

# Media Literacy Lesson

*(from the UNHCE Carroll County News- Spring 2005 issue  
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1) **TRUE**

In the past 40 years, almost all (99.5%), of the 3500 research studies have demonstrated a link between media violence and violent behavior.

2) **TRUE**

The U.S. military learned from World War II that soldiers had trouble firing their guns at another human being. When the military changed the firing range target from a non-human shaped "bull's-eye" to a human shaped silhouette, the firing rate went from 15-20% in World War II to 90-95% in the Vietnam War. Retired Lt. Colonel David Grossman tells us the military uses simulators (video games) to give soldiers the "skill" and "will" to kill. Grossman has now devoted himself to educating the American public on how video games give children the "skill" and "will" to kill.

3) **TRUE**

The average American child witnesses 18,000 murders through television by age 18. This statistic only includes what a child watches or witnesses on television and movies; it does not take into account video or computer games.

4) **TRUE**

TV was introduced in South Africa in 1975, and by 1987 the murder rate had gone from 7% of the world average to 137% - an alarming statistic.

5) **TRUE**

Most children prefer violent video games. Violence stimulates the "emotional" part of the brain, which is why violence sells.

6) **TRUE**

The average American child spends more than six and a half hours a day with TV, video games, music and other media. Think about how much time you or your children spend with the various forms of media available.

7) **TRUE**

The number one CD in the year 2000 featured songs about rape and murder with graphic lyrics. Many current music CD's have angry, violent messages. When was the last time you listened to the words and messages on a teenager's music CD?

8) **TRUE**

Many video games depict graphic scenes of violence where the player becomes the killer and is rewarded with points for committing gruesome acts of violence. This is the most disturbing media violence exposure. Children learn from these video games that gruesome acts of violence are "good." The subliminal message is that violence is more than an acceptable way to solve problems; violence is the best way to solve problems.

9) **TRUE**

In 2000, worldwide video game sales reached 20 billion dollars. Violence sells and video game designers are using it to sell their products.

For publications, events, and resources on parenting and child development, contact the Carroll County Office at (603) 539-3331 or 1-800-322-4166 (in NH only) or at the following links:

<http://ceftp.unh.edu/shell/webevent.pl> - Events

<http://ceinfo.unh.edu/Pubs/Pubs.htm> - Publications

<http://ceinfo.unh.edu/Family/Family.htm> - Resources