Using a computer every day can have more negative than positive effects on young children.

Do you agree or disagree?

<u>Computer</u> has <u>increasingly</u> become one of the favorite hobbies of children, even though it is negatively influencing their development. Addressing this issue, we can find several causes that are of importance. Not only does sitting in front of a computer <u>affects</u> both their behavior and growth, but also results in physical damages. However, there are some positive aspects for using computer that are inevitable.

In these days that life is inextricably bound up with modern technologies, children are constantly exposed to some dangers. Children usually play electronic games that are almost violent. Moreover, they experience some virtual interactions rather than a real one. They imagine themselves in those games and try to simulate them in real life which its negative results are unpredictable. All these are at highly detrimental disadvantages in comparison to non-virtual games.

In addition, collapsing in front of a computer may cause different physical problems. Playing video games, which is the most common usage of the computer, is addictive and barely would a child stop that. Therefore, not only will they be negatively influenced by those games such as backache and headache, but also they will suffer some mental disorders.

On the other hand, the benefits of using <u>computer</u> are undeniable, especially due to the fact that nowadays <u>computer</u> plays a key role in their education. There is a growing trend toward using <u>computer</u> in schools by which children have to do some of their courses <u>by computer</u>. Furthermore, they can access information about almost everything, thereby increasing their knowledge and awareness.

In conclusion, I share the viewpoint that working with <u>computer</u> must be limited to special circumstances. If parents have <u>a</u>-control over their upbringings and limit using <u>that</u> to educational purposes, it will bring about some positive implications. In the other words, there is more to the computer than just playing.