



Emerging | Exemplar Essay

## Screen Time

### Not Just for Games



#### Claim and Focus

This essay seems to attempt a claim in the first paragraph, but it is neither clear nor developed. There is a general lack of focus throughout the response, as information regarding the topic is offered, but the focus is not maintained for longer than a sentence or two before moving on to the next thought.



#### Support and Evidence

The essay offers very little direct evidence from the sources, and what is offered is irrelevant to the ideas included within the response. The small amount of evidence that is mentioned does not directly support the claim and is not effectively explained.



#### Organization

While this essay contains sentences that attempt an introduction, a conclusion of any kind is missing. The response attempts an organizational structure, but it is unclear and lacks effective transitions between the series of ideas offered as evidence and explanation.



#### Language and Style

This essay lacks a clear perspective and a formal style, and most sentences are either fragmented or run-on sentences (“How we spend time on technology.”). The lack of sentence variety and the occurrence of errors within the text result in a response that does not effectively communicate its message.



#### Using Exemplars in Your Lessons

Exemplar essays are tools to take abstract descriptions and make them more concrete for students. One way to use them is to print the clean copies of the essays and allow students to use the rubric to make notes or even find examples of important elements of an essay - thesis statements, introductions, evidence, conclusions, transitions, etc. Teachers can also use exemplars to illustrate what each score point within a trait 'looks like' in an authentic student essay. For additional ideas, please see “25 Ways to Use Exemplar Essays” by visiting the Curriculum Resources page in Help.

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Notes

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### Not Just for Games

Many people spend time on technology and this is how we do it. Many people use technology for games, work and so on, but what things should it really be used for? Well, the article says, "Television, movies, computer games and the internet can be a positive influence on your child." AAP tells us we've got to have a technology limit of two hours. We humans around the world are using technology for things we don't really need to use that we're going to wonder "Why are we using technology?" Personally we should use it for other reasons, and just a little bit for games. Second, many children who play on their phones or computers and tablets will have the 2 hours, so children won't want to do something else.

With the exception of games, many children have other things to do, but not just games on their screens. I believe this is real because I actually play on my phone 24/7 which isn't good for me but I've never noticed and I understand we've got 2 hours of internet time and know what life is all about. AAP should share this with everyone because it's going to tell what kids are going to play and that they don't want to always be like me playing and not going outside.

The second thing is that kids play games that adults play too, but on these games kids say they're a lot older age and talk to people who's adults, but a lot of kids got into trouble for that because technology can bring you to somebody you don't know or who's a lot older.