

# Section 1

## #1: Opening Hook and Statistics

"Did you know that over 70% of the global population uses mobile phones and the internet, and more than 63% using social media? It may be surprising but it is true."

### Strengths:

- Your opening immediately grabs the reader's attention with interesting statistics that make people curious
- You connect the topic to everyday life by asking "how many times do you use a device a day?" which helps readers think about their own habits

**Incomplete Sentence Structure** → Your second sentence lacks parallel structure because it says "uses" in the first part but switches to "using" in the second part. When listing similar ideas, they should follow the same pattern. The phrase "and more than 63% using social media" doesn't match the structure of the first part of the sentence.

**Exemplar:** *"Did you know that over 70% of the global population uses mobile phones and the internet, and more than 63% use social media?"*

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## #2: Eye Strain Paragraph

"Screens cause eye strain by reducing blink rates, which dries out the eyes, and their blue light can disrupt sleep and potentially harm vision long-term."

### Strengths:

- You explain the science behind eye strain in a clear way that readers can understand
- Your question "Have you ever wondered why people wear glasses?" helps readers connect to the topic personally

**Oversimplified Cause-and-Effect** → Your paragraph suggests that glasses are mainly caused by looking at screens too much ("this is caused by looking at screens too much"), but you haven't explored other important causes of vision problems. This makes your argument feel incomplete because there are many reasons people need glasses, including genetics and other factors. Your evidence about blink rates is good, but the connection to glasses needs more development.

**Exemplar:** *"Whilst genetics plays a major role in vision problems, excessive screen time contributes to eye strain and discomfort by reducing blink rates by up to 50%, which dries out our eyes."*

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### #3: Conclusion

"Therefore, I have now proven that screens are undoubtedly bad for your eyesight, makes you addicted and makes people excited. So, what are you waiting for? Go drop your screen and have an adventure outside!"

#### Strengths:

- Your call to action at the end is energetic and encourages readers to take immediate steps
- You summarise your main points clearly so readers remember what you discussed

**Mismatched Verb Agreement** → Your conclusion has a grammar error where you write "screens are undoubtedly bad for your eyesight, makes you addicted and makes people excited." The word "makes" doesn't match with "are" at the beginning. Additionally, your conclusion could be stronger by acknowledging that technology isn't entirely bad—it's about balance. Right now, your ending feels a bit too absolute when you say screens are "undoubtedly bad."

**Exemplar:** *"Therefore, screens can harm your eyesight, create addiction, and cause overstimulation. Whilst technology offers benefits, we must use it wisely. So, why not put down your screen right now and enjoy some time outdoors?"*

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■ Your piece tackles an important topic that affects young people today, and you've chosen relevant examples that connect to your readers' lives. The structure of your argument is clear—you present three main reasons with supporting details, which helps readers follow your thinking. However, your argument would benefit from more depth in several areas. Your eye strain paragraph makes a direct claim about glasses being caused by screens, but you haven't explored the full picture, which weakens

your credibility. Additionally, your piece presents technology as entirely negative without acknowledging any benefits or suggesting moderation rather than complete avoidance. This makes your argument feel one-sided.

To improve the substance of your writing, try developing your paragraphs with more specific examples. For instance, in your addiction paragraph, you could describe what this addiction might look like in daily life—perhaps a child who can't focus on homework or misses out on playing with friends. Also, your excitement paragraph and addiction paragraph cover very similar ideas about dopamine and stimulation. Consider combining these or making one focus on a different aspect, such as how screens affect sleep or physical health.

Your conclusion could be strengthened by acknowledging that technology has both positive and negative aspects. Instead of telling readers to completely "drop" their screens, you might suggest setting time limits or taking regular breaks. This approach feels more realistic and will make your argument more convincing to readers who know that technology is essential for schoolwork and staying connected. Your voice throughout is engaging and direct, which is excellent—now focus on adding more depth and balance to your ideas to make your argument even stronger.

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**Overall Score: 41/50**

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## Section 2

### #1 How Technology ~~is affecting~~ **[Is Affecting]** Humans

Did you know that over 70% of the global population uses mobile phones and the internet, and more than 63% ~~using~~ **[use]** social media? It may be surprising [,] but it is true. Technology is starting to ~~be~~ **[become]** a key part of life in the 21st century. I mean [,] how many times do you use a device a day? At least once or twice [,] right? Well, this is how technology is affecting humans.

Firstly, one key reason is that technology is bad for your eyes. Have you ever wondered why people wear glasses? ~~It is because that their~~ **[It is because their]** eyes need to see through lenses to see properly ~~and this is caused by looking at screens too much~~ **[, and excessive screen time can contribute to vision problems]**. Screens cause eye strain by reducing blink rates, which dries out the eyes, and their blue

light can disrupt sleep and potentially harm vision long-term. Did you know that screens reduce blink rates by up to 50%! [%?] ~~screens~~ **[Screens]** also make people want to see ~~it~~ **[them]** more. #2

Secondly, another reason ~~how~~ **[why]** screens affect us is that they can be addictive. Screens are addictive because they trigger a powerful dopamine feedback loop in the brain, similar to substance abuse, through intermittent rewards, constant stimulation [,] and instant gratification from content like social media and games. This is because you ~~will~~ **[may]** want to finish or beat something and ~~want~~ **[crave]** more. Sometimes, this can lead to other more serious problems.

Finally, my last reason is that screens can make ~~kids over-excited~~ **[children overexcited]**. Screens make ~~kids~~ **[children]** excited by triggering the release of dopamine, a feel-good neurotransmitter that creates a powerful reward system in the brain. Instant rewards, captivating graphics [,] and engaging stories from games and videos activate the brain's pleasure ~~centers~~ **[centres]**, ~~fostering~~ **[creating]** a desire for constant stimulation and making it difficult for children to disengage from devices. This makes ~~kids~~ **[children]** feel excited ~~with~~ **[due to]** the constant changes. #3

Therefore, I have now ~~proven~~ **[demonstrated]** that screens are ~~undoubtedly~~ **[potentially]** bad for your eyesight, ~~makes~~ **[make]** you addicted [,] and ~~makes people~~ **[cause]** excited **[overstimulation]**. So, what are you waiting for? Go drop your screen and have an adventure outside!