SECTION B: SUMMARY

QUESTION 2: SUMMARISING IN YOUR OWN WORDS

You have been asked to research **the detrimental effects on children of watching violence on screens.** You found the following article (TEXT C) during your research on the internet. Summarise the contents of Text C IN YOUR OWN WORDS.

1. Your article should include SEVEN points and NOT exceed **90 words**.
2. You must write a fluent paragraph.
3. You are NOT required to include a title for the summary.
4. Indicate your word count at the end of your summary.

TEXT C

WATCHING VIOLENCE ON SCREENS MAKES CHILDREN MORE EMOTIONALLY DISTRESSED

Children today can access media through both traditional devices, like televisions, and portable devices like laptops and tablets. With more access, children are more likely to be exposed to violent content – in real-life or cartoons where force is being used and harm is being done to a person or character. Studies show that 37% of media aimed at children have physical or verbal violence. What's more, 90% of movies, 68% of video games, 60% of TV shows, and 15% of music videos have some form of violence. In some cases, it's rising.

Evidence shows that this can be detrimental to young children. Around the ages of three and four, children begin to develop perceptions and expectations about the world around them – views strongly influenced by their daily experiences. If children are often exposed to scenes of violence, they may develop a view of the world as a more dangerous place than it is.

Studies found that those exposed to violence become more antisocial and emotionally distressed in terms of sadness and a lack of enthusiasm. The results were similar for boys and girls: they lack remorse, lie, are manipulative and show insensitivity to the emotions of others.

Studies also reveal significant associations between exposure to violent media and classroom attention problems. Age-appropriate programmes – like *Sesame Street* for kindergarteners – which aim to help children understand words or ideas, are known to help them develop language and mental skills.

On the other hand, violent films and video games often feature attractive protagonists that engage in a disproportionate number of aggressive actions. Children exposed to this type of content can develop a deformed perception of violence and its actual frequency in real life. Eventually, this can give rise to the impression that the world is an overly dangerous place filled with ill-intentioned people. People that have such a worldview are more likely to interpret an ambiguous or accidental gesture as hostile or as a personal attack.

[Adapted from http://theconversation.com]

TOTAL SECTION B: 10

LIVEWORKSHEETS

LIVEWORKSHEETS