Technology

IELTS Writing Task 2 in March 2015

Some people think that the increasing use of computers and mobile phones incommunication has negative effects on young people's reading and writing skills. Towhat extent do you agree or disagree?

Such technological equipment as mobile phones and computers have acquired their  
significance in the modern-day communication of the young. Personally, I believe that this has both positive and negative effects on their reading and writing skills.

On the one hand, I agree that excessive reliance on these devices is responsible for the  
young generation’s poor performance in reading and writing. Firstly, many people have a  
strong preference for computer software when composing text documents due to its  
convenient functions. For example, Microsoft Word provides users with the ability to  
modify or erase a piece of text without effort, simultaneously slowing down the writing  
speed of the users. In addition, young people who spend much time playing with their  
phones and computers are likely to have insufficient time for reading activities. Gradually, the lack of practice may impair their reading competence in the long term.

On the other hand, it is also true that the proper use of electronic devices can have a positive effect on reading and writing skills. The Internet has now been made accessible through  
both mobile phones and computers, allowing young readers to gain knowledge from a  
wider range of sources. Online English newspapers, as an example, are useful for English  
learners to enrich their vocabulary. Using computers to write blogs is also a good way to  
enhance the writing skill. Today, the availability of Internet infrastructure can enable  
bloggers to update their stories at their convenience. By writing regularly, the writing  
ability of a person is certain to improve. In conclusion, it seems to me that the use of electronic equipment items can have both advantages and drawbacks for the reading and writing skills of users, depending on the way they are used.

Useful Vocabulary & Expressions:

• Preference (n): the fact that you like something more than another thing.  
Example: In the countries where homosexual relationships have not been legalised andaccepted, many homosexuals are still facing social discrimination because of their sexualpreference.  
• To modify (v): to change something slightly to improve it or make it more  
acceptable.  
Example: Instead of administering punishments on first time law offenders, the legal systemshould encourage them to modify their behaviour.

• Without effort (prep phrase): in an easy way.  
Example: The government should send more teachers to remote areas in order that thepeople there can access get access to education without effort.

• Simultaneously (adv): at the same time.  
Example: University students should find part time jobs to accumulate more experience,simultaneously earning some money to cover their daily expenses.

• Insufficient (adj): not enough  
Example: There is usually insufficient time left for doctors to allocate for their personallife after they have finished work at the hospital.

• Gradually (adv): slowly over a period of time or a distance.  
Example: Gradually, constant exposure to polluted air will cause people to suffer fromrespiratory diseases.

• To impair (v): to spoil something or make it weaker so that it is less effective  
Example: When people are exposed to constant high pitch noise, their hearing is likely tobe impaired.

• Competence (n): the ability to do something well  
Example: It may take years for learners to reach a reasonable level of competence inEnglish.

*IELTS Writing Task 2 in February 2016*

***New technologies have changed the way children spend their free time. Do advantages  
of this outweigh disadvantages?***

In this modern age, the introduction of new technologies is often accompanied by major  
impacts on our life. Children, accordingly, have altered their usual habits in their leisure  
time due to such technological influence. There can be both benefits and drawbacks of this change, but I believe it is still more negative than positive.

In the positive aspect, children certainly have benefited much from technology. Firstly,  
technology has added more options to the range of entertainment sources when other ways are unavailable. For example, children can play online games at home with other players in case of the bad weather; alternatively, social networks such as Facebook are a nice way to talk to friends who are far away. Secondly, technology has created many affordable activities for enjoyment for even the children whose families are not too wealthy. While some pastimes such as golf and stamp collection can be too expensive for many, video games and portable music players seem to be more popular amongst average people.

Nevertheless, new technologies also have more significant adverse effects. The first one is a sedentary lifestyle which results from spending too much time using the computer or  
mobile phone and neglecting some outdoor activities. This lifestyle is prone to entail many health problems such as obesity and damaged eye-sight. Another outcome is poor academic performance when children become seriously addicted to the games and social networks and lose their attention in the classroom. Besides, some healthy sports and arts activities can disappear in the future if there are too few people interested in them.

In conclusion, beneficial as new technologies have been for the quality of children’s leisure time, they are likely to cause more problems and need to be appropriately controlled.

**Useful words and phrases:**

• **Accompany** (v): *to go with someone or to be provided or exist at the same time as  
something*

• **Accordingly** (adv): *in a way that is suitable or right for the situation*

• **Alter** (v): *to change something, usually slightly, or to cause the characteristics of  
something to change*

• **Leisure time (noun phrase):** *the time when you are not working or doing other  
activities*

• **Option** (noun): *one thing that can be chosen from a set of possibilities*

• **Pastime** (n): *an activity that is done for enjoyment*

• **Average** (adj): *typical and usual*

• **Adverse effect** (noun phrase): *an effect that is harmful or negative*

• **Sedentary lifestyle** (noun phrase): *a life in which there is little physical exercise*

• **Result from** (prepositional verb): *be caused by something*

• **Be prone to V/ st** (adjective phrase): *be likely to suffer from something negative*

• **Entail** (v): *to involve something/ to make something happen as atieeuult*

• **Eye-sight** (n): *the ability to see*

• **Outcome** (n): *the result or effect of a situation or action*

• **Academic performace** (noun phrase): *how well a student does in class or at school*