IELTS Writing Community

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By Hamed Mohammad Hosseini

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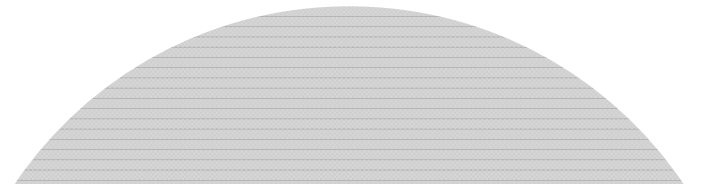
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Lecture 12 How to Build Up your Body Paragraphs

Discussion-Type Essays

How to Build up Body Paragraphs

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Some people think that young people can learn useful skills by playing electronic and computer games. Others argue that people who play electronic and computer games are wasting their time. Discuss both views and give your opinion.

How to Build up Body Paragraphs

On the one hand, supporters of computer games believe that the benefits from them cannot be ignored
To begin with, since most of these games have been designed strategically, they enable users to decide better.
That is to say, they have the ability to make wise decisions in life when they face difficult situations.
For instance, when facing a challenge in the workplace, these players might take a more appropriate action to overcome the difficulty.
Moreover, when they are used to anxiety, they can easily cope with stress.
This in turn has a positive impact on their performance, and affects different aspects of their personal life.

On the one hand, supporters of virtual games assert that the benefits accruing from them are by no means negligible. To begin with, since the vast majority of these games have been designed strategically, they enable users to devise strategic plans efficiently. That is to say, having faced difficult situations on numerous occasions, they have the ability to make judicious and down-to-earth decisions in real-life contexts as well. For instance, when tackling a challenge or being faced with a dilemma in the workplace, these players are more likely to display acumen and take a decisive action to overcome the difficulty. Moreover, accustomed to anxiety, they can easily cope with stress. This in turn has a far-reaching positive impact on their performance, affecting manifold aspects of their personal life.

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On the other hand, others argue that these activities are wasteful.
The main reason justifying their belief is that the time and energy spent on playing computer games can be put to better use.
In other words, young people can allocate this time and effort to learn useful skills instead of playing games.
More specifically, they can build special skill, which is useful for academic or professional progress.
A good example of this is learning a foreign language, which can give them an ability both on the job market and in their academic life.
Furthermore, the benefits from these games are not lasting and tangible;
the only positive point from these games is the temporary excitement for the players.

On the other hand, others put forward the argument that these activities are wasteful by nature. The most compelling reason justifying their assertion is that the time and energy expended on playing computer games can be put to better use. In other words, instead of playing games, young people can allot this time and effort to acquiring useful and even marketable skills. More specifically, they can acquire special expertise, useful for either academic or professional progress. A good illustration of this is learning a foreign language, which can give them a competitive edge both on the job market and in their academic life. Furthermore, no lasting and tangible benefit can be reaped of these games; all they provide players with is fleeting excitement.

Writing Task EIGHTEEN

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Write Two Body Paragraph for the Topic below.

Topic 1 – Some people say that the age of books has passed; today, information can be accessed via videos, computers, television, films etc. Other people think books and written words will still be essential for information dissemination and education. Discuss both sides and give your own opinion.

Contact me

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