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More and more parents allow their children to play on computers and tablets (like iPads) because they think that children should learn technology skills. Do the advantages outweigh the disadvantages?

Nowadays, it is **commonplace** to see young people **engrossed** in electrical devices as they play games and **surf** social media. Their parents consent to this in the belief that their child is learning important IT skills which will be important for their future. In my opinion, the drawbacks of allowing children to do this outweigh any advantages.

To begin with, we need to consider what technological advantages can be gained from using such devices. First of all, being **au fait** with technology might give them the advantage in the modern classroom. There is **no doubt** that apps and websites can make learning more fun. For instance, during my childhood I learned a great deal about the universe from online videos and articles, as well as from playing space-themed computer games. Secondly, the internet can give students **a window to the world**, where they can keep up with contemporary news and events as they happen.

On the other hand, **too much of a good thing** has drawbacks and **the matter at hand** is no exception. It is well known that young people can suffer serious negative effects from too much **screen time**. For example, many kids have to be treated for game addiction, not to mention short attention spans and lack of social skills. Furthermore, unfiltered access to the internet might expose impressionable young minds to sensitive content such as pornography, violence and **extremist** political view points. Children may quickly lose their inherent innocence and purity, which is too great a cost.

To sum up, although this matter has some advantages, these are, in my opinion, outweighed by the disadvantages. While there is no denying that technology has changed young people's lives it is important that parents continue to monitor the use of such devices.

294 words

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Vocabulary

commonplace (adjective) happening often or often seen or experienced and so not considered to be special: *Electric cars are increasingly commonplace.*

engrossed (idiom) To occupy exclusively; absorb: *a novel that engrosses every reader.*

surf (noun) To look at a variety of things casually, especially while browsing the internet or television channels. *I spent the day surfing the net.*

too much of a good thing (idiom) An excessive, unhelpful, or harmful amount of something that is otherwise enjoyable or beneficial.

You're going to hurt yourself if you keep exercising this much. You can have too much of a good thing, you know!

The added security features on the new phone proved to be too much of a good thing, making it incredibly difficult for even the owner to access the device.

the matter at hand (idiom) The issue, topic, or task that is currently being discussed or is the current priority. Also seen as "the matter in hand."

Let's get back to the matter at hand, people. Don't get distracted by side issues.

screen time - The number of hours that a person spends each day in front of a computer, or watching movies or television, or playing video games.

impressionable (adjective) Readily or easily influenced; suggestible: *impressionable youths.*

extremist (noun) a person who favours or resorts to immoderate, uncompromising, or fanatical methods or behaviour, esp. in being politically radical

au fait (adjective) fully informed; in touch or expert: *I am au fait with fashion.*

no doubt (idiom) Definitely; certainly.

You've heard that I resigned, no doubt. I just wanted to let you know the circumstances of it, before the rumour mill started.

He no doubt wanted to impress you, hence all the showmanship.

window to the world (idiom) A means of experiencing or learning about parts of the world beyond one's immediate surroundings or situation.

Kids are spoiled rotten with the amount they can learn and see on the internet. In my day, the only window to the world was whatever books the local library had.

范文解析:

这是一篇教育类的利弊型大作文。面对这类型题目时，作者使用了双边类的大作文写作结构，利与弊两个方面都进行了讨论，但是在两方都论证时仍需要有一个偏向性。首先作者在首段改写题目并且表达自己的观点。其次在主体段，作者使用了“主题句 → Firstly → For example → Secondly → Finally”的结构对与孩子使用电子设备的优点进行了论述，这是主体段的基本结构之一，使用这样的结构可以使文章的连贯性以及关联性有一个很清晰的体现。第二个主体段中，作者使用了论点→解释→举例的结构对于弊端进行论述。结尾段，作者总结上文并且重申自己的观点。整篇文章的前后举例论证和逻辑结构清晰有序。文章中使用了一些地道的单词短语和表达，各位考生可以模仿学习。文中使用的类似写作技巧和逻辑结构在启德 2019 雅思标准化教材的强化段第八课有详细的介绍。教育类题目写作技巧也会在标准化教材中有详细地讲解，如果大家想学习更多关于雅思写作的内容，欢迎大家来启德上课。