

Video Game Club Debate

The Situation - The student council has enough money to start **ONE** new after-school club. Read both arguments and answer the questions.

Argument A: Video Game Club - A Video Game Club would attract many students. Members could work together in team games, practice problem-solving skills, and participate in friendly competitions. Some studies suggest that certain video games can improve decision-making and critical thinking.

Argument B: Board Game Club - A Board Game Club would help students build communication and social skills through face-to-face interaction. Many board games require teamwork, planning, and strategy. Board games also do not require expensive technology or equipment.

Multiple Choice

1. What is the claim in Argument A?

- A. Video games are expensive.
- B. The school should create a Video Game Club.
- C. Students should play games at home.
- D. Board games are boring.

2. What is the claim in Argument B?

- A. Students should create a Board Game Club.
- B. Technology should not be used in school.
- C. Video games are harmful.
- D. Students need more homework.

3. Which evidence supports Argument A?

- A. Board games require planning.
- B. Board games encourage conversation.
- C. Video games may improve decision-making skills.
- D. Board games do not require technology.

4. Which evidence supports Argument B?

- A. Video games improve critical thinking.
- B. Video games include friendly competitions.
- C. Video games attract many students.
- D. Board games help students practice communication skills.

5. Which argument focuses most on face-to-face interaction?

- A. Argument A
- B. Argument B

6. Which argument uses research as evidence?

- A. Argument A
- B. Argument B

