

I agree with the opinion on movies and games encouraging young people to become violent in the United States. I think if a person who has never been in an environment of a lot of crime and begin to watch movies and play games about violent behavior, it will begin to grab their attention and change the person's behavior about life. If a child begins to watch those kinds of movies they will develop that kind of attitude because they are young and don't know right from wrong.

A young person may have a role model that's an actor or a game designer who creates those type of violent behavior and the young person will develop an attitude of that's how I have to be. I believe it has an impact on young people than adults.

G-8**Score Point: 2**

This response reflects flawed proficiency in persuasive writing skills. The writer agrees that movies and video games have encouraged young people to become more violent. The few reasons explaining that behavior and attitude change are general. The word choice is repetitive, and no relevant details are provided to illustrate the movies or games.