

WRITING TASK 2

You should spend about 40 minutes on this task.

Write about the following topic:

Using a computer every day can have more negative than positive effects on your children.

Do you agree or disagree?

Give reasons for your answer and include any relevant examples from your own knowledge or experience.

Write at least 250 words.

Model answer

This model has been prepared by an examiner as an example of a very good answer. However, please note that this is just one example out of many possible approaches.

I tend to agree that young children can be negatively affected by too much time spent on the computer every day. This is partly because sitting in front of a screen for too long can be damaging to both the eyes and the physical posture of a young child, regardless of what they are using the computer for.

However, the main concern is about the type of computer activities that attract children. These are often electronic games that tend to be very intense and rather violent. The player is usually the 'hero' of the game and too much exposure can encourage children to be self-centred and insensitive to others.

Even when children use a computer for other purposes, such as getting information or emailing friends, it is no substitute for human interaction. Spending time with other children and sharing non-virtual experiences is an important part of a child's development that cannot be provided by a computer.

In spite of this, the obvious benefits of computer skills for young children cannot be denied. Their adult world will be changing constantly in terms of technology and the Internet is the key to all the knowledge and information available in the world today. Therefore it is important that children learn at an early age to use the equipment enthusiastically and with confidence as they will need these skills throughout their studies and working lives.

I think the main point is to make sure that young children do not overuse computers. Parents must ensure that their children learn to enjoy other kinds of activity and not simply sit at home, learning to live in a virtual world.