

Inference

Are Video Games Good for Us?

1. Researchers have found that playing some types of video games can have a positive impact on wellbeing.

Give one piece of evidence from the text that shows this is true.

2. *"The team also found that gamers who were connecting socially with others while playing online were increasingly likely to have a more positive sense of wellbeing than those who played on their own."*

Why might this be true?

3. Why does Andrew Przybylski think *"people should not be prevented from playing video games"*?

4. What would happen if these games were regulated and people were not able to play them as much?

5. Put a **tick** in the correct box to show whether each of the following statements is a **fact** or **opinion**.

	Fact	Opinion
Video games are a fun way to spend time.		
Scientists have found some video games have a positive impact on mental health.		
Donkey Kong is a classic video game.		
Tetris is a boring game.		