

Section 1

#1: Opening paragraph (from "Tech. A popular..." to "...or separating them apart?")

Strengths:

- Your opening grabs attention by listing familiar technology that readers can relate to, such as phones, tablets, and gaming devices.
- You pose an interesting question at the end that makes readers curious about what comes next.

Vague Introduction → Your opening lacks a clear position or direction. Whilst you list various technologies and mention kids talking about games, these details don't connect to your main question about whether technology brings people together or separates them. The sentence "Tech. A popular and highly discussed topic" is too general and doesn't give readers a roadmap for your argument. You need to briefly preview the main points you'll discuss (like texting problems and family gaming benefits) so readers understand where your writing is headed.

Exemplar: *"Whilst technology like phones and gaming consoles fills our daily lives, the question remains: does it strengthen our relationships or weaken them? By examining texting habits and multiplayer gaming, we can better understand technology's complex effects on human connection."*

#2: Second and third paragraphs (from "Firstly, texting..." to "...lack of attention to words")

Strengths:

- You support your points with specific evidence, mentioning that scientists have noticed problems with texting.
- You provide concrete examples of abbreviations like 'lol' and 'asap' to show how texting affects writing.

Repetitive Structure and Underdeveloped Ideas → These two paragraphs both discuss texting problems but feel disconnected from each other. You mention misunderstandings in the first paragraph, then suddenly jump to writing habits in the second without showing how these ideas link together. Additionally, phrases like "Scientists have noticed" and "Scientists suggest" are vague—which

scientists? What studies? Your points would be stronger if you explained *why* missing non-verbal cues causes misunderstandings (for example, someone might think "fine" means you're happy when you're actually upset). The phrase "can also affect communication, grammar, and spelling errors" is confusing because it's unclear how abbreviations directly cause these problems.

Exemplar: *"Beyond simple misunderstandings, frequent texting can gradually change how we write in all situations. When we constantly use shortcuts like 'lol' or 'u' instead of 'you', our brains become accustomed to informal language, making it harder to switch to proper spelling and grammar when writing school assignments or important letters."*

#3: Conclusion (from "In conclusion..." to end)

Strengths:

- You acknowledge that the issue isn't one-sided, showing you understand technology has both benefits and drawbacks.

Weak Conclusion with Circular Reasoning → Your conclusion repeats the same idea four times ("It depends which side you take. What side you support. It matters what you support. And how you wish to see it") without adding new information or helping readers understand your final thoughts. A strong conclusion should summarise your main arguments and leave readers with something meaningful to consider. Instead of just saying "it's both good and bad," you could explain *when* technology helps relationships and *when* it harms them, giving readers practical guidance. Your conclusion also doesn't connect back to your opening question or tie together the texting problems and gaming benefits you discussed earlier.

Exemplar: *"Ultimately, technology becomes either a bridge or a barrier depending on how we choose to use it. Whilst texting may create distance through misunderstandings, multiplayer games can strengthen family bonds through shared experiences. The key is balancing digital convenience with meaningful face-to-face interaction."*

■ Your piece tackles an important question about technology's role in our relationships, and you've identified relevant examples like texting problems and family gaming. However, your writing would benefit from deeper analysis and clearer organisation. Right now, you list facts (texting causes

misunderstandings, abbreviations affect writing) without fully explaining *how* or *why* these things happen. For instance, when you mention that lack of emotional tone leads to misinterpretation, you could include a specific example: imagine texting "whatever" to a friend—they might think you're annoyed when you actually don't mind.

Additionally, your paragraphs need stronger connections between ideas. The jump from texting misunderstandings to writing habits feels abrupt because you don't explain how these problems relate to each other. Try using phrases like "Beyond miscommunication, texting creates another problem" to guide readers smoothly from one point to the next.

Your fourth paragraph about multiplayer games offers good examples like Mario Kart and Just Dance, but it's quite short compared to your discussion of texting problems. To balance your argument, you could explain *why* these games bring families together (perhaps they require teamwork, create friendly competition, or give everyone a chance to laugh together).

Also, think about adding a paragraph discussing when technology genuinely helps connection—perhaps video calls with distant grandparents or group chats that help friends stay close. This would make your argument more balanced and thoughtful. Your conclusion needs the most work because it currently just restates "it depends" without summarising your actual findings or giving readers clear takeaways. Remember, your reader should finish your piece understanding not just that technology has pros and cons, but specifically *what* those pros and cons are and *when* each one matters most.

Overall Score: 39/50

Section 2

~~#1 Tech. A popular and highly discussed topic.~~ [Technology has become a widely debated topic in modern society.] People have phones, tablets, ~~i-pads~~ [iPads], and laptops. There are also other gaming devices including: the Nintendo Switch, the ~~play-station~~ [PlayStation], and the Xbox. Kids chat in the playground about the latest games and how to ~~do~~ [complete] quests in the games. ~~But, has~~ [But has] technology been bringing people together or separating them ~~apart~~ [instead]?

~~Firstly, texting~~ [#2 Firstly, whilst texting] is a popular communication option.[.] ~~People text others all the time, but is this good or bad?~~ [its effects on relationships remain questionable.] Scientists have noticed that the lack of non-verbal cues can lead to misunderstandings and miscommunication. Although texting offers several benefits, it also ~~offers~~ [presents] several ~~cons~~ [drawbacks]. The lack of emotional tone can be ~~hard~~ [difficult] to ~~understand~~ [interpret], and messages can be misinterpreted. Scientists suggest against texting and ~~suggest~~ [recommend] speaking face-to-face with ~~the person~~ [others]. This can create strong bonds ~~or~~ [and] emotional understanding between 2 [two] people.

Moreover, texting affects writing habits, often resulting in people developing lazy writing habits. Abbreviations such as 'lol' and 'asap' can also affect communication,[by introducing] grammar,[and] spelling errors in ~~possible~~ [potentially] formal occasions and letters. Spelling errors can occur, the reason being that[because people are] ~~they are~~ not ~~used~~ [accustomed] to spelling simple words.[correctly.] Texting ~~provides~~ [promotes] negative writing habits and a lack of attention to ~~words~~ [proper language].

Although ~~technology it is noted that~~ [#3] technology has multiple ~~cons~~ [disadvantages], it also has ~~pros~~ [advantages]. Technology can help family bonding. For example, Mario Kart is a ~~multi-player~~ [multiplayer] game that brings people together. 4 [Four] people can play, possibly resulting in a whole family game night. Just Dance is another example,[—] a friendly, competitive game that brings out the groove in families. Overall, ~~multi-player~~ [multiplayer] games are a good way ~~how~~ [for] families ~~can bond~~ [to bond] with one another.[and strengthen relationships.]

In conclusion, ~~tech~~ [technology] is both good and bad. ~~It depends which side you take. What side you support. It matters what you support. And how you wish to see it.~~ [Whether technology strengthens or weakens relationships depends on how thoughtfully we choose to use it, balancing digital convenience with genuine human connection.]