

Section 1

#1 "When a child is doing a video game they will consider them self as a character in the video game. They behave in the same way as the character in the game then they the habit and they won't have control if they play for a long time."

Strengths: You've identified an important concept about player identification with game characters. Your concern about habit formation shows thoughtful consideration of long-term effects.

Paragraph Structure → Your paragraph attempts to build an argument but lacks clear organisation. The sentences jump between ideas without proper connections, making it difficult to follow your reasoning. For example, "They behave in the same way as the character in the game then they the habit" is missing words and logical flow.

When children play violent video games, they often identify with their character. Over time, they might begin copying the character's violent behaviours, and this can develop into habits that are difficult to break, especially with prolonged gameplay.

#2 "The brain of a child is not as developed as an adult so they will not stop playing the violent game as what I said it will be a negative impact on a child's brain.some vr games can cause fatal injuries and mass destruction mostly in boxing games"

Strengths: You've mentioned brain development differences between children and adults, which is a valid scientific point. You've also tried to include newer technology (VR) in your argument.

Sentence Clarity → Your ideas run together without proper punctuation or clear connections. The jump from brain development to "fatal injuries and mass destruction" lacks supporting evidence and explanation. The reader cannot understand how you've reached these conclusions.

A child's brain is still developing, which makes it harder for them to stop playing exciting but violent games. This continued exposure can negatively affect their developing brain. Additionally, some VR games, particularly boxing games, can lead to physical injuries if children play without proper supervision.

#3 "violence. violence is popular in many schools. several kids have been caught swearing at others and tackling other and this is violent.well we don't want to spread this to video games!"

Strengths: You've attempted to connect real-world school behaviour with video game content, which shows you're thinking about cause and effect relationships.

Topic Introduction → Your opening lacks a clear thesis statement and proper context. Starting with "violence. violence is popular" doesn't effectively introduce your topic or position. The connection between school violence and video games needs more development.

Violence has become a concerning issue in many schools. Students have been observed swearing at and physically confronting each other, demonstrating violent behaviours. Allowing children to play violent video games might reinforce these negative behaviours rather than discourage them.

■ Your piece shows passion about an important topic that affects many families and schools. However, it would benefit from a clearer structure with an introduction that states your position, body paragraphs that each focus on one main point, and a conclusion that summarises your argument. You could improve the flow by adding transition words like "firstly," "furthermore," and "in conclusion" to guide your reader through your thoughts. Also, try to provide specific examples of violent video games and their content to strengthen your argument. Breaking your text into properly structured paragraphs with topic sentences would make your points clearer. Your arguments about brain development and behaviour imitation could be stronger if you explained them more thoroughly with simple examples that readers can relate to.

Score: 35/50

Section 2:

should children be allowed to play violent video games?

~~violence. violence is popular in many schools.~~ [Violence is popular in many schools.] several kids have been caught swearing at others and tackling ~~other~~ [others] and this is violent. ~~well~~ [Well] we don't want to spread this to video games! #3

When a child is ~~doing~~ [playing] a video game they will consider ~~them self~~ [themselves] as a character in the video game. They behave in the same way as the character in the game ~~then they the habit~~ [then they develop the habit] and they won't have control if they play for a long time. If this happens in a video game then it will be a massive problem for a parent or carer to control the child. ~~violent~~ [Violent] games can unleash serious problems to a child under the age of thirteen. One of them is starting to physically and verbally abuse someone. Another is getting terrifying ~~nightmare~~ [nightmares] which will have a BIG impact on a child's brain and sleeping hours. This may cause a child to be hated ~~by~~ [because of] physical and verbal abuse used against classmates, friends and teachers. Playing violent video games ~~in the age 1-10~~ [between ages 1-10] your future is ruined. #1

~~The brain of a child is not as developed as an adult so they will not stop playing the violent game as what I said it will be a negative impact on a child's brain.~~ [The brain of a child is not as developed as an

adult's, so they might not be able to stop playing violent games, which can have a negative impact on their developing brain.] ~~some~~ [Some] VR games can cause fatal injuries and mass destruction mostly in boxing games. #2

~~finally~~ [Finally], I wouldn't recommend children playing violent } [video games.]