

Section 1:

#1 (INTERVIEW section): a. Strengths:

- You provide a specific example of lateral thinking.
- You demonstrate self-awareness of your strengths.

b. Weaknesses: Lack of Detail Your example lacks sufficient detail to fully illustrate your lateral thinking skills. You mention making an igloo with sugar cubes, but you don't explain how this approach was different or more effective than others. For instance, you state, "I told them that the sugar cubes were perfect rectangular prisms and if we divided it would be strong and tall," without elaborating on how this method improved the structure.

c. Exemplar: "I suggested we divide the igloo into layers, utilising the rectangular shape of the sugar cubes. This approach allowed us to create a stronger, taller structure compared to the traditional method of building from the ground up."

#2 (Beginning of STORY section): a. Strengths:

- You set an intriguing scene with mysterious artefacts.
- You introduce tension with the discovery of the map.

b. Weaknesses: Inconsistent Tone The tone shifts abruptly from a casual home setting to a more ominous atmosphere. For example, you write, "I was looking at some past artefacts I had found from past adventures," which feels casual, but then quickly transition to, "The skull kept its deathly hollow stare, and its murderous grin was as if it was ready to kill me," which is much more intense. This sudden change can be jarring for readers.

c. Exemplar: "As I examined the artefacts from my past adventures, an eerie feeling crept over me. The map that rolled out revealed an archipelago surrounding a large island marked with a sinister skull, its hollow eyes seeming to stare directly at me."

#3 (End of STORY section): a. Strengths:

- You provide a clear moral lesson.
- You create tension with the closing cave scene.

b. Weaknesses: Rushed Conclusion The ending feels abrupt and underdeveloped. You write, "I escaped the isle leaving the next adventurer to come. Skeleton Isle's treasure will never be stolen," without fully exploring the protagonist's emotional journey or the

consequences of their decision. This rushed conclusion doesn't give readers a satisfying resolution to the built-up tension.

c. Exemplar: "As I fled the collapsing cave, leaving the treasure behind, I felt a mix of relief and regret. The weight of greed lifted from my shoulders, and I realised the true treasure was the lesson I'd learned. Skeleton Isle would keep its secrets, waiting for the next adventurer to test their heart against its temptations."

Actionable Task: Rewrite the STORY section, focusing on maintaining a consistent tone throughout. Pay particular attention to the transitions between scenes and ensure that the emotional journey of the protagonist is clearly conveyed from start to finish.

Overall Score: 41/50

Section 2: Revision Guidelines

#1 STORY It all just started at my home. I was looking at some past artefacts I had found from past adventures. As I walked to the next glass box, I tripped over something and fell into a box. The box was very damp and ~~ranked~~ [reeked] like a rotten egg. When I got out, I saw a map roll out of the box and to my feet. A couple of other things also fell out. I first went to see the skulls that had fallen out. I knew they had been rotting for a long time. I became curious and went to unroll the parchment. When I unrolled the parchment, I saw an archipelago of islands surrounding one big island with a skull. #2 The skull kept its deathly hollow stare, and its murderous grin was as if it was ready to kill me. On the side of the parchment, in blood[-]red writing[,] it warned~~:~~ [:] only the pure of heart may survive and find the treasure. I decided that I should go to these islands and find the treasure. The sail to the island was hard because it was in the middle of the ~~pæific~~ [Pacific]. Once I got there[,] it was pretty clear that this would be a dangerous adventure. As I entered, I heard the many cries of past people who had come for the treasure. The cries continued ~~før~~ [throughout] all my walk. I came upon a cave while I was walking. I decided to enter the cave as there could have been treasure in there. As I entered the cave, all the ~~dries~~ [cries] of the past adventurers entered inside me. I could see all of them going to the isle for greed. They made it to the treasure, but their greed failed them in the end. A few metres away from me, I saw the treasure. I went for the treasure, but the cave started closing in on me. I also felt all the past adventurers['] greed ~~step-on~~ [weigh upon] me. I really wanted to grab the treasure, but I knew that I had to escape. #3 I escaped the isle, leaving the next adventurer to come. Skeleton Isle's treasure will never be stolen. You will ~~wither~~ [either] die by the cave or escape the isle. The lesson is that you must not let greed take over you.