Writing Feedback

_____

Term 3 Holiday - 2025:Day 4 | 10-Day Intensive Selective Writing
_____

Section 1

#1: Introduction

"Over the world, today numerous companies, classes and schools have been using technology such as iPads, phones and more. These devices will later effects your life because of it erratically damages your eyesight by staring at these devices for too long."

Strengths:

- You've chosen a relevant topic that connects to young people's everyday experiences with technology
- Your opening attempts to establish the importance of the issue by mentioning various settings where technology is used

Unclear Opening Statement → Your introduction jumps between ideas without clearly explaining what your advice is actually about. The phrase "over the world, today" is confusing, and "will later effects your life" doesn't clearly tell readers whether you're warning them, giving tips, or explaining something. The word "erratically" doesn't fit here because it means "unpredictably" rather than describing how screens damage eyes.

Exemplar: *Today, schools and homes around the world rely heavily on technology like iPads and phones. While these devices help us learn and stay connected, spending too much time staring at screens can seriously harm your eyesight and trap you in unhealthy habits. This guide will help you understand these dangers and make smarter choices about your screen time.*

#2: Laboratory Paragraph

"Firstly, Technology devices are dangerous. Imagine working in a science laboratory, experimenting for the ownership of this land. They asked you to combine the 2 mystery minerals together and what will happen."

Strengths:

- You're trying to use an example to make your point more interesting
- You attempt to create a scenario that readers can imagine

Disconnected Example → Your laboratory scenario doesn't connect to your main topic about screen time and gaming addiction. The example about combining minerals and laboratory dangers has nothing to do with iPads, Roblox, or eyesight problems. When you say "experimenting for the ownership of this land" and mention "87% of people who spend their time on experimenting in laboratories," these ideas confuse readers because they don't relate to technology use at all.

Exemplar: *Firstly, technology devices can damage your health in ways you might not notice immediately. When you play games for hours without breaks, you're forcing your eyes to focus on a bright screen at close range for extended periods. This constant strain weakens your eye muscles and can lead to permanent vision problems, just like how lifting heavy weights incorrectly can damage your muscles over time.*

#3: Conclusion

"To conclude, technology is worse then you think because, it affects your daily lives because children get addicted to electronic devices, and does not want to do anything but to play this game. This can lead to worse options which requires glasses and soon need to do a surgery so stop playing these games now."

Strengths:

- You attempt to summarise your main concern about technology addiction
- You try to end with a call to action

Vague and Repetitive Ending → Your conclusion repeats the word "because" twice in one sentence, making it hard to follow your reasoning. The phrase "worse options which requires glasses" doesn't clearly explain what you mean—are glasses a "worse option" or a consequence? Additionally, your conclusion doesn't summarise the different points you made throughout your piece or offer practical solutions beyond "stop playing these games now," which isn't realistic advice.

Exemplar: *To conclude, whilst technology offers many benefits for learning and entertainment, you must use it wisely to protect your health and future opportunities. Set clear time limits for gaming, take regular breaks to rest your eyes, and balance screen time with physical activities and face-to-face interactions. By making these small changes now, you can enjoy technology without letting it control your life or damage your eyesight.*

■ Your piece addresses an important topic that matters to young people today, but it needs stronger connections between your ideas and clearer explanations of your points. The biggest challenge is that your second paragraph about laboratory experiments doesn't relate to screen time or gaming at all—this entire section should be rewritten to focus on how excessive device use specifically affects young people's eyes and behaviour. Additionally, your writing would benefit from removing repeated ideas and choosing words more carefully. For example, you mention eyesight damage in your introduction, second point about gaming, and third point about bad eyesight—instead of repeating this, you could explore different problems like poor sleep, reduced physical activity, or difficulty concentrating at school.

Your advice sheet also needs more specific, helpful guidance. Rather than just warning readers that "technology is dangerous," explain exactly how much screen time is safe, what breaks they should take, or how to recognise when gaming becomes a problem. For instance, your paragraph about Roblox and Minecraft could include practical tips like the 20-20-20 rule (every 20 minutes, look at something 20 feet away for 20 seconds) or setting parental controls. Also, check your statistics—where did the "87%" and "89%" figures come from? If you're using real research, cite it properly; if you're making estimates, don't present them as facts.

Focus on making each paragraph discuss one clear idea with supporting details. Your introduction should outline what problems you'll discuss, each body paragraph should tackle one specific issue with examples and solutions, and your conclusion should remind readers of your main points whilst offering realistic actions they can take. Remember that your readers want practical advice they can actually use, not just warnings that technology is bad.

Overall Score: 39/50

Section 2:

~~Over the world, today~~ [Around the world today], numerous companies, classes and schools have been using technology such as iPads, phones and more. ~~These devices will later effects your life because of it~~

~~erratically damages~~ [These devices will later affect your life because they gradually damage] your eyesight by staring at these ~~devices~~ [screens] for too long. Technology devices can also trap people inside their ~~trap~~ [addictive features]. Making games like Roblox ~~will get~~ [can get] you addicted to the game, and ~~play~~ [you may play] for hours non-~~stoping~~ [stop] which can also lead to bad eyesight. Therefore, devices can have sneaky traps and get you addicted ~~to the device~~ [to games and apps] so be aware!

#1 ~~Firstly, Technology devices are dangerous. Imagine working in a science laboratory, experimenting for the ownership of this land. They asked you to combine the 2 mystery minerals together and what will happen. Anything could happen, dangerous objects, acid. new discovered minerals, we do not know it could be dangerous or not. Moreover, technology devices often are broken easily near water, so I object could put an end to this, for example, water, chemicals and much more. Studies have shown that 87% of people who spend their time on experimenting in laboratories often get extremely dangerous inside.~~ [Firstly, technology devices can seriously harm your physical health when used excessively. When you spend hours staring at a screen, your eyes must constantly focus on bright, flickering light at close range. This strains the muscles in your eyes and can cause headaches, blurred vision, and long-term damage to your eyesight. Medical professionals recommend taking regular breaks and limiting continuous screen time to protect your eye health.]

#2 Secondly, technology devices can get you trapped in a maze, [.] ~~games~~ [Games] like Roblox will keep you going and encourage you to play the game for hours, ~~this~~ [which] can lead to excessive screen time. After playing for hours ~~not~~ [without] getting good loot~~can~~ [,the game can] encourage you to buy Robux which ~~cost~~ [costs] money and can affect your life ~~essentially~~ [significantly]. Also, Minecraft, [—] it keeps you trapped wanting more loot so you need to go in caves, eventually losing, ~~wanting~~ [which makes] you ~~to~~ restart and keep repeating this process. All these games that ~~keeps~~ [keep] you trapped will encourage you ~~to playing~~ [to play], and ~~spending~~ [spend] excessive screen time, so your eyesight will become worse as you play ~~of~~ [—] these games, do [. Do] not get trapped.

#3 Last but not least, playing these games can lead to bad eyesight which will ~~affects~~ [affect] your life. Every time you go somewhere you need to grab your glasses. To add more, some ~~sport doesn't~~ [sports don't] allow players who have glasses ~~play~~ [to play], assuming that they will drop their glasses and can do nothing without them. Looking at somebody play Roblox for hours is not satisfying, [.] ~~wanting~~ [Wanting] to play more~~they~~ [, they] spend their daily lives playing this game and spend excessive time which can lead to bad eyesight, this [. This] is how the cycle happens. Studies have shown that 89% of people who did not get ~~in~~ [into] a good school have been playing dangerous games and trapping games.

To conclude, technology is ~~worse then~~ [worse than] you think because, it affects your daily ~~lives~~ [life]~~because~~ [.] ~~children~~ [Children] get addicted to electronic devices, and ~~does~~ [do] not want to do anything but ~~to~~ play ~~this game~~ [these games]. This can lead to ~~worse options~~ [serious consequences] which ~~requires~~ [require] glasses and ~~soon need~~ [may eventually require you] to ~~do~~ [have] a surgery~~so~~ [, so] stop playing these games now. ~~It requires you a better life by giving you enough time to do anything then being addicted to devices.~~ [You deserve a better life with enough time to pursue varied interests rather than being addicted to devices.]