



Writing Exam Practice 2 Grade 10 Advanced

1- Read the text, write the main idea in your own words:

Visual media have transformed dramatically over two decades. What once meant television now includes streaming services, social networks, and mobile content that users access anywhere, anytime through hand-held devices.

This shift has changed viewing from passive to interactive. In the past, viewers were 'couch potatoes' who watched scheduled programs without choice. Today, people personalize content from vast libraries, selecting what interests them rather than accepting what networks broadcast.

Despite mobile flexibility, people still love big screens and follow traditional viewing patterns—primetime and weekends remain popular for live sports, breaking news, and dramas. However, viewers demand more control and reject the limitations of cable television, leading many to switch to digital platforms.

Screen violence causes ongoing concern. Studies show that frequent exposure to violent content may desensitize viewers, making them indifferent to real violence. People with certain personalities might even copy dangerous acts they see in games or shows, raising questions about whether screens or society itself create violence.

The most serious concern is media addiction. Addicts feel compelled to spend excessive time on screens, becoming unwilling to socialize face-to-face. Real life feels boring compared to screen action, and they gradually distance themselves from family and friends, making the screen their primary world.

Write the main idea of the text :-

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2- Read the text again and write a response in which you: (minimum 170 words)

- Present your opinion on whether the shift from television to interactive streaming has been positive or negative for society, giving detailed reasons and explanations.
- Compare and contrast the effects of passive television viewing versus interactive digital media on young people, explaining advantages and disadvantages of each.
- Recommend two specific measures schools or families could implement to prevent media addiction while still allowing students to benefit from digital technology, explaining each in detail.

[illegible]

MODEL ANSWER

Question 1 - Main Idea:

The text describes how visual media have evolved from passive television viewing to interactive, personalized digital content accessed on mobile devices and streaming platforms. While users now have greater control and flexibility, concerns persist about screen violence's desensitizing effects and media addiction, where people withdraw from real-life relationships and become absorbed in screen-based worlds.

Question 2 - Written Response:

The shift from television to interactive streaming has been overwhelmingly positive for society because it democratizes content creation, empowers viewers with choice, and enables global cultural exchange. Traditional television forced everyone to watch the same limited programs at scheduled times, whereas streaming lets individuals explore diverse content that matches their interests and values.

Passive television and interactive digital media affect young people very differently. Television viewing was criticized for reducing attention spans and critical thinking because children simply absorbed whatever appeared on screen without engaging mentally. Interactive media, however, requires active decisions—choosing content, navigating platforms, even creating videos—which develops digital literacy and decision-making skills.

Nevertheless, interactive media has disadvantages. The constant need to choose can cause decision fatigue and anxiety, and algorithm-driven recommendations create filter bubbles where young people only see content reinforcing existing beliefs. Television, despite its limitations, exposed families to shared cultural experiences and diverse viewpoints they might not have chosen independently.

To prevent media addiction while preserving digital benefits, schools should teach media literacy courses that help students recognize manipulative design features like infinite scroll and autoplay, which exploit psychological vulnerabilities to maximize screen time. Understanding how platforms operate empowers students to use technology intentionally rather than compulsively.

Families should establish device-free zones and times—for example, no phones during meals or in bedrooms after 9 PM. These boundaries ensure that digital tools remain tools rather than becoming substitutes for human connection, allowing families to maintain meaningful face-to-face relationships while still benefiting from the educational and entertainment value that screens provide when used thoughtfully.