

Section 1:

#1 Opening paragraph: Strengths:

- Strong hook with vivid imagery of a child glued to the screen
- Clear thesis statement about screen time limits

Weaknesses: Underdeveloped argument → Your opening relies heavily on emotional appeal without establishing a balanced view. The phrase "dangerous addiction" creates an extreme stance without proper context. Consider presenting both positive and negative aspects from the start.

Exemplar: *While technology offers valuable opportunities for children's development, finding the right balance of screen time is crucial for their wellbeing.*

#2 Second paragraph: Strengths:

- Good use of specific examples (Duolingo, Khan Academy)
- Clear topic sentence introducing benefits

Weaknesses: Limited development → Your discussion of benefits feels rushed and surface-level. The phrase "these benefits are useful" needs deeper exploration of how exactly these platforms enhance learning.

Exemplar: *Educational platforms like Duolingo and Khan Academy not only make learning engaging but also help children develop essential digital literacy skills they'll need for their future.*

#3 Third paragraph: Strengths:

- Clear cause-and-effect structure
- Relevant examples of health impacts

Weaknesses: Vague support → Your claims about health effects need more specific examples. The phrase "can cause eye strain, sleep problems" would be stronger with concrete details about how these issues develop.

Exemplar: *Extended gaming sessions can lead to physical inactivity, causing children to miss out on crucial outdoor play and exercise needed for healthy development.*

■ Your persuasive piece shows promise but needs stronger development in several areas. You've made a good start with the structure, but your arguments could be more convincing with deeper exploration of each point. Focus on expanding your third paragraph about health effects - add more details about how screen time affects sleep patterns and physical activity. Also, your second paragraph about benefits needs more examples of how technology positively impacts learning. Additionally, consider adding a paragraph about practical solutions for parents beyond just setting time limits. Your conclusion could be stronger by including a call to action for parents and teachers. Take time to build your arguments step by step, using clear examples throughout.

Score: 42/50

Section 2:

Technology & Screen Time: How Much is Too Much?

#1 Imagine a child glued to a screen, eyes wide and unblinking, completely lost in the digital world. Hours pass, the sun sets, and yet they remain, trapped in an endless scroll of videos, games, and messages. ~~Is this the future we want for kids?~~ [What future are we creating for our children?] While technology is a powerful tool, it can also be a dangerous addiction. Kids should not have unlimited screen time because it can negatively impact their health, social skills, and overall well-being.

#2 Technology provides many benefits for learning and entertainment. Educational apps, online research, and interactive games can help children develop important skills. For example, learning platforms like Duolingo and Khan Academy make studying fun and engaging. ~~Additionally,~~ [Moreover,] technology allows kids to stay connected with friends and family through video calls and messages. However, while these benefits are useful, too much screen time can lead to negative effects that must be considered.

#3 Spending too much time on screens can harm children's health and well-being. Studies show that excessive screen time can cause eye strain, sleep problems, and a lack of physical activity. For example, kids who play video games for hours may not get enough exercise, leading to ~~gaining weight~~ [weight gain] and other health issues. Moreover, too much screen use can affect social skills, making it harder for children to interact with others in real life. This is why setting limits is crucial.

The best approach is to balance screen time with other activities. Parents can set daily limits, encourage outdoor play, and promote hobbies like reading or sports. For example, a rule of two hours of screen time per day allows kids to enjoy technology while still having time for other

important activities. Schools and families should work together to ensure children use technology wisely without becoming dependent on it.

In conclusion, while technology has many benefits, too much screen time can be harmful. It is essential to find a balance to keep children healthy and socially engaged. Parents should set reasonable limits and encourage a mix of activities. By managing screen time wisely, kids can enjoy the advantages of technology without facing its negative effects. Let's take control before screens take control of us!