

Using a computer everyday can have more negative than positive effects on young children.

Who could ~~deny have denied~~ the growing number of hours children ~~spend spent~~ ~~working with on~~ their computers? It seems laptops are becoming ~~kids' kid's~~ best friend. I assume like any other activity this one has its own cost and benefits. However, in this case the drawbacks far outweigh the rewards.

To begin with, a child who spends several hours playing video games ~~where that~~ their characters mainly promote aggression and violence is more prone to become numb to bloodshed. ~~An~~ Insensitive child means an ego-centric citizen who does not care about others and ~~its it's~~ surrounding. To put it simply, this kind of attitude might lead to a brutal society that does not bring contentment to anyone. Also, the more ~~insensitive~~ people become ~~insensitive~~, the less the art will flourish and the less beauty and happiness would exist.

Then, when a kid sits in front of the screen playing games or surfing on the net he is engaged in a virtual world without any interaction with people at his age. Thus, his interpersonal and communication skills do not blossom. In other words, ~~he is his~~ not well-equipped for his future as friends and contacts are one of the most significant tools for one's wellbeing, success and happiness.

In the end, I ~~would~~ like to mention that although, overusing the computer could spoil both ~~a~~ child's future and personality, it is not sensible to ban this usage. We live in an era ~~where/when that~~ the whole life depends on computers. Almost every aspect of our life is influenced by this technology: communications, methods of learning and studying, careers and whatever you can imagine, ~~so it is. -So, it is~~ every child's right to be familiar with ~~a~~ computer and be able to work with it confidently as he will need it all his lifetime.

In conclusion, parents not only should limit their youngster's time spent in front of the computers, but also should be in charge of the games they play and the way they use ~~the~~ internet. Moreover, it is good to encourage them to interact with their playmates more than their tablet.

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