

Video Games (Matters of Opinion)

Hayley Mitchell Haugen

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Explores the pros and cons of several issues related to video games, including whether video games cause violence, discourage exercise, and require proper regulation. Text contains critical thinking components in regards to social issues and history. Describes common argumentative techniques found in debate, and contains essay-writing exercises. Includes bibliographic notes, timeline, glossary, index, and places to go for further research. Aligns with Common Core Language Arts Anchor Standards for Reading Informational Text and Speaking and Listening.



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