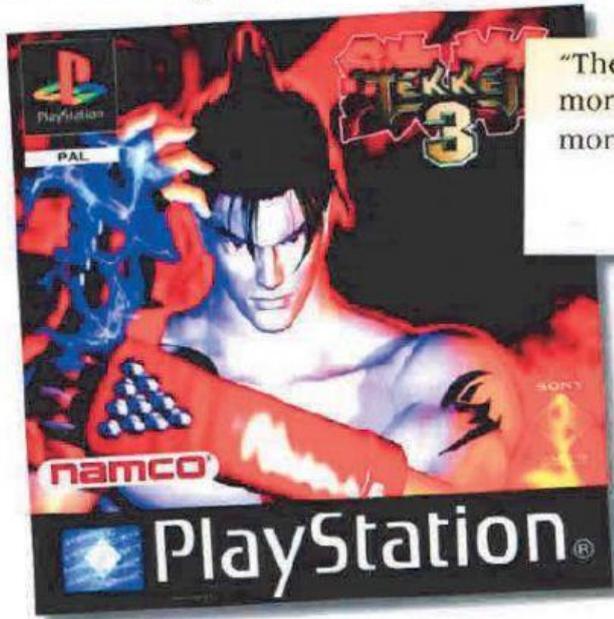


1. Describe this picture.



“There is absolutely no doubt that more violence on television results in more aggressive behavior.”  
 American Psychological Association,  
 Commission on Violence and Youth

2. Complete this chart. Add examples for both types of violent entertainment.

Video games	Movies
Tekken 3	

Think about it

1. Ask and answer these questions with your partner. Check (✓) your answers.

Do you ...	Yes	No
a. like to watch violent movies?	<input type="checkbox"/>	<input type="checkbox"/>
b. play violent video games?	<input type="checkbox"/>	<input type="checkbox"/>
c. think media violence makes you more violent?	<input type="checkbox"/>	<input type="checkbox"/>
d. think media violence makes children more violent?	<input type="checkbox"/>	<input type="checkbox"/>
e. think children watch too much violence?	<input type="checkbox"/>	<input type="checkbox"/>
f. think video games for young children are too violent?	<input type="checkbox"/>	<input type="checkbox"/>

2. Make a group and compare your answers.

## Vocabulary skills: Using a dictionary



KEY VOCABULARY SKILLS  
STUDY SHEET 2, PAGE V2

- Make a group. Check (✓) the words you know. Then tell your classmates what they mean.
 

a. <input type="checkbox"/> be concerned (v)	f. <input type="checkbox"/> research (v)
b. <input type="checkbox"/> a journalist (n)	g. <input type="checkbox"/> passive (adj)
c. <input type="checkbox"/> aggression (n)	h. <input type="checkbox"/> monster (n)
d. <input type="checkbox"/> separate (v)	i. <input type="checkbox"/> frighten (v)
e. <input type="checkbox"/> destruction (n)	j. <input type="checkbox"/> market (v)
- Look up any words you don't know in your dictionary. For each word, note the pronunciation, the meaning, and an example sentence.
- Use your dictionary to complete this chart.

Noun	Adjective	Adverb
a. ....	b. ....	responsibly
aggression	c. ....	d. ....
e. ....	acceptable	f. ....

## Predicting

- Look at the title of the text you are going to read.

# Only a game?

“Kill him! Kill him!” I was watching my son play with a friend’s video game. H



- What do you think you will read about? Check (✓) your answers.
 

a. <input type="checkbox"/>	The danger of violent video games
b. <input type="checkbox"/>	How companies market their games
c. <input type="checkbox"/>	Popular violent movies in the U.S.
d. <input type="checkbox"/>	The price of video games
e. <input type="checkbox"/>	How parents can help their violent children
- Read the text and check your predictions.

12 The Daily World News—9 July

## Only a game?

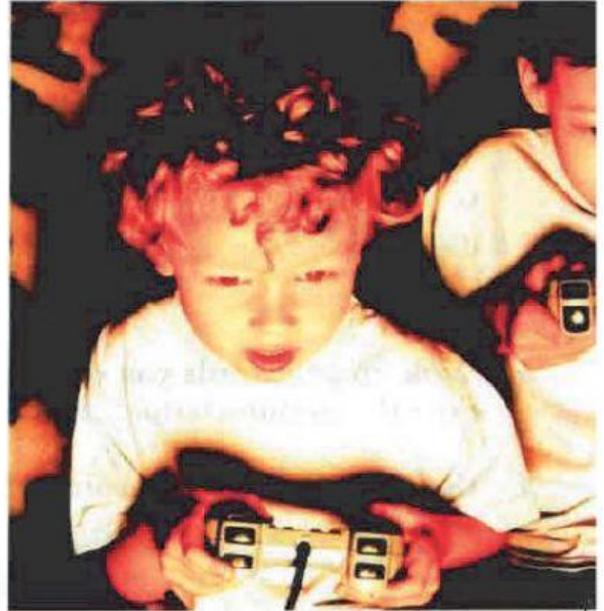
“Kill him! Kill him!” I was watching my son play with a friend’s video game. He was having fun, but there was one problem—he wasn’t killing fast enough.

Most people don’t seem to worry about this kind of violence. Games with a lot of killing are now acceptable for children in our society. However, as a mother, I am concerned about the violence in children’s video games and movies. A few years ago, I became so concerned about it that I decided to leave my job as a journalist and spend my life researching the problem of violent children’s entertainment. In my research, I have found out some very interesting things.

The first thing that I have learned is this: while aggression is a part of human nature, violence is learned. Children learn violent behavior by copying, like they learn everything else.

The second thing that I have learned is that children under the age of eight cannot separate fact from fiction: that is why they worry about monsters under their beds. This is also the reason that children may not understand why it is acceptable for television characters to hit, kick, and shoot each other—but it is not acceptable for children to do this at school.

Hundreds of scientific studies show that viewing violence increases



violence. Researchers have found out that young children become more aggressive after playing violent video games or watching violent television programs.

This frightens me. What are we parents teaching our young children when we allow them to watch violent TV programs and play with violent toys and games?

### Video games

Watching television or movie violence is harmful to children, but at least it is passive. By contrast, when children play violent video games, they actively participate in the murder and destruction. This “entertainment” teaches children that violence and destruction are fun, that shooting doesn’t kill, or even hurt.



Arthur Pober, executive director of the Entertainment Software Review Board, thinks parents need to pay careful attention. "Parents have to understand what their children are doing," he says. "Certain types of entertainment are not made for children."

I agree that parents are responsible for their children's entertainment, but the problem is the companies that make these games are marketing them directly at children. I think the video game companies need to stop the marketing of violent games to young children. They should also clearly label all games with the level of violence they contain. Manufacturers must take responsibility.

Adapted from the article "Only a Game" by Daphne White, www.lionlamb.org

### Understanding the text

**1. Read these questions and write your answers.**

- a. What newspaper is the article from? .....
- b. What is she concerned about? .....
- c. What does she say video games teach children? .....
- d. Who does Arthur Pober think is responsible? .....
- e. Who does the writer think should be responsible? .....

**2. According to the text, for each statement, write T (true) or F (false).**

- a. .... Most people think it's no problem for children to play violent video games.
- b. .... Children copy violence they see in video games and movies.
- c. .... Children know the difference between a game and real life.
- d. .... Children who play violent video games are more violent themselves.
- e. .... Playing violent video games is safer than watching violent movies.
- f. .... Companies that make video games clearly indicate their level of violence.

**3. Complete these sentences.**

- a. Arthur Pober thinks parents must .....
- b. The writer wants manufacturers to stop .....  
and to clearly .....

## Reading skills: Scanning

KEY READING SKILLS  
STUDY SHEET 5, PAGE R5

1. Read these questions. Then scan the text "Only a game?" and underline the words and phrases that give the answers.
  - a. What was the writer's job before she began her research?
  - b. When did she leave her job?
  - c. What two things did she find while researching into violence in games and movies?
  - d. What is the name of the organization Arthur Pober works for?
  - e. What is his job in the organization?

2. Read these questions. Then scan the text below to find the answers.

 3 MINUTES

- a. What does "NTVS" stand for?  
.....
- b. What percent of television programs contain some violence? .....
- c. What percent of violent scenes show ...
  1. humor? .....
  2. no pain? .....
  3. no harm? .....
  4. no blood? .....
  5. the real consequences of violence? .....
- d. What do these numbers refer to?
  1. four hours .....
  2. twenty to twenty-five .....
  3. 8,000 .....
  4. 100,000 .....

### What's on TV?

A National Television Violence Survey (NTVS) found that 61% of television programs contain some violence, 43% of violent scenes involve humor, 58% show no pain, 47% show no harm, 86% feature no blood. Only 16% of violent programs feature the realistic result of violent actions. American children and youths spend more than four hours a day with television, computers, videos, and video games. Saturday morning children's programs in the U.S.A. feature twenty to twenty five acts of violence per hour. The average sixth grader has seen 8,000 murders and 100,000 acts of violence.

3. Check your answers with your partner.

## Word review

Match each word in *italics* with a word that has a similar meaning.

### The V-Chip

Every new television in the U.S.A. now has a V-Chip. This is a device that all <sup>1</sup> *manufacturers* put into their televisions. Parents can read a description of each program and decide if the level of sex, violence, or bad language is <sup>2</sup> *acceptable*. If they think a program would be <sup>3</sup> *harmful* to their children, the V-Chip <sup>4</sup> *allows* them to stop their children from watching it. As children cannot see the programs, they cannot <sup>5</sup> *copy* the bad <sup>6</sup> *behavior* the programs show. The V Chip is becoming popular, and so <sup>7</sup> *companies* are beginning to <sup>8</sup> *market* it in other parts of the world, too.

- |                    |                      |
|--------------------|----------------------|
| a. .... actions    | e. .... permits      |
| b. .... businesses | f. .... producers    |
| c. .... dangerous  | g. .... satisfactory |
| d. .... imitate    | h. .... sell         |

## Talk about it

1. Read these opinions. Check (✓) the ones you most agree with.

**a.**  Children will always find a way to watch what they want. We can't stop them.

**b.**  I think parents and teachers should teach children that violence is wrong. Then they will not copy what they see on TV.

**c.**  We should control movies, but we don't need to worry about video games. Video games are not dangerous. Everyone knows they are not real.

**d.**  It's not TV or video games that cause the violence, it's the kids themselves. Let's stop making excuses for their selfish actions.

2. Make a group and compare your answers.