

Toy guns do NOT increase violence

The #1 predictor of child violence?

⇒ Parent Behavior

Six modern studies show that parental behavior is the strongest inducement to violent behavior.

1. <http://www.suite101.com/content/toy-guns-violence-and-parents-a19556>
“... **it is not the toy guns** that lead to an escalation in violence, **but the lack of parental supervision** and time spent with children ...”
Read more at Suite101: [Toy Guns, Violence, And Parents: Violence and fake guns, children, parents, and responsibility](http://www.suite101.com/content/toy-guns-violence-and-parents-a19556#ixzz1EAinxvLD) <http://www.suite101.com/content/toy-guns-violence-and-parents-a19556#ixzz1EAinxvLD>
2. <http://www.hopkinsmedicine.org/press/2003/JANUARY/030103.HTM>
“**Parents' Views On Toy Guns Vary By Gender And Race**”
Only one way to prevent violent behavior: **parental involvement**
3. **Malcolm Watson**, chairman of the **Psychology Department at Brandeis University**
Early Education and Development, Vol. 3 No. 4
“the strongest predictor of real aggression was the amount of physical punishment that parents reported using. The more a parent spanked a child, the more real aggression the child demonstrated.”
4. **Ban on youngsters playing with toy guns can backfire, study finds**
<http://www.heraldscotland.com/ban-on-youngsters-playing-with-toy-guns-can-backfire-study-finds-1.878444>
“... found that the "ban" drove the pretend weapons underground, rather than halt interest ..., and children became deceitful and broke nursery rules in order to play their favorite games. A relaxation of the ban on toy guns ... and **adults becoming involved** in the games, **allowed boys to become more considerate to others and more open with adults**, her experiment found.
5. **Penny Holland**, academic leader for early childhood studies at **London Metropolitan University**
“... found that boys who have been banned from playing soldiers and pirate games can become frustrated, both in and out of the classroom.”
Guidance released last year by the Department for Children, Schools and Families, **recommended that staff should not stop boys using pretend weapons** in games and that safe risk taking **enhanced every aspect of learning and development.**”
6. [This is your brain ... on violent video games](http://scienceblogs.com/cognitivedaily/2007/06/this_is_your_brain_on_violent_1.php)
http://scienceblogs.com/cognitivedaily/2007/06/this_is_your_brain_on_violent_1.php
“This **corresponds exactly to the brain activity of adolescents with antisocial and aggressive behavior disorders**, and is the same as normal individuals' brain responses to imagining aggressive behavior”