

## WHAT VIDEO GAMES CAN TEACH US / THE VIOLENT SIDE OF VIDEO GAMES

COPY MASTER

## Elements of Nonfiction

## ARGUMENT

An **argument** consists of a **claim**, or position on an issue or problem, supported by **reasons** and **evidence**. A strong argument also raises possible objections to the claim and offers **counterarguments**, or arguments made to prove that the opposing viewpoint is wrong.

**Directions:** Complete each graphic by writing reasons Sohn gives for each position and the evidence she uses to support it.

