Topic 164	Your school has enough money to purchase either computers for students or books for the library. Which should your school choose to buy computers or books? Use specific reasons and examples to support your recommendation.

1. Brainstorming

Computer
- already a lot of books exist
- students playing game : easily solved
- increase quality of education

Books
- computer : distraction

2. Outlining

• Introduction
- computer, books both important
- computers : also play role in educations
- Opinion : computers

• Body
1. means of education
- research, write papers, present

2. access to assignments
- offline ⇒ online : need electronic device
- poor students : no access, unfair

3. software education possible
- new technologies ⇒ software education important
- companies looking for talents

• Conclusion
- regulations on using computer room
- need permission, valid reason

3. Essay Writing

Both computer room and library are some of a few facilities that are commonly seen in schools, meaning that they are very essential existences. It is a common sense that library is a space for students' development of their creativity and forming new dreams. Computer rooms play important roles in education even more than the library though, by being used in classes, giving access to assignments, and enabling another type of education. Thus, school must consider financial investments in supplement of computers.

First and foremost, computers are able to be utilized as a valuable means of education. It has long been after the distribution of the computers to the ordinary public, and a majority of school teachers sometimes let the students study the contents with computers, instead of just lecturing. Students are assigned the project, and this requires them to search for information, organize into an online report paper, and eventually, present the outcome to other classmates during the lesson. Merely implementing computers in class resulted in the opportunities for the students to to improve their information assembling, writing, and presenting abilities.

Second of all, computers grant additional access to online assignments for those who are deprived of it. Most assignments in schools have shifted their form from offline to online as the technological improvements have also affected the field of education. Electronic devices such as smartphones or laptop, have become necessities for students. However, there may be some students who can't afford such implements due to financial problems. They aren't able to access to the online assignments, which would be an unfair situation that their rights to learn and study is being interrupted. However, if the school provide more space for them to use computers,

Last of all, whether implementing computers or not will determine the presence of software education in school. New technologies from the era of the 4th industrial revolutions such as AI, IoT, etc have greatly influenced educational fields, by noting the importance of programming capabilities. Accordingly, software education has become a trend among schools worldwide. Even renowned corporations are looking for talents with superior programming capacities. Thus, software education is integral for the students who will spend most of their life in the era. Now that computers are necessary for education of

software programming, investments for them must be executed.

In conclusion, it is valuable enough for school to spend money on purchasing computers for students since they are useful for classes, poor students, and software education. In reality, computers can be easily abused by students for merely relieving their boredom in a breaktime or lunch time. Therefore, access to computers must be provided to students for valid reasons with permission.

4. Speaking

I believe that it's+ obviously better for school to invest in computers instead of books.

First of all, computers are educationally valuable implements. They enable the students to do such activities as making researches, writing reports in online, and even making presentations with visual materials.

Second of all, they also enable schools to add education regarding software to the students' curriculum. It will be considered one of the most essential and useful capabilities in the future. For example, merely learning a computer language is very helpful for being employed to companies.