

Section 1:

#1 (Career aspirations response) Strengths:

- Shows personal connection through childhood experience
- Demonstrates practical experience with coding through example of creating games

Weaknesses: Lack of specific career goals → Your response focuses mainly on past experiences but needs more detail about future career plans in software development. Phrases like "to create the foundations of a computer" are too vague.

Exemplar: *I aspire to become a software developer specialising in game development, as I have already begun creating simple games like Pong and wish to advance to designing more complex gaming applications.*

#2 (Ethics of lying response) Strengths:

- Shows balanced perspective considering both sides
- Provides specific examples to support reasoning

Weaknesses: Limited exploration of consequences → Your discussion about lies "spiraling" needs more concrete examples of how dishonesty affects relationships and trust.

Exemplar: *While small lies might seem harmless, they can create a pattern of dishonesty that damages friendships - for instance, if friends discover you've been lying about small things, they may question everything you say.*

#3 (Wallet scenario response) Strengths:

- Clear step-by-step thought process
- Shows strong moral reasoning

Weaknesses: Limited personal reflection → Your answer would be stronger if you shared how returning the wallet aligns with your personal values rather than just stating it's the right thing to do.

Exemplar: *I would return the wallet because I believe in treating others as I would want to be treated - if I lost my wallet, I would hope someone would make the effort to return it to me.*

■ Your responses show good basic moral understanding and career interest, but need more depth in personal reflection and specific examples. Try to expand your answers by sharing more detailed thoughts about your future plans and explaining how your values shape your decisions. Write about how your experiences have influenced your choices and what you've learned from them.

Score: 39/50

Section 2:

#1 ~~Ever since I was a little kid, I had hopped onto a computer~~ [Ever since I was a little kid, I would hop onto a computer] and wondered how it functioned. This question ~~lead~~ [led] to ~~dream~~ [my dream] of being a coder: to create the foundations of a computer. When my dad had informed me of coding, † [I] found it really intriguing, especially with the concept of using python. I still remember the time when † [I] created mini games such as pong using complex coding. I truly desire to become a coder, not only because it is fun to code and create games, but it will be a financially ~~and~~ rewarding job.

#2 Lying is generally wrong because it destroys trust, which is important in relationships. On the other hand, lying might be somewhat justified in some instances where one may avoid causing harm or hurt to others or saving them from their feelings. ~~Telling a "white lie" not to hurt feelings in a delicate situation may be shown as an act of mercy.~~ [In delicate situations, telling a "white lie" to avoid hurting feelings could be seen as an act of mercy.] Besides that, in certain situations involving self-defense or saving people, lying would be imperative for safety. Even with all these exceptions, honesty is always the best policy, as lies can spiral, leading to harm in greater magnitudes. Generally speaking, lying should only be done seldom and responsibly.

#3 If I find a wallet with lots of money lying on the ground, then my first efforts will be made toward finding its owner. I look for any identification, driver's licence, or even some contact details to return it. If I do not get anything through which I can get in contact directly, I just turn it into the nearest lost and found place or to any nearby local authority. Keeping the money wouldn't feel right because it could belong to someone in great need, and returning it would be considered honesty on my part, and responsible ~~behavior~~ [behaviour]. Doing the right thing builds trust and integrity in a society.