The Games Kids Play and Cruise Control

VOCABULARY

1. If you follow driving *restrictions*, you will most likely

a. cause an accident. c. drive over the speed limit.

b. not get traffic tickets.

1. Which of the following would probably be *humiliating?*

a. making a mistake in public c. getting a job

b. winning an award

1. If you *perceive* danger, you will mostly likely feel

a. confused. c. afraid.

b. relieved.

1. Which type of movie is most likely to be *gory*?

a. a family movie c. a historical movie

b. a scary movie

1. To *clamor* is to

a. loudly insist. c. quickly climb.

b. aggressively fight.

1. A *modified* painting would be

a. different from the original. c. more expensive than the original.

b. the same as the original.

1. In which of the following professions would you have to *portray* people?

a. actor c. police officer

b. politician

CRUISE CONTROL

1. The programs described in this article are meant to make teens drive more safely through the use of

a. a higher driving age. c. stoplight cameras.

b. tattletale bumper stickers. d. heavy fines.

1. Because Anne refers to the bumper sticker as “everlasting punishment,” you can infer that she thinks the stickers

a. don’t work. c. are funny.

b. are a bad idea. d. are an appropriate punishment.

1. What or who actually does the controlling in “Cruise Control”?

a. a device in the automobile c. the driver’s parent or guardian

b. traffic safety lights d. the Driver Education teacher

THE GAMES KIDS PLAY

1. Based on the article, researchers believe that M-rated games might

a. increase dropout rates. c. promote drug use.

b. encourage violence. d. increase coordination.

1. What type of evidence is used to show that the violence at Columbine High School might be related to mature video game violence?

a. statistics c. results of studies

b. expert opinion d. eyewitness

HYPERBOLE

1. Define HYPERBOLE in your own words.

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1. Give an example of hyperbole.

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1. Underline the hyperbole in the following quote by Mark Twain.

*"I was helpless. I did not know what in the world to do. I was quaking from head to foot, and could have hung my hat on my eyes, they stuck out so far."*

PUN

1. Underline the pun in the following quote.

*I wondered why the baseball was getting closer. Then it hit me.*

1. In the above pun, explain the two meanings of the pun.

a. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

b. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

EVIDENCE: Label the following statements: expert opinion, statistic, or result of study

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ A recent study found that students who did have access to M-Rated games preferred them to less violent games.
2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ EA Sports Video Games recently released a statement that violence in video games was causing aggression and would be taken out of their new games.
3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Only twenty percent of students in this area have access to violent games.