If video game players skip meals or lose sleep because they stayed up too late playing games, this can negatively impact their health. Sitting in front of a game for more than two hours a day instead of getting up and being active can result in childhood obesity. In addition, backaches, headaches, and strained eyes can be caused by too many video games.

What Are the Facts?

Write an <u>informative essay</u> using the prompt below. Be sure to use examples, details, or quotations in your essay. Use transitional words to link your ideas together.

What should people know about video games before they decide to play?

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