Parent allow their children to play by tablets and computers, because they believe children need more to know about technology skills. Do you think its advantages are more than disadvantages?

In the digital age this is an unavoidable truth that children spend a lot of their <u>times</u> <u>on</u> playing <u>computationalcomputer</u> games. Actually the usage of tablets and computers comes to be a <u>habitat</u> in children's life and this is a worrying fact. However, <u>computationalcomputer</u> tools can be both useful and harmful. The key point is that we can direct children to use <u>of</u> these tools in appropriate <u>way</u>.

Certainly, the power of language learning of children can be improved by playing **computational**<u>computer</u> games. In other words, in terms of its educational role, the literacy of them can be increased and they learn about technology skills through these games and tools.

Nevertheless, we cannot ignore the disadvantages of using computers or tablets by children and the effects on children's <u>healthy</u>. For example playing <u>computationalcomputer</u> games <u>deprive</u> children <u>from</u> physical activities and consequently sitting down for a long time not only leads to <u>become</u> fat but also it has negative effects on their life-time. Every minute that children are playing <u>game</u>, means they keep out from running and burning calories. In addition, the dry eye is a growing problem in children that doctors believe this-is related to long-term use of tablets and other digital equipment. Also these kids will not have a regular and comfortable sleep's-plan especially if they play before bedtime.

To sum up, there are both some advantages and disadvantages to <u>use</u> <u>technology</u> tools especially for kids. However, <u>parent</u> should manage their children's <u>computationalcomputer</u> games play for a limited time and under their supervision. In this way, children can <u>benefit</u> positive effects of these skills and enhance their knowledge in the different fields of <u>technology</u> skills.