

~~Modern Movies and video games are not the reason for increasing crime rates because they are not real.~~

Modern movies and video games are the reason for increasing crime rates. They teach children how to kill. Teaches them bad language and theft, and sometimes thinking that the movie or game is real.

Video games teach children how to shoot and kill people, even though it is fun. Sometimes the child can get violent and start doing the stuff they do in the game. This can cause a threat to citizens that get in their way like a video game.

Modern action movies have a lot of foul language and theft that can make the child aggressive because they want to be just like the character in the movie. The young boy or girl will begin to use bad language and start committing crime like the movie did.

Most video games are very life like and cause the child to think it is real and the child will start pretending to shoot something or someone, but one day they just might accidentally seriously injure or even kill someone.

In conclusion, video game and movie publishers should not create so much violence because it is molding the minds of children into something that can kill, and induce crimes.

G-12

Score Point: 3

This response reflects limited proficiency in persuasive writing skills. The writer takes the position that violent movies and video games have contributed to the rise of violent crime in the United States. Three key ideas are given to support this position (they teach children how to kill; modern action movies have a lot of bad language and theft; children think the movies and video games are real). Although the response is organized, the development of the key ideas is general and inadequate (start doing the stuff they do in the game; start committing crime like the movie; shoot something or someone). More specific details and illustration of the key ideas would be required for a higher score.