Grade 6

English Language Arts

Assesslet

Argumentative

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Directions

• Read all the directions for each question carefully and think about the answer.

• This Assesslet contains two passages and five items. Questions 1, 2, and 3 are selected-response items where you choose the one BEST answer. Answer each question by filling in the circle on your answer document.

• Question 4 is a constructed-response item. Write your answer on the lines provided on your answer document.

• Question 5 is an extended writing prompt. Use the scratch paper provided to plan your writing. Then, write your essay on the lines provided on your answer document.

• Be sure to write your answers in the spaces provided on the answer document.
A 2011 study found that 91% of young people ages 2 to 17 play video games. Thirty-six percent of gamers are females over the age of 18. Seventeen percent of gamers are males under the age of 18.

Smart phones have made it possible for teens to play games on their phones, and 44% of people choose to play games on their phones.

For many, computer and video games seem to be a wiser choice for spending their entertainment dollars. Forty-four percent feel that purchasing video or computer games is more value for their money than buying DVDs or purchasing music or going to the
movies.

Some parents are concerned that their children are being drawn to video and computer games at a young age. Some parents, 91%, say they set limits on the amount of time their children spend playing games.

Video and computer games have become a big part of the entertainment for people of all ages. Christian Adame, assistant curator for the Phoenix Art Museum, says:
Passage B: Effects of Gaming

Economy

If people stopped buying video games and the related components, retail businesses would be greatly impacted. The Entertainment Software Association alone spent $21.53 billion on video games, hardware, and accessories in 2013. Based on information in Video Games in the 21st Century: The 2014 Report, more than 146,000 people are employed by the computer and video game industry. The popularity of gaming has prompted colleges and universities to offer computer and video game programs and degrees to prepare students for this popular area of employment.


Health

The popularity of playing video games has had an impact on the health of Americans. The U.S. Department of Health and Human Services recommends that children and adolescents engage in at least 60 minutes of physical activity a day. In 2012, only 29.7% of high school students reported that they engaged in at least 60 minutes of physical activity a day. The typical teenager spends about 53 hours a week (7 hours and 38 minutes per day) in front of a television, computer, or cell phone screen. Even though some games allow people to interact with the game, promoting some physical movement, most do not. Physical inactivity increases one’s risk of heart disease and developing diabetes, colon cancer, and high blood pressure.

A 2009 study reports that violent video games...
teach youth that violence is an acceptable problem-solving strategy. Other researchers believe that violent games help young players release stress and pent-up aggression.

Sources for facts and statistics: Centers for Disease Control and Prevention and the American Psychological Association.

**Education**

Some researchers believe that gaming improves strategic thinking, information gathering, hand-eye coordination, and flexibility. Some feel that students use effective problem solving and creativity while gaming. Playing games responsibly can help lessen the negative impacts gaming could have in the lives of young people.

Sources for facts and statistics: National Education Association and the Entertainment Software Association.
1. Which statement below **BEST** summarizes the information presented in Passages A and B?

A. The passages show that playing video games has no effect on the people who play them.

B. The passages show that playing video games has an effect on all age groups who play them.

C. The passages show that playing video games impacts the health and welfare of only young children, but not adults.

D. The passages show that playing video games has a greater impact on teenagers than any other group who play them.

2. Which of the following statements is **false**?

A. Most people play games on their smartphones.

B. The higher percentage of gamers is over 15 years old.

C. Males and females play video and computer games equally.

D. More than half of U.S. households have at least one game console.
3. In Passage B, which of the following is the definition of the word "________"?

This is more than four times the growth rate of the U.S. economy during the same period.

A. budget  
B. cheap  
C. expensive  
D. ________

4. Both passages present information about the purpose of each government. Describe the difference in the purpose of the information presented in each. Support your answer with at least one detail from each passage.

Write your answer on the lines provided on your answer document.
5. Write a well-developed argument that answers this question. In your argument, be sure to:

- Clearly state your position or argument.
- Support your argument with details from both passages.
- Explain how these details support your argument.

Use the scratch paper provided to plan your writing. Then, write your essay on the lines provided on your answer document.