Section 1

#1: "One of the greatest benefits of technology is how it easily sparks interest in it. With just a few clicks and letters, everyone can explore endless topics — from the mysteries of the universe to how to bake bread! The internet gives learners access to online courses, virtual museums, and educational videos that make learning more engaging and interactive."

Strengths:

- Your writing uses excellent specific examples (mysteries of the universe, baking bread) that help readers understand your point clearly
- The comparison to having endless topics available shows good understanding of technology's learning benefits

Vague pronoun reference → When you write "sparks interest in it," the word "it" is unclear. Does "it" mean technology or does it mean the topics people can explore? This confuses your readers because they cannot tell what you're referring to. Try being more specific about what creates interest.

Exemplar: *"One of the greatest benefits of technology is how it easily sparks curiosity about countless subjects."*

#2: "However, when saying that the internet is open forever, kids could do some pretty bad stuff on it. They could use it to just play games day and night, or watch movies forever. Now that's when the problem comes in: People mostly do not use technology wisely."

Strengths:

- Your paragraph successfully introduces the negative side of technology, which balances your argument
- The phrase "open forever" connects nicely to your earlier point about the internet being like a library

Underdeveloped reasoning → You mention that kids "could do some pretty bad stuff" and that people "mostly do not use technology wisely," but you don't explain why gaming or watching films is

actually harmful. What happens to children's minds or learning when they spend too much time on games? Your readers need to understand the consequences, not just that it's "bad." Without this explanation, your argument feels incomplete.

Exemplar: *"Spending too much time gaming can reduce children's ability to concentrate on schoolwork and limit the time they have for physical activity and face-to-face friendships."*

#3: "But then again, technology is so big and contains so much information. You can simply search up anything you want to know simply by typing it up in the internet. Searching so much stuff can both improve and affect your curiousity. But now children are so into video games like Roblox or Fortnite or Minecraft or any other game that they pretty much lose their minds and only think of playing games when getting home."

Strengths:

- You've included relevant, recognisable game names (Roblox, Fortnite, Minecraft) that make your writing relatable to readers
- Your concern about balance between information and entertainment shows mature thinking

Contradictory ideas without transition → Your paragraph jumps from talking about searching for information to suddenly discussing video games without showing how these ideas connect. You write "searching so much stuff can both improve and affect your curiousity" but then immediately switch to games without explaining this connection. The phrase "lose their minds" is also quite informal and doesn't clearly explain what actually happens to children's thinking or behaviour.

Exemplar: *"Whilst technology offers unlimited information, many children become distracted by entertainment rather than learning. Children who spend hours on video games like Roblox or Fortnite may struggle to focus on their homework or lose interest in exploring new topics."*

■ Your piece tackles an important topic that affects many families today. You've made a good attempt at showing both sides of the argument about technology. Your introduction grabs attention with the "lights out, screen on" opening, and you've organised your ideas into clear paragraphs that discuss benefits and problems.

However, your writing would be much stronger if you developed your reasons more deeply. When you mention problems like children playing too many games, you need to explain exactly why this matters. What happens to their learning? How does it affect their health or relationships? Your readers need these details to understand your argument fully. Additionally, your third and fourth paragraphs feel quite similar—they both discuss gaming and entertainment. Consider combining these ideas or making each paragraph focus on a different aspect of the problem.

Your conclusion offers a solution, which is excellent! However, it appears quite suddenly. You could strengthen your piece by adding a paragraph before the conclusion that explores why balance is difficult to achieve or what makes technology so addictive for children. Also, some of your sentences repeat words like "simply" in "you can simply search up anything...simply by typing it," which makes your writing feel less polished. Finally, phrases like "pretty bad stuff" and "lose their minds" are too casual for this type of writing. Using more precise language will make your arguments more convincing.

Overall Score: 43/50

Section 2

#1 Technology: A Double-Edged Sword for ~~our Curiousity~~ [Our Curiosity] and ~~Mind~~ [Minds]

Lights out. Screen on. Mind glued on the video game. Is this what technology will bring our children? Or is this worth the benefits technology brings us? So the case here is technology – and the benefits (and the non-benefits) they bring us. Nowadays, technology is developing faster than ever. But as they grow and dominate the world, it also appears to dominate our children's minds. In this article we will discuss the problems of our seemingly innocent iPhones and laptops, and have a look into what they really are doing to our minds.

#2 One of the greatest benefits of technology is how it easily sparks interest in ~~it~~ [countless subjects]. With just a few clicks and letters, everyone can explore endless topics – from the mysteries of the universe to how to bake bread! The internet gives learners access to online courses, virtual museums, and educational videos that make learning more engaging and interactive. For young learners, the internet is like a library open forever.

#3 However, when saying that the internet is open forever, kids could do some pretty bad stuff on it. They could use it to just play games day and night, or watch films forever. Now that's when the problem comes in: ~~People mostly do not use technology wisely.~~ [Many people use technology unwisely, prioritising entertainment over learning.] When you walk around the streets, you mostly see people staring at their phones or scrolling on TikTok or posting images on Facebook and Instagram...basically just not using it for what it's supposed to. And children could be influenced by that really easily. So sometimes, technology is not used for its benefits but rather used for addictive entertainment.

But then again, technology is so big and contains so much information. You can simply search up anything you want to know ~~simply by typing it up in the internet~~ [by typing it into the internet]. Searching ~~so much stuff~~ [for information] can both improve and affect your ~~curiousity~~ [curiosity]. But now children are so into video games like Roblox or Fortnite or Minecraft or any other game that they pretty much lose their minds and only think of playing games when getting home.

So eventually, the best solution for this is to allow games for children, but at the same time get them to do outdoor sports. Let them run around and have some fresh air, and get their blood pumping. Give them some screen time, but not too much. And remember! When they use technology a lot, make sure it's for educational content, not YouTube videos or gaming!