

# Spelling and Punctuation: **Teacher Notes**

Please note, there are two different versions of answer sheet for self-marking. One highlights where all the errors were so that pupils can quickly mark their work. The other simply gives the original version of the article so that pupils can identify their errors themselves. This may help if you want to have a discussion about whether something is 'correct' or 'incorrect' in relation to punctuation. It is possible that pupils will punctuate their passage differently, but still correctly. As long as the sense of the passage remains the same, this is still valid.

# Spelling and Punctuation

Using a coloured pen, find the error and make corrections in the passage below.

There are 21 spelling errors.

Can you find them all?

## At Home with a Killer

Jurnalist and mother Elizabeth Church gives her veiw on computer games and there effects on children

If I told you their was something toxic and potentielly dedly in your home, somthing that could harm your children and affect their future chances in life, youd be anxious to throw it out wouldn't you.

Why then do so many of us harbor computer games consoles in the heart of our home. Computer game playing is at best harmfull and at worst life threatening both consoles and games should be banned for under 18's.

You may think I exagerate but no. Student Chris Staniforth aged just 20 died from a blood clot in his lung. The reason? Regular 12 hour sesions of computer gaming had caused DVT Deep Vein Thrombosis. A clot formed in his leg and then moved up to his lungs. This tragic waste of life illustrates the dangers of letting children grow up with the habbit of gaming for hours at a time once they are beyond the control of parents, it gets out of control and the young person can become adicted to their console. So how come it is seen as acceptable for parents to allow these things in the home. You would not buy your child cigarettes or vodka, this is no different.

Of course, not all gamers suffer these extreme consequences. But even relatively short periods of time playing games such as Angry Birds or The Sims can affect a childs ability to concentrate for extended periods. This is backed up by research, such as that published in 2012 in the journal 'Psychology of Popular Media Culture.' The study which looked at over 3,000 children over three years states

'...those who spend more time playing video games subsequently have more attention problems'

You can imagine the results of attention problems - struggling at school, innability to listen to and take in instructions, incapable of long periods of study the list could go on. This dose not just effect a young person when there at school, this will have a lasting and irreparable impact on the rest of their life in employment in relationships and as a parent themselves

# Spelling and Punctuation: Answer sheet

This is the original version of the passage with correct spelling and punctuation.

Green shows spelling errors.

## At Home with a Killer

Journalist and mother Elizabeth Church gives her **view** on computer games and **their** effects on children.

If I told you **there** was something toxic and **potentially deadly** in your home, **something** that could harm your children and affect their future chances in life, **you'd** be anxious to throw it out wouldn't you?

Why then, do so many of us **harbour** computer games consoles in the heart of our home? Computer game playing is at best **harmful** and at worst life threatening. Both consoles and games should be banned for under **18s**.

You may think I **exaggerate**. But no. Student Chris Staniforth, aged just 20, died from a blood clot in his lung. The reason? Regular 12 hour **sessions** of computer gaming had caused DVT (Deep Vein Thrombosis). A clot formed in his leg and then moved up to his lungs. This tragic waste of life **illustrates** the dangers of letting children grow up with the **habit** of gaming for hours at a time. **Once** they are beyond the control of parents, it gets out of control and the young person can become **addicted** to their console. So how come it is seen as **acceptable** for parents to allow these things in the home? You would not buy your child cigarettes or vodka, this is no different.

Of course, not all gamers suffer these extreme consequences. But even relatively short periods of time playing games such as Angry Birds or The Sims can affect a **child's** ability to concentrate for extended periods. This is backed up by research, such as that **published** in 2012 in the journal 'Psychology of Popular Media Culture.' The study, which looked at over 3,000 children over three years, states:

'...those who spend more time playing video games subsequently have more **attention** problems'

You can imagine the results of attention problems – struggling at school, **inability** to listen to and take in instructions, incapable of long periods of study – the list could go on. This **does** not just **affect** a young person when **they're** at school, this will have a lasting and irreparable impact on the rest of their life. In employment, in relationships and as a parent themselves.

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## **At Home with a Killer**

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