Whether the game being played should be relevant to <u>children</u> education or not, has recently sparked a heated debate. I profoundly disagree with involving children in a never-ending study program indirectly by games, and my firm conviction is that games as well as sports should be played for pleasure and not for teaching.

Firstly, those games which are devised to be educational are no substitute for those that are played for their own sake. It is not difficult for <u>brain</u> to distinguish between <u>a</u> pure enjoyment and an activity involving the mind to think. This way children soon get tired of studying, and this child cannot be hoping to be good at multi-tasking as well, <u>all of which</u>, possibly make a person <u>to be</u> successful in neither personal <u>life</u>, nor professional life. The parenting style that <u>place</u> more value on acquisition and <u>swamp</u> children even through games might lead to nurturing a person with several mental problems, since games are necessary for a child's development, and <u>in retrospect</u>, the parents would wonder if they should have done otherwise.

Secondly, most of the games that are irrelevant to education, can teach other things to people which are of great value. For example, playing football is not followed to teach or boost a subject in the school curriculum, but instead can teach children how to lead a happy, social life. Players can take the best lessons even when losing. They simply are taught to begin a start again and not to be frustrated of the next time that might fail. Winning can bring them out of themselves ,and being confident is not less important than being studious. They also can understand the increasing importance of competition and cooperation in society. Finally this person will be a successful and productive manager or even worker.

In conclusion, I believe everything has its own place in our everyday life, and that depriving children of having sufficient leisure activities to set them on studying in any way possible, will create a future for people with no adventure to be reminisced, leaving them unhappy, failed and unfortunately unsuccessful.