

Scoring Model for Writing for Assessment

Score 4

This writer presents a well-elaborated persuasive essay for assessment with a clear, consistent organizational strategy and effective word choice.

Strong Points:

1. Clearly defined thesis statement
2. Supporting details appropriate to the specific audience
3. Clear, consistent, and logical organization
4. Fully elaborated points that support the thesis
5. Effective transitions between ideas
6. Highly effective word choices
7. Excellent sentence variety
8. Few mechanical errors

Video Games in the Cafeteria

It has come to my attention that the addition of video games to the cafeteria is being considered. I am against this proposal entirely and wish to share some of the reasons for my concerns.

First of all, the addition of video games to our cafeteria would result in a more chaotic lunchroom than we have at present. Students would gather around the machines yelling, cheering, and probably arguing about the game. When students hear cheering, booing, etc., they want to know what is going on and often stand up or yell across the cafeteria to see what all the ruckus is about. (This does not happen very often at the present time, but I am sure it would occur more frequently after the addition of video games.) Other students, who simply want to eat and speak to their friends, would have to talk over all the other noise. This would be unbearable for the students and teachers in the cafeteria and it might even disturb nearby classes. I know that by now you are well aware of the trivial things students fight over. If video games were added to our lunch room, there would be further fights over such issues as whose turn it is, who is the best at what game, which game is better, and many other petty arguments.

This proposed change in the cafeteria would negatively affect the rest of the day for any student who participated in these games. For example, students would prefer playing games to eating. They would be playing games, and/or standing in line waiting to play games, or dawdling near the games instead of eating. Students our age are most likely to be hungry, irritable, and tired by fifth period because of lack of nutrition. Because of this, they may not be able to work as well or may miss out on important instructions, which would ultimately affect their grade.

Furthermore, adding video games to the cafeteria would give the principals extra work and would most likely cause them additional stress. They would have the job of making a whole new list of cafeteria rules explaining times, ways and turns to play the games. Therefore, they would have to add more teachers to the cafeteria in order to enforce these laws.

Still another concern is that video games are expensive. Our students would have to have additional fund-raisers in order to buy these games, which do not in any way contribute to their education. This would be a wasteful use of the money that could be spent on computers, software, and especially new textbooks. All of these are much more important than any arcade game.

In conclusion, please reconsider the addition of video games to our school cafeteria. I am convinced that the addition would not be at all good for our school and would be more trouble than it is worth.

Scoring Model for Writing for Assessment

Score 3

This writer presents a persuasive essay for assessment, using a clear organizational strategy and effective support.

Strong Points:

1. Clearly identified thesis
2. Clear organizational strategy with some inconsistencies
3. Connected ideas
4. Adequate sentence variety and vocabulary
5. Details to support thesis

Problem Points:

1. Insufficient elaboration
2. Some problems with sentence structure
3. Some mechanical errors

Video Games in the Cafeteria

I think it would be a bad idea to put video games in the cafeteria. Here are some reasons why not to put video/arcade games in the cafeteria.

First, it's likely that students would skip classes and go to the cafeteria to play video games. They might forget about the time, which would cause them to miss other classes. As a result they would not know what was going on in classes and would get behind. They might even end up flunking the 7th or 8th grade.

Secondly, the students might start to fight over the video games. Students eating in the cafeteria could be bothered by the noise and fighting. When they fight some students could end up getting hurt or hurting others. This could lead to some students getting put in alternative schools. Also food fights might start to happen. And students would get hurt then to.

Finally, people would start to break the machines. The video games would already be paid for by the taxpayers. However, they would have to be fixed by the taxpayers or the school. Some of these machines get pretty expensive. The video games also cost a lot of money.

In conclusion, I am convinced, and hope that you are also, that video games should not be put in the cafeteria.

Scoring Model for Writing for Assessment

Score 2

This writer presents an organized persuasive essay for assessment, but its weaknesses outweigh its strengths.

Strong Points:

1. Organizational strategy
2. Thesis statement

Problem Points

1. Some inappropriate word choices and details
2. No clear transitions
3. Insufficient elaboration
4. Repetitive vocabulary
5. No sentence variety
6. Numerous mechanical errors

Video Games

I'm against video games in the cafeteria because they makes to much trouble.

Video games will start a fight because the big kids on the game will not take turns and make the little kids feel bad. Some of the kids will skip in line and that will cause a fight. video games will cause some kids to skip class and that will cause a big affect on them for instance. If they skip they will not pass some of there classes. Playing the game to long, and staying in line to long because you went your turn.

Video games will cause kids to break the machine. For example the kids can break the machine. The machine will take the kids mony and then they will get mad, they will get mad at the game because they can not bet the game.

I know you have spent a lot of money on the machine in the cafeteria. But I think its not good to put a game in the cafeteria.

Scoring Model for Writing for Assessment

Score 1

This writer's attempt to present a persuasive essay for assessment is unsuccessful.

Problem Points:

1. No position statement
2. Lack of organizational strategy
3. Inappropriate word choices and details
4. Lack of elaboration
5. Confusing, poor use of language
6. Many grammar, spelling, and punctuation errors

Video Games

In many school districts, video games has been causing bad things to happen, I think this issue is important because it has affect this school. For example, skipping class an going to the cafeteria to play the game. Telling teachers that you have to go to the bathroom but you don't. When its lunch time you stay in the lunch room. Or being late to class all the time and no panalty an class.

It cheat you money on the video game, like getting the game to start or the game will say you have 3 games but you only got one. To much fighting will get you trouble, if you were playing the game the person back of you will get made at the person an started to push him. Well, I realy think this is a bad idea to put video game in the cafeteria.