Virus of Violence

Intended Audience: High School Students

Objectives:

1. To explore the contributions of media to violence in America today.
2. To understand how the gaming industry has adapted military training simulation to video games.
3. To understand how media violence has brutalized the population to violent behavior.
4. To determine a course of action for our children and ourselves.

Overview: We will view the film and discuss various segments of the film to analyze the effect video gaming has on child violence.

Needed Materials/Resources: Television, DVD player

Video Description/Length: (44 minutes) The video Virus of Violence.

Activities:

Activity 1 – Discuss introduction of video (1 minutes 50 seconds)

Activity 2 – Discuss how this film related to the general violence and hatred in society.

Activity 3 - Survey what you watch on television.

Assessment: Answer the following questions:

1. What are your first reactions to the video?
2. Does the violent media we view influence increased levels of violence in teenagers?
3. What is it that broke down the resistance to killing in the children who murdered and who were depicted on the video?
4. Are violent video games, violent movies, and violent television shows teaching children to accept increased violence in our society?
5. Does news coverage of violence and crimes increase “copy-cat” crimes by making celebrities out of those who kill?
6. How can we stop the violence before it happens?