Section 1

#1: Opening paragraph "Have you ever wondered about the downsides of modern technology? Or have you ever thought that modern technology is not good? Today, in this feature article I will be unpacking the mystery of whether technology is perfect or not—"

Strengths:

- Your opening uses questions to connect with readers, which is an effective way to grab attention
- You clearly signal what your article will explore

Repetitive phrasing → Your two opening questions say nearly the same thing—"downsides" and "not good" convey similar meanings. This makes your introduction feel drawn out rather than punchy. When you write questions, try making each one explore a different angle. For example, one question could ask about personal experience whilst another could ask about broader effects on society.

Exemplar: *Have you ever wondered how technology affects your daily life? Today, I'll explore whether modern technology's benefits outweigh its hidden costs.*

#2: Second body paragraph "Secondly, devices can let you talk over the phones which can significantly reduce face to face communications. This is very bad because you can get worse and worse at your social skills if you use your phone to communicate with people."

Strengths:

- You identify a specific problem (reduced face-to-face communication)
- You explain consequences that readers can relate to

Vague consequences without supporting details → Whilst you mention social skills and communication skills declining, you don't help readers picture what this actually looks like in real situations. Your paragraph lists problems but doesn't show them happening. Think about including a brief example or scenario. For instance, you could describe a situation where someone struggles to have

a conversation at a family gathering because they're used to texting, or mention specific skills like reading facial expressions that people might lose.

Exemplar: *When people rely on phones to communicate, they miss important practice reading facial expressions and body language. For example, someone might struggle to notice when a friend feels upset during an in-person conversation because they're used to simply reading text messages.*

#3: Personal anecdote paragraph "Did you know that one time when I was playing with my friend, my computer's antivirus's alerts suddenly covered my screen in pop-ups with a lot of dangerous viruses. It took 2 hrs to clean up. (BTW this is actually true)"

Strengths:

- Your personal story makes the dangers feel real and relatable
- You provide specific details (2 hours, pop-ups covering screen)

Informal tone disrupts credibility → The phrase "BTW this is actually true" in brackets makes your writing sound casual, like you're chatting to a mate rather than writing a feature article. When you share personal experiences in formal writing, the details themselves should convince readers—you shouldn't need to assure them it's true. Additionally, your story focuses on the cleanup time but doesn't explain what you learned or how this connects to the broader point about staying safe online.

Exemplar: *Whilst playing on my computer, antivirus alerts suddenly filled my screen, warning me about dangerous viruses. The cleanup took two hours, teaching me how easily security threats can disrupt our digital lives.*

■ Your piece tackles an important topic that affects young people directly, which makes it relevant and engaging. However, your arguments would benefit from deeper exploration. Right now, you list problems—excessive screen time, reduced communication skills, security threats—but each point needs more substance. When you mention kids spending too much time on phones, you could explain *why* this happens or *what specific effects* occur beyond just "no time for activities." Your writing would strengthen significantly if you developed each paragraph with concrete examples or scenarios that help readers visualise the problems.

Additionally, your feature article needs smoother connections between ideas. Notice how you jump from one topic to another using "First of all," "Secondly," and "Lastly" without showing how these problems relate to each other. Think about how excessive screen time might *lead to* poor communication skills, or how both problems make people more vulnerable to online scams. Your conclusion feels rushed—you suddenly suggest solutions (playing outside, staying safe online) without discussing them in your body paragraphs. Consider dedicating space earlier in your article to explore what people can do, not just what's going wrong.

Your personal virus story is memorable, but it sits awkwardly in a paragraph about scams and privacy invasion. That experience relates more to online safety generally, so you might create a separate paragraph about digital security threats. Also, phrases like "bad stuff" and "inappropriate things" sound too casual for a feature article. Challenge yourself to use precise language: instead of "bad stuff," you could write "malicious purposes" or "harmful activities." Your writing voice shifts between formal analysis and casual chat, so work on maintaining a consistent, professional tone throughout whilst keeping your ideas accessible to readers.

Overall Score: 40/50

Section 2

How Are Modern Technologies Reshaping Our World?

#1 Have you ever wondered about the downsides of modern technology? ~~Or have you ever thought that modern technology is not good?~~ [Have you considered how these changes affect your daily life?] Today, in this feature articleI will be unpacking the mystery of whether technology is ~~perfect or not—~~ [entirely beneficial.]

You probably know what the topic today isbut for those of you who don't know, the topic today is ~~about~~ "How Are Modern Technologies Reshaping Our World".

First of all, nothing in this world is perfect, and technology is no exception. If you think that technology is perfect, I'm afraid you're wrong. Originally, technology was created to make life easier, ~~to meet~~ [and meet] basic needs. But now, it has expanded far beyond its original purpose.Technology [.

Technology] is now growing rapidly and causing many unexpected problems. For example, ~~kids~~ [children] are spending too much time on their phones, which means that they don't have time to ~~do~~ [engage in] physical activities, ~~hang out with~~ [socialise with] friends, studyor learn.

#2 Secondly, devices ~~can let you talk over the phones~~ [enable phone conversations] which can significantly reduce face-to-face communications [communication]. This is very bad [problematic] because you can get worse and worse at your [progressively lose] social skills if you use your phone to communicate with people. Also you [Also, you] can have reduced communication skills too [as well]. This means you will not be as confident about public speaking, arguing points, and even expressing your emotions properly. Most importantly, it can develop mental health issues which can ~~possibly~~ [potentially] increase depression or stress.

#3 Lastly, people sometimes use technology for ~~bad stuff~~ [malicious purposes] which can include privacy invasion or ~~personal info~~ [stealing personal information]. Scams like "Free Robux[,"] ["]You won a new ~~iphone~~ [iPhone][,"] or ~~get instant money~~ ["Get instant money"] are all dangerous ~~scammers~~ [schemes] that try to ~~get~~ [obtain] your personal ~~info~~ [information] to do ~~inappropriate things~~ [cause harm]. Or they can try to download hazardous viruses. Did you know that one time when I was playing with my friend, my computer's ~~antivirus's~~ [antivirus] alerts suddenly covered my screen in ~~pop-ups~~ [pop-ups] with ~~a lot of~~ [numerous] dangerous viruses. [?] It took ~~2 hrs~~ [two hours] to clean up. ~~(BTW this is actually true)~~ Or hackers can hack into our bank ~~account~~ [accounts] and steal your money.

To conclude, technologies are reshaping our worldbut in ~~a bad way~~ [concerning ways]. It is good to play with our friends and play video gamesbut it is best to just stay safe online and not risk anything. We can also just play with our friends outside sometimes instead of playing video games.