

Abuse and stay still
or quite unless



**ASSIGN
BUSTER**

Abuse of the use of electronics for kids has many flaws, and the biggest cause them anti-socialization. When kids are given electronics, they go crazy attached to it since they know and have no boundaries. Once they're addicted to it, and you try to take the gadget away from them, they cry like crazy again and stay still or quite unless you give them their gadget back. If you do let your child get used to electronics at a young age below 12 years old, it has many consequences.

Some are poor eyesight, uncontrollable temper, and addiction. And in other cases, severe ones, anti-socialized. Kids at a young age are fascinated by everything.

They're even fascinated by big supermarkets. Once you give them an electronic device, they'll think that that's what fun is. Electronics should not be available to kids under 12 years old. As it will cause bad influences such as poor sight, addiction, and anti-socialization. When kids under 12-year-old abuse the use of electronics, they have no control over the time they're spending. " Children from the age 9-12 love electronic gadgets and get addicted to it. They can spend 7-10 hours of gameplay." That shows, kids spend too much time on electronics and start getting not aware of their surroundings.

They'll think that that's what fun's about. Studies also show that " kids might gradually become experts at typing texts but also become poor in face to face conversations with people." Which means that the abuse of such work does cause anti-socialization.

“ When kids are too focused on their phones or tablets, they may even not answer to their parents right away.” Children should interact with other children to gain social skills, but electronics prevent such skills for kids to develop and become experts at instead of being experts at typing and texting. This shows all the side effects of electronics on children and the way it affects them. 1- “ Posts about bad effects of electronics at kids on A Blog About Technology Updates” A Blog About Technology Updates, www.earlyteachnews.wordpress.com/tag/bad-effects-of-electronics-at-kids/.

Kids waste too much time on games and gadgets that it distracts them from reality and what’s going on around them. “ Many kids have talents and passion towards their skills and at what they do best. But since the excess use of electronics is addicting, they waste all their time on it rather than practicing and improving their hobbies.” As a result of excessive use, kids become talentless and feel like they have no purpose with their electronics. Kids will feel lost and bored and have no idea on what to do without them.

They get stressed out when something doesn’t work for them.” Kids, especially teens tend to get mad easily when too attached to games. When they’re too attached, the smallest inconvenience will irritate them. When they’re too into a game they have no track of the time they spend playing. They waste so much time while they could improve their skills at young age.

” It’s hard to communicate with kids that don’t know how to socialize or have a normal conversation with someone without getting stressed. Kids can improve or start a hobby at that age but unfortunately, the games take over

them. Now it's clear how electronics for kids under 12-year-olds can affect them and seriously damage their life. 1- " Posts about bad effects of electronics at kids on A Blog About Technology Updates" A Blog About Technology Updates, [www. earlyteachnews.wordpress. com/tag/bad-effects-of-electronics-at-kids/](http://www.earlyteachnews.wordpress.com/tag/bad-effects-of-electronics-at-kids/).

2- " Technology is making us anti-Social.

" TheSpec. com, 21 Nov. 2013, [www. thespec.](http://www.thespec.com/community-story/4228591-technology-is-making-us-anti-social/)

[com/community-story/4228591-technology-is-making-us-anti-social/](http://www.thespec.com/community-story/4228591-technology-is-making-us-anti-social/). Kids at any age should start using electronics, as the future depends mostly on them. " video games teach problem-solving skills and creativity.

Video games can help children's brains develop. They also state that video games inspire interest In history and culture as many games themes are set back in time with real-life events." Kids should have fun while learning through games.

Games are both sources of fun and education. They're very kid friendly and deal no harm to them. 1- " 8 Reasons Video Games Can Improve Your Child.

" Parents, Parents, 14 July 2015, [www. parents. com/kids/development/](http://www.parents.com/kids/development/benefits-of-video-games/)

[benefits-of-video-games/](http://www.parents.com/kids/development/benefits-of-video-games/) " The excess use of electronics and gadgets should be and can be controlled by parents." Even if they use video games for education, they'll start to get attached to it as a game and no the will to learn or grasp any information from the game.

If you're aiming to properly educate your children in a fun way, you should give them books to read and puzzles to solve. Books are fun and kids should know it too as long as you don't overwhelm them with the idea of video games. They then use the excuse of " education" in every game they play. Then you'll realize that tons of games have been played and none actually educated your child but actually just ruined them even more. As it's been stated, many other ways are available to entertain and educate kids and those ways are even more sensible and reasonable to use for kids that are still kids. Still, electronics for kids under 12-year-olds shouldn't be allowed.-" Posts about bad effects of electronics at kids on A Blog About Technology Updates" A Blog About Technology Updates, www.

earlyteachnews. wordpress. com/tag/bad-effects-of-electronics-at-kids/. Electronics shouldn't be available to kids under 12 years old. As it will cause bad influences such as addiction, uncontrollable temper, poor eyesight, and anti-socialization.

Kids from 12 and lower love electronics so much that they'll get addicted to it when playing too much and on regular bases. Once they are addicted, they have no self-control and would act insensibly. Many spend over 7-10 hours of gameplay. Electronics and games and gadgets should be given to 12-year-olds but preferable 13, that have the sense of responsibilities and do follow orders with told to stop. Since they know the consequences and take matters seriously.