

At some schools, some lessons for young (ages 5-8) include video games as a way to increase the students' interest in learning. Some people believe this a very effective way for young students to learn; others believe it is too distracting and wastes time. Which view do you agree with and why?

No one can ever deny the significant role of schools in children's life and it is critically important that students learn as much as possible and thrive in all of their classes. Nowadays there are many ways for students to learn efficiently one of which is using video games. Personally, I believe that this way can be beneficial for young students and some reasons persuade me to put forward this view which I will explain with a couple of examples.

To begin with, video games familiarize children with novel data in several subjects and this familiarity makes them eager to learn about them. Besides, for most of the young pupils being ~~at~~in the class is extremely boring but by playing video games they assimilate and retain information almost without noticing. For instance, from my personal experience, "the magic school bus" ~~is~~has been one of the most impressive cartoons since 1990s. They magically ~~transforming~~ into a plane, submarine, spaceship, surfboard to teach kids about science. This cartoon not only made me ~~to~~ comprehend information better but also that data still endures to this day/stick in my mind still (yet) after so many years.

Another striking point is that young pupils can learn diverse concepts from video games which will be practical for their future life. In fact, the structure of the brain is in a way that when it learns information, it will be more active and want to learn more, so if children learn something from video games, they will be interested in more subjects. For example, cooperation is one of the remarkable points which can encourage them to do teamwork. Moreover, video games boost/enhance/improve ~~soaring~~ the children's creativity, thereby helping children ~~they can struggling~~ independently deal with their problems.

To cut a long story short, I strongly believe that the benefits of playing video games for young pupils' learning greatly outweigh the disadvantages and this is because they familiarize them/the young individuals with novel data which is conducive to increasing their eagerness to learn more about ~~that~~those fields and it culminates ~~to~~in learning diverse concepts which will be beneficial for their future life.