

Section 1:

#1 "Violence is very common in school. Several kids have been caught swearing or tackling others. Well we don't want to spread the catastrophe into video games!"

Strengths: You've established a clear connection between school violence and video games. Your opening creates urgency about the topic.

Weakness: Abrupt introduction → Your introduction jumps directly into the topic without properly setting the context. The connection between school violence and video games needs more development. For example, when you write "Well we don't want to spread the catastrophe into video games!" it assumes readers already understand this connection.

Exemplar: ***Violence has become increasingly common in school environments, with children swearing and tackling others during playtime. This concerning behaviour raises important questions about whether violent video games might be making this problem worse.***

#2 "Stopping violent games is like learning how to walk for the first time. Here is how; when a child is gaming for a long time then the child's brain will develop the character's personality, behaviour and lifestyle."

Strengths: Your metaphor about learning to walk shows creativity. You've attempted to explain the brain development process in children.

Weakness: Unclear comparison → The comparison between stopping violent games and learning to walk isn't fully explained. It's difficult to understand how these two activities relate. Additionally, when you write "the child's brain will develop the character's personality," you don't provide enough evidence or explanation about how this actually happens.

Exemplar: ***Breaking the habit of playing violent video games requires patience and persistence, much like a child learning to walk. Research suggests that when children spend excessive time immersed in violent games, they may begin to adopt the aggressive behaviours and attitudes they see on screen.***

#3 "A child's brain is not as developed as an adult or teenager's brain so a child can't control them self to stop gaming. As what I said it will be a negative impact on a child's brain. some vr games can cause fatal injuries or mass destruction."

Strengths: You've highlighted an important point about brain development differences. You've attempted to expand your argument to include physical safety concerns.

Weakness: Underdeveloped claims → Your claims about children's brain development and self-control need more detail. When you mention "fatal injuries or mass destruction" from VR games, these serious

claims aren't supported with specific examples or evidence. The connection between brain development and gaming addiction needs clearer explanation.

Exemplar: *Young children's brains are still developing, particularly in areas responsible for self-control and decision-making. This makes it especially difficult for them to regulate their gaming time without adult intervention. Additionally, some VR games may pose physical risks as children might bump into furniture or fall while playing in an immersive virtual environment.*

■ Your piece shows passion about an important topic that affects many children. The core message about protecting children from violent games comes through clearly. To strengthen your writing, focus on developing your ideas more fully with specific examples. For instance, when you mention nightmares or abuse, include a brief example of how this might happen. Your paragraphs would benefit from clearer organisation—try starting each paragraph with a main idea, then supporting it with details. Also, consider adding a stronger conclusion that reinforces your main points about protecting children. Adding transitions between your paragraphs would help your ideas flow better. You could connect your point about brain development to the previous paragraph about nightmares by saying "These nightmare experiences are particularly harmful because..."

Score: 36/50

Section 2:

[want to play violent games , never

Violence is very common in school. Several kids have been caught swearing or tackling others. ~~Well~~ [Moreover,] we don't want to spread the catastrophe into video games! #1

Stopping violent games is like learning how to walk for the first time. Here is how [: when] a child is gaming for a long time then the child's brain will develop the character's personality, behaviour and lifestyle. ~~It will be a problematic experience to control the child if he/she had played~~ [Controlling a child becomes problematic if they have played] a violent game for a long time. One problem is horrifying nightmares. This will affect a child's brain and sleeping hours. Another problem is physical, verbal, psychological abuse. This can lead to a child being hated by classmates, teachers, friends. ~~As per me~~ [In my opinion,] playing violent games in the first ten years of your life will contribute to ~~make~~ [creating] a bad future. #2

A child's brain is not as developed as an adult or teenager's brain so a child can't control ~~them-self~~ [themselves] to stop gaming. ~~As what I said~~ [As I mentioned,] it will be [have] a negative impact on a child's brain. ~~some~~ [Some] vr games can cause fatal injuries or mass destruction. Violent games are so interesting that people can play for a long time causing an addiction and also glasses to be worn. #3

Stop physical abuse, stop verbal abuse and stop psychological abuse but that can only happen if you stop violent video games.]