

Instructional Sequence/Notes/Read me:

Goal: In this module, students will analyze the evidence and reasoning related to the question of whether or not cell phone/gaming addiction should be recognized as a mental illness.

SEPS: Analyzing and interpreting data, Engaging in argument from evidence, Obtaining, evaluating, and communicating information.

Content: Nervous system, cells, Nervous system, cells, information processing

Enduring understanding 2.C: Organisms use feedback mechanisms to regulate growth and reproduction, and to maintain dynamic homeostasis.	Essential knowledge 2.C.1: Organisms use feedback mechanisms to maintain their internal environments and respond to external environmental changes.
	Essential knowledge 2.C.2: Organisms respond to changes in their external environments.
Enduring understanding 2.D: Growth and dynamic homeostasis of a biological system are influenced by changes in the system's environment.	Essential knowledge 2.D.1: All biological systems from cells and organisms to populations, communities and ecosystems are affected by complex biotic and abiotic interactions involving exchange of matter and free energy.
	Essential knowledge 2.D.2: Homeostatic mechanisms reflect both common ancestry and divergence due to adaptation in different environments.
	Essential knowledge 2.D.3: Biological systems are affected by disruptions to their dynamic homeostasis.
	Essential knowledge 2.D.4: Plants and animals have a variety of chemical defenses against infections that affect dynamic homeostasis.
Enduring understanding 2.E: Many biological processes involved in	Essential knowledge 2.E.1: Timing and coordination of specific events are necessary for the normal development

- 1. Discuss what the word addiction means to students.
- 2. Have students review the articles and videos 1-4 on following page.
- 3. Break students into 8 different groups. Assign the students to one of the 8 different roles in society.

Claim: Gaming/cell phone addiction is an illness	Claim: Gaming/cell phone addiction is NOT an illness
World Health Organization Official	Insurance Company executive
Parent of Addicted Teen	Parent of unaddicted teen
Teacher	Teacher
Psychologist (Mental Health Professional)	Video Game developer

- 4. Students read the articles (below chart) that go with their position.
- 5. Students produce a slideshow or poster that supports their role's claim. Potentially formatted...

Claim: _____

Evidence #1: #, fact, stat
Reasoning: Connect claim to evidence

Evidence #2: #, fact, stat
Reasoning: Connect claim to evidence.

Evidence #3: #, fact, stat
Reasoning: Connect claim to evidence

6. Students plan questions using the “**Cell phone and gaming addiction Question Asker**” sheet.
7. Students present their assigned positions.
8. While students present their role’s position, they should be taking notes.
9. Students use the evidence to communicate their own personal position with the “**Your personal vote**” sheet. Extension: Students communicate their own person position to appropriate policy maker.

Tips:



- Emphasize students are role playing in order to learn new information they should consider as they make their own personal statement after all the different roles have presented.
- Check students work on presentations regularly.
- I’ve had students do one piece of evidence on each slide, which includes the reasoning connecting the evidence to their claim.
- Differentiate the activity by assigning more complex roles to specific groups.
- Think about including specific required terms be on slideshows to facilitate students making the connections with positive reinforcement, neurons, neurotransmitters, etc...
- Consider bringing in a guest speaker related to the topic.
- Encourage students to call professional and seek their input, instead of simply relying upon the articles.
- The articles in the chart below are a suggested starting point for research. Students are not limited to these sources, but should cite their work in the presentation.

Is cell phone/internet/gaming addiction an illness (to be recognized in DSM 5)?

Positive reinforcement vs. negative reinforcement (coaching, biofeedback, experiments, different contexts...goal help students see theme of reinforcement in contexts of computer learning)

Background...

- 1.) DSM 5 Definition of Illness <https://www.saybrook.edu/unbound/defining-mental-disorders-dsm-5-style/>
- 2.) Gaming Addiction Classified as an Illness by World Health Organization. <https://www.bbc.com/news/technology-42541404>
- 3.) Strategies for how computer games engage you. https://www.youtube.com/watch?v=tWtvrPTbQ_c
- 4.) Your brain on cell phones...<https://www.youtube.com/watch?v=MkdcnkGBQSw>

Yes it is an illness and insurance should cover treatment	No it is not an illness so insurance should not cover treatment
World Health Organization Official	Insurance Company executive
<ol style="list-style-type: none"> 1. Article 1 http://www.wmfe.org/gaming-addiction-disorder-white-house-pitches-big-changes-for-education-department/88422 2. Article 2 http://www.wbur.org/hereandnow/2018/06/19/who-recognizes-video-gaming-addiction-as-mental-disorder 3. Article 3 http://www.health.com/anxiety/cell-phone-addiction  <p>http://www.who.int/careers/en/</p>	<ol style="list-style-type: none"> 1. Article 1 http://upperbay.org/DO%20NOT%20TOUCH%20-%20WEBSITE/articles/costs%20of%20mental%20illness.pdf 2. Article 2 Cost of addiction treatment. https://www.addictioncenter.com/rehab-questions/cost-of-drug-and-alcohol-treatment/  <p>https://www.disabilityquotes.com/disability-insurance/executives.cfm</p>
Parent of Addicted Teen	Parent of unaddicted teen
<ol style="list-style-type: none"> 1. Article 1 https://www.washingtonpost.com/sf/style/2016/12/07/video-games-are-more-addictive-than-ever-this-is-what-happens-when-kids-cant-turn-them-off/?noredirect=on&utm_term=.b67c911e5817 2. Article 2 http://www.techaddiction.ca/teenagers-addicted-to-computer-games.html 	<ol style="list-style-type: none"> 1. Positive effects of gaming http://www.apa.org/news/press/releases/2013/11/video-games.aspx 2. Positive effects of gaming on young kids https://www.mailman.columbia.edu/public-health-now/news/time-spent-playing-video-games-may-have-positive-effects-young-children



<https://www.99check.com/blog/10-parenting-tips-helping-teen-transition-high-school/>



<https://247sports.com/nba/cleveland-cavaliers/Bolt/LeBron-James-says-he-wants-to-play-with-his-son-in-NBA-116148542/>

Teacher

1. Cell phones use in schools
<https://files.eric.ed.gov/fulltext/EJ847358.pdf>
2. Cell phone use in Schools audio 10 minutes.
<http://www.wbur.org/hereandnow/2017/09/27/students-cellphones-school>
3. Article 3 <http://www.health.com/anxiety/cell-phone-addiction>



<https://www.frontlinesms.com/education/>

Teacher

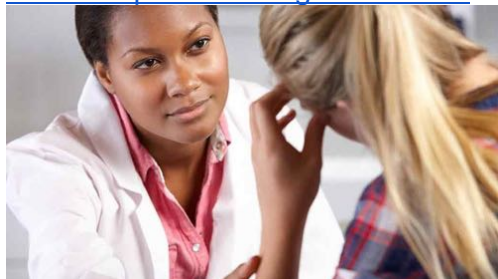
1. Cell phone use in Schools audio 10 minutes.
<http://www.wbur.org/hereandnow/2017/09/27/students-cellphones-school>
2. Might not be an addiction
<http://www.businessinsider.com/being-hooked-on-video-games-isnt-necessarily-an-addiction-this-study-explains-why-2017-10>



<https://steemit.com/education/@fajarli/using-cell-phone-in-a-class-is-not-a-problem-this-is-the-reason-201814t85840471z>

Psychologist (Mental Health Professional)

1. WebMD article
<https://www.webmd.com/mental-health/addiction/features/video-game-addiction-no-fun#1>
2. Symptoms and treatment
<https://americanaddictioncenters.org/video-gaming-addiction/>
3. Addictive product designs
<http://www.businessinsider.com/technology-addiction-product-designers-2017-3>



<https://www.choice.com.au/health-and-body/health-practitioners/doctors/articles/mental-health-professionals>

Video Game developer

1. Positives of gaming
<https://www.engadget.com/2017/02/09/8-cognitive-benefits-of-playing-video-games-for-kids/>
2. Positive effects of gaming
http://web.csulb.edu/~kmartine/the_positive_effects_of_playing_video_games.docx



<https://videohive.net/item/female-game-developer-works-on-a-level-design-on-her-personal-computer-with-two-displays/20602086>

Cell phone and gaming addiction Question Asker:
(adapted from Persistent Issues in History Network)

Your job is to help your character by preparing 2-3 questions for each of your character's enemies. You may change the wording or use different ones in the actual hearing, but this will help you prepare for each enemy and find out what negative actions they may have been taking against your character.

Also, your job is to help your character by asking them a supportive question during the hearing and then posing questions to his/her enemy that will make their enemies position look bad. You want your question to your character to allow them to explain why they are taking the actions they are and build sympathy for their case.

Questions for the _____ who is _____ classifying cell phone/gaming addiction as a mental illness:

1.

2.

Questions for the _____ who is _____ classifying cell phone/gaming addiction as a mental illness: :

1.

2.

Questions for the _____ who is _____ classifying cell phone/gaming addiction as a mental illness: :

1.

2.

Questions for the _____ who is _____ classifying cell phone/gaming addiction as a mental illness:

1.

2.

Opening question for your character.

Name: _____

Block: _____

Presentation Notetaking...Record the details that seem somewhat convincing to you from the presentations...

Compelling Points made PRO , for allowing cell phone and/or gaming addiction to be classified as mental illness	Compelling Points made CON , against allowing cell phone and/or gaming addiction to be classified as mental illness
World Health Organization Official: 1. 2.	Insurance Company Executive 1. 2.
Parent of an addicted teen: 1. 2.	Parent of unaddicted teen: 1. 2.
Teacher 1. 2.	Teacher 1. 2.
Psychologist 1. 2.	Video Game Developer 1. 2.

Your personal vote:

1.) Gaming addiction should be classified as a mental illness .

_____ Yes _____ No.

2.) Cell phone addiction should be classified as a mental illness .

_____ Yes _____ No.

Your Primary Reasons (more than opinion, use presentation information)

a.) Reason #1: _____

b.) Reason #2: _____

c.) Reason #3: _____

Use your answers from the above question to create a letter to a federal/state lawmaker to express your position and reasons for your position. Be sure to include at least 3 lines of evidence and reasoning.

Dear _____,

Thank you,

1.) Write your letter in a google doc.

2.) Have your teacher read this over and then go to online to add your letter to a contact us form.

Gaming/Cell Phone Addiction DSM personal position.

	Advanced-4	Proficient-3	Basic-2	Poor-1, 0
GROUP PRESENTATION of the position (X2)	3 or more well cited, scientific, emotional, and/or economic, well described reasons for their role's positions presented in a convincing manner, 2-3 minutes, 3 specific evidence pieces. Reasoning should be based on addiction process in brain.	2 well cited, scientific, emotional, and/or economic, well described reasons for their role's positions, 2-3 minutes	1 well cited, well described reasons for their role's positions, outside of 2-3 minutes, more than 1 minute	1 or fewer well cited, well described reasons for their role's positions, less than 1 minute.
Questions regarding presentation	Asked an appropriate, relevant, thoughtful question. Responded thoughtfully and appropriately to questions.	Asked a question. Responded appropriately to questions.	Responded to a question.	Did not ask or respond to any questions.
PERSONAL LETTER CLAIM Part 1 Articulation of personal position	Very clear description of the personal claim.	Personal claim stated, but not completely clear.	Unclear statement of personal claim.	Little to no description of claim.
PERSONAL LETTER: Evidence and Reasoning. Positives of personal position and reasons supporting (X2)	Very thorough description of convincing reasons for position. Must include connection to scientific processes. Reasoning should be based on addiction process in brain.	Adequate description of reasons for position. Must include connection to scientific processes.	Simplistic reasoning for laws with little genetic basis.	No Scientific Reasoning
Completion of the note-taking sheet	Very thorough description of major arguments from the 8 perspectives.	Thorough description of major arguments from the 6-7 perspectives.	Simplistic description of the majority of positions	No description

Total Points: _____ / 28 pts.

(24-28 A, 18-23 B, 14-17 C, 9-13 D, 0-8 F)