

EAP Writing: Illustrative Sample 1

Task:

Present an argument in favour of or against the following opinion:

There is evidence to suggest that video gaming can have benefits for teaching and learning. Teachers and students who use these new learning technologies instead of more traditional methods are likely to make the most educational progress.

Please use relevant facts, ideas and examples.

You may use the topic ideas below to support your argument if you choose.

Topic ideas:

- Learning preferences
- Motivation & interest
- Skills development
- Access to information

You should write **at least 300 words**.

Answer:

At present, with the development of electronic technology, video gaming is becoming a new teaching model in education. It has been suggested that video gaming can have benefits for teaching and learning in some subject areas. Compared with traditional methods, using new learning technology is likely to make a significant impact on education. In my opinion, I think new learning technologies are more effective than traditional methods.

In the views of many teachers and parents who believe that video gaming can result in a lot of negative impacts, and can also be detracting. However, video gaming can improve student's enthusiasm for learning. For example, there is a game named Kahoot which can have benefit for students who are learning new vocabulary because students compete with each other in order to get a first. This results in students encouraging themselves to learn new words.

In addition, many games provide opportunities for gaining information. For instance, some video gaming's background is based on historical facts that contributes to students learning history. Moreover, the visual

effect of video gaming helps students' basic skills development. Some of the most prominent of these skills are language, mathematics and reading skills. Therefore, students should be encouraged to use computer games for learning.

To sum up, using new learning technology can have positive impact on education. Although playing video games could be addictive so that students neglect their studies. Video games' benefits outweigh the disadvantages so that I think video gaming's study model is better than the traditional methods.

(252 words)

Overall mark: 60

At just over 250 words, this answer is considerably under the specified word count and is therefore rather short on detail. The candidate takes a clear position in favour of new learning technologies, but does not make any comparisons with traditional methods, or discuss the opposing view. Nevertheless, quite a range of appropriate vocabulary is used and, despite a few errors in spelling and word choice, the language is accurate enough to be understood. Paragraphing is adequate, but ideas don't always develop logically, and the conclusion is not really supported by the body of the essay.