Writing Tips for EASS

Analysing paragraphs:
structure and content

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Behavioural development is said to be influenced by a number of external factors. Video-gaming in particular has been targeted as having a negative impact on areas such as cognitive, physical and social development in children. This essay, however, questions the validity of such an argument. If pro-active measures are taken by educators to utilise such technology in the classroom and actively engage learners, it is argued that behavioural development is likely improve.

Does this introduction have a clear background, issue, position and scope?

**Background** ✔

**Issue** ✔

**Position** ✔

**Scope** ❌ Does not let the reader know what will be in the body and in what order
Quinn (2011) suggests sedentary behaviour such as video gaming and excessive television viewing can be reduced through school-based PE interventions. Papastergiou (2009) suggests that video games are popular amongst children, therefore should be used as an educational tool.
Is this a good paragraph?  
Yes

Why or why not?

To begin with, it could be argued that video-gaming can promote active behaviour in children. Papastergiou (2009) suggests that given their popularity amongst children, video games could be used as a learning tool. Quinn (2011) further indicates that educators could integrate video-gaming into physical education programs. If this is true, such activities could therefore have a positive impact on a child’s behavioural development if implemented strategically. However, it could also be said that not all children enjoy video games, and that interest should be identified before integrating such activities into the curriculum.
Is this a good paragraph? No
Why or why not?

Let’s start with kids and keeping fit. Papastergiou (2009) reckons video games are really popular with kids so we should use them to teach them stuff. Quinn (2011) thinks so too and thinks we should put these kinda games into PE. I agree and if it’s popular, and put in schools it’s going to make kids fit. This is a good thing! But what about those kids who don’t like video-games? We shouldn’t forget them. We should check first before we add video-games to our lessons.

Language is not academic
• Contractions (Let’s)
• Personal pronouns (we)
• Everyday language (kids)
• Questions (?)
• Spoken language (kinda)
• Exclamations (!)
Use **feedback** as a basis to check your future assignments.

**Reflect**: become aware of your strengths and weaknesses in writing.

Always **proof-read** your work at **sentence** and **paragraph** levels.

**Analyse** good pieces of writing to become more aware of how English and/or academic language is constructed.