

**Polaris Operational Group**  
**Resolution #10**  
**Reduce Morning Electronics**  
**Submitted by Bryan's Advisory**

**Be it resolved by Operational Group,** The student body implores all secondary students to restrict their usage of electronics, especially games, before school.

1. **Whereas** students would be strongly encouraged to limit their own usage of electronics, especially games, before school;
2. **Whereas** passive electronic use, such as listening to music, would not be affected;
3. **Whereas** educational electronic use would not be affected;
4. **Whereas** a better example could be made for younger students, whether secondary or elementary;
5. **Whereas** limited use of electronics would help to cultivate a better community, learning and professional atmosphere;
6. **Whereas** extensive use of electronics is unhealthy and distracting;
7. **Whereas** use of electronics decreases social behavior;
8. **Whereas** restriction of electronics in elementary students has increased social behavior, as well as other healthy habits;

**Therefore, be it resolved by Operational Group,** The student body implores all secondary students to restrict their usage of electronics, especially games, before school.

**Action Statement:** If this resolution is approved by Operational Group with a majority vote, the student body will immediately implore all secondary students to stop using electronics before school.

Works Cited:

Advisory, Bryan's. "Should Video Games Be Allowed in the Morning?" Conference. 4 Oct. 2017

"Kids Read Emotions Better When Deprived of Screens." Time, Time, [time.com/3153910/why-access-to-screens-is-lowering-kids-social-skills/](http://time.com/3153910/why-access-to-screens-is-lowering-kids-social-skills/).

Sathiraboot, Candice. "Is Too Much Electronic Use Bad For Your Health?"

HealthPoint, HealthPoint,

[www.healthpointchc.org/news-calendar/blog/is-too-much-electronic-use-bad-for-your-health](http://www.healthpointchc.org/news-calendar/blog/is-too-much-electronic-use-bad-for-your-health).