

Section 1:

#1 (First paragraph): Strengths:

- Strong opening with vivid imagery comparing technology to a predator
- Clear thesis statement about screen time restrictions

Weaknesses: Underdeveloped argument → Your opening paragraph introduces multiple points but doesn't fully connect them. The comparison between technology and a predator, while creative, needs better linking to your main points about cyberbullying and communication skills.

Consider: "Like a predator lying in wait, modern technology captivates our children's attention, leading them down a path of excessive screen time. While technology offers some educational benefits, its drawbacks are far more concerning - from cyberbullying to poor communication skills and gaming addiction."

#2 (Third paragraph): Strengths:

- Good use of personal experience
- Clear focus on communication skills

Weaknesses: Limited evidence → Your personal example needs more detail to support your point. You mention a peer's inability to understand sarcasm but don't fully explain how this connects to screen time.

Consider: "In a recent conversation, I used sarcasm while talking to a classmate who spends most of their time online. Their confused expression and literal interpretation of my words clearly showed how excessive screen time had affected their ability to read social cues."

#3 (Final paragraph): Strengths:

- Attempts to summarise main arguments
- Links to future implications

Weaknesses: Incomplete conclusion → Your conclusion simply restates points without bringing new insight. The phrase "fix all of the cons" oversimplifies the complex issue of screen time.

Consider: "By implementing reasonable screen time limits, we can help students develop better

social skills, protect them from cyberbullying, and improve their academic performance, ultimately preparing them for a more balanced future."

■ Your piece shows promise but needs deeper development of ideas. You could strengthen your argument by adding more details about how screen time affects daily life. For example, in your paragraph about cyberbullying, share specific ways it impacts students at school. Also, when discussing communication skills, you might describe what good face-to-face communication looks like. Your gaming addiction paragraph would be stronger if you included examples of how it affects homework time. Try to connect your ideas more smoothly between paragraphs. Your conclusion could be more powerful by suggesting specific screen time limits. Remember to explain why these limits would work well for students.

Score: 42/50

Section 2:

#1 Picture a starving beast, the apex predator, waiting to devour its prey. Silent but noticeable. Staring right into their minds. Trickery. ~~This sounds perfectly like~~ [This perfectly describes] a smartphone. Many childhoods are now simply scrolling away on their devices, or playing video games all day. While technology can offer ~~minuscule~~ [minimal] benefits towards educational exposure, it pushes long lasting pernicious effects such as cyberbullying which can lead to depression, erodes their communication skills such as identifying body language and entralls kids and traps them into a vicious, bloodthirsty cycle of video games which causes addiction leading to hindrances in school work. A screentime restriction would be crucial to a child's development, as it'll remove the downsides of technology.

Excessive screen time, especially on social media, can negatively affect self-esteem, as children can face cyberbullying. Studies have linked high screen time with increased anxiety and depression in young people. A 2014 study found that about 17% of students reported being victims of cyberbullying. The study linked these experiences with a higher likelihood of developing depressive symptoms, anxiety, and lower self-esteem. While critics argue that cyberbullying is easy to avoid, many students do not know how to tackle the issue, and additionally, even one experience can still drastically harm their innocent minds. Excessive use, specifically happening on social media platforms, can cause major mental damage from cyberbullying, and the most effective way to counter the issue, is to strike a social media restriction.

#2 While technology can connect people, overreliance on digital communication will hinder the development of in person social skills, such as reading body language, empathy, and communication nuances. Even in my experience, I was in a conversation with a peer, and they failed to understand my sarcasm and body language. I was dismayed about the situation, and ~~it had come upon me that~~ [I realised that] I could notice that he spent most of his time online. Again, a screen time restriction would be effective to combat the issue, as it would help improve communication skills.

The engaging nature of video games, apps, and social media can lead to a device ~~addiction~~ [addiction], where students may find it difficult to stop using technology, even when it interferes with other aspects of life like school and homework. A very recent study found that excessive video gaming could lead to "gaming disorder," which significantly affected school performance. The study was ~~dishearteningly~~ [disheartening in] ~~shown~~ [showing] that children who spent more time playing video games procrastinate on homework or worse, skipping the task entirely. Additionally, it was proven that the select kids who had parental set screen time performed better on exams, and could easily concentrate during class. Excessive use of technology can cause an addiction which severely leads students down a wrong path.

#3 Overall, I believe that even a restriction or a ban will fix all of the cons like cyberbullying, fixing communication skills and a low performance in school. By setting clear boundaries, we can foster both educational and mental growth, guiding students onto a path that leads to a brighter and more successful future.