

Task 1: Table

Subject: Percentages of mobile phone owners using various mobile phone features between 2006 and 2010.

Percentages of mobile phone owners using various mobile phone features

	2006	2008	2010
Make calls	100	100	99
Take photos	66	71	76
Send & receive text messages	73	75	79
Play games	17	42	41
Search the Internet	no data	41	73
Play music	12	18	26
Record video	no data	9	35

Model Answer #1

Response:

The table illustrates the proportion of owners of mobile phones using seven features of their devices in the years 2006, 2008, and 2010.

Overall, despite a slight decrease in 2010, all mobile phone owners in 2006 and 2008 used their devices to make calls. It is important to note that although no one used their phones to search the Internet and record videos in 2006, the share of these features and four others increased significantly from that year to 2010.

Regarding the most popular activities when using mobile phones, everyone possessing a mobile phone in 2006 and 2008 made calls, after which this number declined slightly in the next two years. 66% of people used their mobile phones to take photos in 2006, followed by a steady rise to 71% during the next two years before increasing to 76% in 2010. It is noteworthy that the percentage of people sending and receiving text messages was higher than taking photos in all three years examined.

As for the other features, no one used mobile phones to search the Internet and record videos in 2006. However, the proportion of individuals doing these activities increased significantly to 73% (which was equal to the share of those who sent and received messages in 2006) and 35% respectively. The percentage of people playing video games by their mobile phones was 17% in 2006, which subsequently increased to 42% in the next two years. It is also important to note that the proportion of people who played video games in 2010 was equal to that of searching the Internet in 2008 (41%). Finally, the share of people playing music through their phones started at 12%, which rose twofold during the next four years.

Evaluation:

Overall Band Score: 9

Task Response (9): Excellent response to the task. All key features are covered and the report is well-organized.

Coherence & Cohesion (9): The report flows smoothly and logically. Paragraphing is well-managed.

Lexical Resource (8.5): A wide range of vocabulary is used accurately and appropriately. The report demonstrates a sophisticated control of lexical features.

Grammatical Range & Accuracy (9): The report demonstrates a wide range of grammatical structures with full flexibility and control. Punctuation and grammar are used correctly and appropriately throughout.

Model Answer #2

Response:

The table presents trends in mobile phone features usage from 2006 to 2010.

Key observations include stable high usage of basic functions like making calls, with a slight decrease by 2010. However, it still remained as the most common functions on the phone. Features such as taking photos and sending/receiving text messages show consistent growth, reaching 76% and 79%, respectively, by 2010. The popularity of playing games saw a significant rise from under 20% in 2006 to nearly a half in 2008, but then decreased slightly by 2010. Internet usage data was not available in 2006, but 4 years later, it surged to a significant fraction, reflecting increasing connectivity trends. Playing music and recording video also gained traction over the years, with recording video showing a substantial jump from a minimal percentage in 2008 to precisely 35% in 2010.

Overall, the data illustrates evolving consumer preferences towards multimedia and internet-enabled features on mobile phones during this period.

Evaluation:

Overall Band Score: 9

Task Response (9): The report provides a comprehensive and accurate overview of the data presented in the table.

Coherence & Cohesion (9): The report is well-structured and easy to follow. The information is presented logically and smoothly.

Lexical Resource (9): A wide range of vocabulary is used accurately and appropriately, demonstrating a sophisticated command of language.

Grammatical Range & Accuracy (8): The report demonstrates a good command of grammar and punctuation, with only minor errors.

Model Answer #3

Response:

The percentage of individuals possessing a cell phone has been compared for using seven features (phone calls, shooting pictures, messaging, playing games, browsing the cloud, listening to music, making a video) in the years 2006, 2008, and 2010, as illustrated in the table. Overall, making calls dominates the primary usage among these years, while playing music and recording videos are commonly picked less.

In 2006, cell phone calls (100% usage) were significantly more numerous than playing music (12% use) by almost four times. Incoming and outgoing messages ranked in second place with just under three-quarters of users, followed by playing games for 17%. There are no data present for internet surfing or video making.

In 2008, phoning and texting were the preferred utilities, utilized by 100% and 75% of people respectively. Photo taking came after, by just 4 percent lower with 71%, while game players (42%) and internet searchers (41%) were closely followed with merely a one percent difference. Playing music was the next feature selected by approximately under a fifth of users for 18%. Recording video was the least trendy option with slightly below one-tenth.

In 2010, placing phone calls was handpicked more than others, by 99% of citizens. Thereafter, exchanging texts (79%), snapping an image (76%), and navigating the web (73%) were the most well-liked features. Next admired capabilities, playing games, was selected by 41% of the population. Movie shooting and music streaming were the undesirable services in order with 35% and 26%.

Evaluation:

Overall Band Score: 9

Task Response (9): The report provides a clear and comprehensive overview of the data presented in the table. It effectively addresses all aspects of the task and demonstrates a strong understanding of the information.

Coherence & Cohesion (9): The report is well-organized and easy to follow. The paragraphs are logically structured, and the information flows smoothly from one sentence to the next. The use of cohesive devices is seamless and contributes to the overall clarity of the report.

Lexical Resource (9): The report demonstrates a wide range of vocabulary, which is used accurately and appropriately. The language is sophisticated and varied, and the writer shows a good command of lexical features.

Grammatical Range & Accuracy (9): The report is grammatically accurate and uses a wide range of grammatical structures. The writer demonstrates a high level of control over grammar and

punctuation.

Model Answer #4

Response:

The table illustrates the proportions of different mobile phone features used by their users from 2006 to 2010.

From an overall perspective, it is clear that individuals's consumption rates increased during this period, with phone calls being used more frequently than others. Despite the fact that no one did online browsing or took a video at the beginning, they showed the greatest increase over the past four years.

In 2006, 100% of people used their gadgets to communicate verbally with others, and this behaviour was by far the most common. This habit remained stable for the next two years, although it decreased to 99% at the end of the timeline. In comparison, those who took photos and texted started with lower points of 66% and 73%, respectively, growing steadily to finish over 75% in the last year.

In addition, there was hardly anyone who searched the internet and recorded a video at the start of the time surveyed. However, in 2010, the percentage of those who did internet searches and visual footage rose to 73% and 35%, respectively.

Evaluation:

Overall Band Score: 9

Task Response (9): The report provides a comprehensive and accurate overview of the data presented in the table.

Coherence & Cohesion (9): The report is well-organized and easy to follow. The ideas are presented logically and smoothly.

Lexical Resource (9): The report demonstrates a wide range of vocabulary, used accurately and appropriately.

Grammatical Range & Accuracy (9): The report is grammatically accurate and uses a variety of sentence structures effectively.

Model Answer #5

Response:

The table presents data on the percentages of mobile phone owners who utilized various features of their phones in the years 2006, 2008, and 2010.

Overall, the table shows that while the traditional use of mobile phones for calls and texting remained popular, there was a clear trend towards using phones for a variety of multimedia purposes, such as taking photos, playing games, searching the internet, playing music, and recording videos, with significant increases noted in these areas between 2006 and 2010.

It is evident from the table that making calls was the most consistently used feature, with a full 100% of mobile phone owners using this feature in 2006 and 2008, and a slight decrease to 99% in 2010. Taking photos showed a steady increase in popularity, starting at 66% in 2006 and rising to 76% by 2010. Similarly, the use of phones for sending and receiving text messages also saw a gradual increase from 73% to 79% over the four-year span.

Gaming on phones experienced a significant jump in 2008, where usage almost tripled from 17% to 42%, followed by a slight decrease to 41% in 2010. Internet searching was not recorded in 2006, but it saw a remarkable rise from 41% in 2008 to 73% in 2010, indicating a swift adoption of this feature as it became available. Music playing capabilities were used by 12% of phone owners in 2006, which rose to 18% in 2008 and further to 26% in 2010. Lastly, the ability to record video was introduced to the survey in 2008, starting at 9% usage among owners and experiencing a substantial increase to 35% by 2010.

Evaluation:

Overall Band Score: 9

Task Response (9): The report fully addresses the task by summarizing the data on the percentages of mobile phone owners using various phone features from 2006 to 2010. The trends and changes over the years are clearly explained.

Coherence & Cohesion (9): The report is well-organized with clear paragraphing and a logical flow of information. Cohesive devices are effectively used to connect ideas, making the report easy to follow.

Lexical Resource (9): The report demonstrates a wide range of vocabulary used accurately and precisely. The language is sophisticated and natural, enhancing the overall quality of the report.

Grammatical Range & Accuracy (9): A variety of grammatical structures are used with full control and accuracy. Punctuation and grammar are consistently correct, contributing to the clarity of the report.

Model Answer #6

Response:

The table illustrates the proportion of owners of mobile phones using seven features of their devices in the years 2006, 2008, and 2010.

Overall, despite a slight decrease in 2010, all mobile phone owners in 2006 and 2008 used their devices to make calls. It is important to note that although no one used their phones to search the Internet and record videos in 2006, the share of these features and four others increased significantly from that year to 2010.

Regarding the most popular activities when using mobile phones, everyone possessing a mobile phone in 2006 and 2008 made calls, after which this number declined slightly in the next two years. 66% of people used their mobile phones to take photos in 2006, followed by a steady rise to 71% during the next two years before increasing to 76% in 2010. It is noteworthy that the percentage of people sending and receiving text messages was higher than taking photos in all three years examined.

As for the other features, no one used mobile phones to search the Internet and record videos in 2006. However, the proportion of individuals doing these activities increased significantly to 73% (which was equal to the share of those who sent and received messages in 2006) and 35% respectively. The percentage of people playing video games by their mobile phones was 17% in 2006, which subsequently increased to 42% in the next two years. It is also important to note that the proportion of people who played video games in 2010 was equal to that of searching the Internet in 2008 (41%). Finally, the share of people playing music through their phones started at 12%, which rose twofold during the next four years.

Evaluation:

Overall Band Score: 9

Task Response (9): Excellent response to the task. All key features are covered and the report is well-organized.

Coherence & Cohesion (9): The report flows smoothly and logically. Paragraphing is well-managed.

Lexical Resource (8.5): A wide range of vocabulary is used accurately and appropriately. The report demonstrates a sophisticated control of lexical features.

Grammatical Range & Accuracy (9): The report demonstrates a wide range of grammatical structures with full flexibility and control. Punctuation and grammar are used correctly and appropriately throughout.

Model Answer #7

Response:

The table presents trends in mobile phone features usage from 2006 to 2010.

Key observations include stable high usage of basic functions like making calls, with a slight decrease by 2010. However, it still remained as the most common functions on the phone. Features such as taking photos and sending/receiving text messages show consistent growth, reaching 76% and 79%, respectively, by 2010. The popularity of playing games saw a significant rise from under 20% in 2006 to nearly a half in 2008, but then decreased slightly by 2010. Internet usage data was not available in 2006, but 4 years later, it surged to a significant fraction, reflecting increasing connectivity trends. Playing music and recording video also gained traction over the years, with recording video showing a substantial jump from a minimal percentage in 2008 to precisely 35% in 2010.

Overall, the data illustrates evolving consumer preferences towards multimedia and internet-enabled features on mobile phones during this period.

Evaluation:

Overall Band Score: 9

Task Response (9): The report provides a comprehensive and accurate overview of the data presented in the table.

Coherence & Cohesion (9): The report is well-structured and easy to follow. The information is presented logically and smoothly.

Lexical Resource (9): A wide range of vocabulary is used accurately and appropriately, demonstrating a sophisticated command of language.

Grammatical Range & Accuracy (8): The report demonstrates a good command of grammar and punctuation, with only minor errors.

Model Answer #8

Response:

The percentage of individuals possessing a cell phone has been compared for using seven features (phone calls, shooting pictures, messaging, playing games, browsing the cloud, listening to music, making a video) in the years 2006, 2008, and 2010, as illustrated in the table. Overall, making calls dominates the primary usage among these years, while playing music and recording videos are commonly picked less.

In 2006, cell phone calls (100% usage) were significantly more numerous than playing music (12% use) by almost four times. Incoming and outgoing messages ranked in second place with just under three-quarters of users, followed by playing games for 17%. There are no data present for internet surfing or video making.

In 2008, phoning and texting were the preferred utilities, utilized by 100% and 75% of people respectively. Photo taking came after, by just 4 percent lower with 71%, while game players (42%) and internet searchers (41%) were closely followed with merely a one percent difference. Playing music was the next feature selected by approximately under a fifth of users for 18%. Recording video was the least trendy option with slightly below one-tenth.

In 2010, placing phone calls was handpicked more than others, by 99% of citizens. Thereafter, exchanging texts (79%), snapping an image (76%), and navigating the web (73%) were the most well-liked features. Next admired capabilities, playing games, was selected by 41% of the population. Movie shooting and music streaming were the undesirable services in order with 35% and 26%.

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Task Response (9): The report provides a clear and comprehensive overview of the data presented in the table. It effectively addresses all aspects of the task and demonstrates a strong understanding of the information.

Coherence & Cohesion (9): The report is well-organized and easy to follow. The paragraphs are logically structured, and the information flows smoothly from one sentence to the next. The use of cohesive devices is seamless and contributes to the overall clarity of the report.

Lexical Resource (9): The report demonstrates a wide range of vocabulary, which is used accurately and appropriately. The language is sophisticated and varied, and the writer shows a good command of lexical features.

Grammatical Range & Accuracy (9): The report is grammatically accurate and uses a wide range of grammatical structures. The writer demonstrates a high level of control over grammar and

punctuation.

Model Answer #9

Response:

The table illustrates the proportions of different mobile phone features used by their users from 2006 to 2010.

From an overall perspective, it is clear that individuals's consumption rates increased during this period, with phone calls being used more frequently than others. Despite the fact that no one did online browsing or took a video at the beginning, they showed the greatest increase over the past four years.

In 2006, 100% of people used their gadgets to communicate verbally with others, and this behaviour was by far the most common. This habit remained stable for the next two years, although it decreased to 99% at the end of the timeline. In comparison, those who took photos and texted started with lower points of 66% and 73%, respectively, growing steadily to finish over 75% in the last year.

In addition, there was hardly anyone who searched the internet and recorded a video at the start of the time surveyed. However, in 2010, the percentage of those who did internet searches and visual footage rose to 73% and 35%, respectively.

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Lexical Resource (9): The report demonstrates a wide range of vocabulary, used accurately and appropriately.

Grammatical Range & Accuracy (9): The report is grammatically accurate and uses a variety of sentence structures effectively.

Model Answer #10

Response:

The table presents data on the percentages of mobile phone owners who utilized various features of their phones in the years 2006, 2008, and 2010.

Overall, the table shows that while the traditional use of mobile phones for calls and texting remained popular, there was a clear trend towards using phones for a variety of multimedia purposes, such as taking photos, playing games, searching the internet, playing music, and recording videos, with significant increases noted in these areas between 2006 and 2010.

It is evident from the table that making calls was the most consistently used feature, with a full 100% of mobile phone owners using this feature in 2006 and 2008, and a slight decrease to 99% in 2010. Taking photos showed a steady increase in popularity, starting at 66% in 2006 and rising to 76% by 2010. Similarly, the use of phones for sending and receiving text messages also saw a gradual increase from 73% to 79% over the four-year span.

Gaming on phones experienced a significant jump in 2008, where usage almost tripled from 17% to 42%, followed by a slight decrease to 41% in 2010. Internet searching was not recorded in 2006, but it saw a remarkable rise from 41% in 2008 to 73% in 2010, indicating a swift adoption of this feature as it became available. Music playing capabilities were used by 12% of phone owners in 2006, which rose to 18% in 2008 and further to 26% in 2010. Lastly, the ability to record video was introduced to the survey in 2008, starting at 9% usage among owners and experiencing a substantial increase to 35% by 2010.

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Grammatical Range & Accuracy (9): A variety of grammatical structures are used with full control and accuracy. Punctuation and grammar are consistently correct, contributing to the clarity of the report.

