



GRADE 7

2018 FSA ELA WRITING

SCORING SAMPLER



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INTRODUCTION

The Florida Standards Assessments (FSA) English Language Arts (ELA) Writing Scoring Sampler can be used as a resource for Florida educators, schools, and districts regarding the scoring of student responses on the writing component of the statewide ELA assessments. Each spring, students in grades 4–10 are administered a passage set and a text-based writing prompt for the FSA ELA Writing test. Students respond either to an informative/explanatory prompt or to an opinion/argumentation prompt. Unlike the types of writing prompts administered on statewide writing assessments in the past, the FSA prompts are text dependent—based on the passage set each student is provided—which focuses on a specific purpose for writing. Students draw on reading and writing skills while integrating information from the passage set in order to develop and draft a cohesive essay response.

This sampler contains sample student responses that illustrate the score points described in the applicable scoring rubric; the passage (text) set and text-based writing prompt can be accessed via a hyperlink provided on the next page. As with all FSA content, the sample passage set and prompt were reviewed by a committee of Florida educators to ensure appropriateness for the intended grade in terms of the text complexity, topic, and wording.

In this sampler, examples of student responses represent some of the various combinations of the score points across the scoring domains. As a basis for developing a common understanding of the scoring criteria, an annotation follows the response to explain the prominent characteristics of the response described in the rubric. These responses are not intended to provide a full spectrum of examples for each score point in each domain. Moreover, they do not necessarily represent the highest or lowest example of each score point in each domain.

It should be noted that in addition to responses that receive the scores described in the rubric for each domain, some responses earn a score of “0” due to certain conditions as follows:

- The entire response is written in a language other than English.
- The response is illegible, incomprehensible, or includes an insufficient amount of writing to be evaluated.
- The majority of the response is copied from the source material and/or prompt language to the point that original writing is not recognizable or sufficient for scoring.
- The response is completely off topic, and the Conventions domain is scored; this condition could result in a score of 0, 1, or 2 points.

All responses are scored holistically. A response must go through a minimum of three levels of review before any condition code can be applied. Many responses formulate a claim or central idea by rewording the prompt, and due to the expectation that evidence will be incorporated in the response, some degree of exact wording from the sources is expected and allowable. However, responses receiving a “0” for copied text are comprised of source material and/or prompt language that dominates the response to the point that original writing is not recognizable or sufficient.

Because a response that is left completely blank does not meet attemptedness criteria for FSA ELA Writing, no score can be earned or reported for the combined Reading/Writing components that the FSA ELA test comprises.

To access additional resources related to the ELA assessments, please visit the Florida Standards Assessments portal at fsassessments.org/resources/.

The Florida Standards in English Language Arts (Writing Strand) describe what students should know and be able to do at each grade level. For more information about the Florida Standards, please visit CPALMS at www.cpalms.org/Public/search/Standard.

TEXT-BASED WRITING SOURCES

To offer students a variety of texts on the FSA ELA Writing tests, authentic and copyrighted passages and articles appear as they were originally published, as requested by the publisher and/or author. While these real-world examples do not always adhere to strict style conventions and/or grammar rules, inconsistencies among passages should not detract from students' ability to understand and respond to the text-based writing task.

To view the passage "Do Video Games Affect Health?," click <https://scoringguides.airast.org>.

ARGUMENTATIVE TEXT-BASED WRITING RUBRIC

Grades 6–10 Argumentative Text-based Writing Rubric (Score points within each domain include most of the characteristics below.)			
Score	Purpose, Focus, and Organization (4-point Rubric)	Evidence and Elaboration (4-point Rubric)	Conventions of Standard English (2-point Rubric begins at score point 2)
4	The response is fully sustained and consistently focused within the purpose, audience, and task; and it has a clear claim and effective organizational structure creating coherence and completeness. The response includes most of the following: <ul style="list-style-type: none"> • Strongly maintained claim with little or no loosely related material • Clearly addressed alternate or opposing claims* • Skillful use of a variety of transitional strategies to clarify the relationships between and among ideas • Logical progression of ideas from beginning to end with a satisfying introduction and conclusion • Appropriate style and tone established and maintained 	The response provides thorough, convincing, and credible support, citing evidence for the writer’s claim that includes the effective use of sources, facts, and details. The response includes most of the following: <ul style="list-style-type: none"> • Smoothly integrated, thorough, and relevant evidence, including precise references to sources • Effective use of a variety of elaborative techniques to support the claim, demonstrating an understanding of the topic and text • Clear and effective expression of ideas, using precise language • Academic and domain-specific vocabulary clearly appropriate for the audience and purpose • Varied sentence structure, demonstrating language facility 	
3	The response is adequately sustained and generally focused within the purpose, audience, and task; and it has a clear claim and evident organizational structure with a sense of completeness. The response includes most of the following: <ul style="list-style-type: none"> • Maintained claim, though some loosely related material may be present • Alternate or opposing claims included but may not be completely addressed* • Adequate use of a variety of transitional strategies to clarify the relationships between and among ideas • Adequate progression of ideas from beginning to end with a sufficient introduction and conclusion • Appropriate style and tone established 	The response provides adequate support, citing evidence for the writer’s claim that includes the use of sources, facts, and details. The response includes most of the following: <ul style="list-style-type: none"> • Generally integrated and relevant evidence from sources, though references may be general or imprecise • Adequate use of some elaborative techniques • Adequate expression of ideas, employing a mix of precise and general language • Domain-specific vocabulary generally appropriate for the audience and purpose • Some variation in sentence structure 	

*Not applicable at grade 6

Continued on the following page

Grade 7 2018 ELA Writing

Grades 6–10			
Argumentative Text-based Writing Rubric			
(Score points within each domain include most of the characteristics below.)			
Score	Purpose, Focus, and Organization (4-point Rubric)	Evidence and Elaboration (4-point Rubric)	Conventions of Standard English (2-point Rubric)
2	<p>The response is somewhat sustained within the purpose, audience, and task but may include loosely related or extraneous material; and it may have a claim with an inconsistent organizational structure. The response may include the following:</p> <ul style="list-style-type: none"> • Focused claim but insufficiently sustained or unclear • Insufficiently addressed alternate or opposing claims* • Inconsistent use of transitional strategies with little variety • Uneven progression of ideas from beginning to end with an inadequate introduction or conclusion 	<p>The response provides uneven, cursory support/evidence for the writer’s claim that includes partial use of sources, facts, and details. The response may include the following:</p> <ul style="list-style-type: none"> • Weakly integrated evidence from sources; erratic or irrelevant references or citations • Repetitive or ineffective use of elaborative techniques • Imprecise or simplistic expression of ideas • Some use of inappropriate domain-specific vocabulary • Most sentences limited to simple constructions 	<p>The response demonstrates an adequate command of basic conventions. The response may include the following:</p> <ul style="list-style-type: none"> • Some minor errors in usage but no patterns of errors • Adequate use of punctuation, capitalization, sentence formation, and spelling
1	<p>The response is related to the topic but may demonstrate little or no awareness of the purpose, audience, and task; and it may have no discernible claim and little or no discernible organizational structure. The response may include the following:</p> <ul style="list-style-type: none"> • Absent, confusing, or ambiguous claim • Missing alternate or opposing claims* • Few or no transitional strategies • Frequent extraneous ideas that impede understanding • Too brief to demonstrate knowledge of focus or organization 	<p>The response provides minimal support/evidence for the writer’s claim, including little if any use of sources, facts, and details. The response may include the following:</p> <ul style="list-style-type: none"> • Minimal, absent, erroneous, or irrelevant evidence or citations from the source material • Expression of ideas that is vague, unclear, or confusing • Limited and often inappropriate language or domain-specific vocabulary • Sentences limited to simple constructions 	<p>The response demonstrates a partial command of basic conventions. The response may include the following:</p> <ul style="list-style-type: none"> • Various errors in usage • Inconsistent use of correct punctuation, capitalization, sentence formation, and spelling
0			<p>The response demonstrates a lack of command of conventions, with frequent and severe errors often obscuring meaning.</p>

*Not applicable at grade 6

Good day Middle School! A recent question left unanswered has been floating around in our school's atmosphere. "Do video games have a physical effect on the players' health?" Well, sorry to say, but it does. No, you won't be able to shoot monsters like in your video games, but you will have better eye-to hand coordination. Alas, there are some negative effects on your health too. Players have experienced inadequate sleep, pain in their wrist or neck, and obesity. Rest assured, if you don't play excessively, you should not get these effects. Unfortunately, the hard-core gamers out there are in for another story.

According to research, players have experienced pain in their wrists, neck, or elbow. Carpal tunnel (~~is~~^{an} injury to a nerve in the wrist) and tennis elbow, has also been linked to excessive gaming (source 1). Most of these pains are caused by sitting in one position for multiple hours and by repeating the same movements (source 2). Gamers who take long breaks and stretch are less likely to experience pain. Sometimes this pain doesn't effect these gamers after they stop playing. Ways to prevent this from even happening to portion-size the amount of time that you play your video games. Not enough players actually get any physical exercise besides tapping a screen or clicking a mouse. If

you add physical exercise along with gaming, there will be less tension on your joints.

Moving along, some players' do not get enough sleep. Some players' who do not have bedtimes (or follow them) tend to sleep after midnight. At first, this is all fun and games until you start feeling the side effects. Exhaustion, depression, obesity, and poor school performance are risks from inefficient sleep (source 3). Not to mention that you won't grow with little sleep! Playing games until 1 a.m. without moving or stopping will damage your body in the long term. Ways to prevent this is to set a bed-time and follow it. Putting a limit on video games is the first step to a healthier lifestyle.

Finally, we come to the last major effect on our bodies. I'm sure most of us have heard of it... obesity. For those of you who don't know, obesity is the term for excessive weight. Along with obesity comes heart problems, high cholesterol, stretch marks, and sometimes lack of self-esteem. Obesity is not a disease but it is in correlation with excessive gaming. "People may choose video games over physical activity" (source 2). Like I wrote above, gamers who don't move for hours on end are not getting any exercise. Obesity from video gaming can be

prevented by adding some physical exercise along with your gaming. Take a walk, clean the house, or play with your pets or siblings or friends. Of course obesity is not only caused by excessive gaming, but playing games is one factor. For those of you reading this that are obese, I suggest eating a balanced diet with less processed foods and adding exercising into your daily routine (and less gaming).

Now students, I hope that I have answered your question. Excessive gaming can cause pain, lack of sleep, and obesity which can each lead to more health problems. On the contrary, video games can actually be good for you, by not only relaxing but for your eyes. "... playing video games can improve eye-hand coordination and visual attention" (source). Video games can also sharpen your vision. As for physical exercise, some games like Wii fit plus or Wii fit resort turns physical activity into games like yoga. Although, video games DO have a positive effect on us, it will not necessarily work for everyone. So, to wrap it all up, limiting the time that you play video games will benefit your health in more ways than one. See you next time!

4-Purpose/Focus/Organization

This response is fully sustained and clearly focused within the purpose, audience, and task. The response begins with a satisfying introduction that establishes the tone for the targeted audience and provides an effective lead-in for the claim that there are negatives to video games, but many are due to over playing. Ideas progress logically within each assertion (*Most of these pains are caused by sitting in position for multiple hours and by repeating the same movements (Source 2). Gamers who take long breaks and stretch are less likely to experience pain. Sometimes this pain doesn't effect those gamers after they stop playing. Ways to prevent this from even happening*), and the relationships between and among ideas are clarified with a variety of transitions (*Well, Alas, Not to mention, Along with obesity, On the contrary, Finally, we come to the last major effect on our bodies*). Opposing claims are imbedded within the paragraphs (*Of course obesity is not only caused by excessive gaming, but playing games is one factor*) showing skillful organization and planning as well as an understanding of the argumentation task. A more extensive concession/rebuttal is included (*On the contrary, video games can actually be good for you, by not only relaxing but for your eyes; Although, video games DO have a positive effect on us, it will not neccessarily work for everyone*) and leads to a concluding statement that reinforces the claim (*So, to wrap it all up, limiting the time that you play video games will benefit your health in more ways than one*). Overall, the organizational structure of this response creates a sense of coherence and completeness.

4-Evidence/Elaboration

This response provides thorough and convincing support for the claim using consistently cited evidence. Details from source material (*Carpal tunnel . . . and tennis elbow; Exhaustion, depression, obesity, and poor school performance are risks from ineffiecient sleep (source 3)*) are used to consistently establish and develop assertions. The evidence supports the ideas and is integrated with purposeful elaboration that expands upon the evidence (*Ways to prevent this from even happening to portion size the amount of time that you play your video games. Not enough players' actually get any physical exercise besides tapping a screen or clicking a mouse*). Evidence from multiple sources is effectively synthesized (*Carpal tunnel (an injury to a nerve in the wrist) and tennis elbow, has also been linked to excessive gaming (Source 1). Most of these pains are caused by sitting in one position for multiple hours and by repeating the same movements (Source 2)*). Ideas are expressed clearly using domain specific vocabulary (*self-esteem, in correlation*). A variety of sentence structures demonstrates language facility and clearly communicates complex ideas (*obesity is not only caused by excessive gaming, but playing games is one factor. For those of you reading this that are obese, I suggest eating a balanced diet with less processed foods and adding exercising into your daily routine (and less gaming)*).

2-Conventions

An adequate command of basic conventions is demonstrated in this draft response.

Guess what? I have a secret. It turns out 97% of teenagers in America play video games. Well, maybe that's not much of a secret. But, it is a serious problem. I mean, really, 97% is, well, millions of teenagers. Seriously, that is a gigantic amount. That's why I need to address this problem, and maybe fill you in on what exactly that Nintendo you're playing on is really doing to you.

Now, let's say, you're almost on level twenty of your favorite video game. Dad says you've been playing enough, and Mom says dinner's ready. Well, maybe next time you should listen to them when they tell you to turn it off for a little bit. Let's talk about our physical movements first. Your controller is small, so you crouch down in your chair while playing. An hour goes by, and you start to feel cramped, but it's no big deal, right? Then, for some reason, six hours go by, and you start to feel a slight shooting pain in your back. It's nothing to mind though, remember, you're almost at level twenty! Until suddenly, you can't handle it, and the pain is excruciating! You now have a strain in your body, because you were stiff while reaching level twenty for six hours. According to paragraph 10 in the Article, "Video Games and Physical Health," it explains this dilemma: "Some people play video games for too long. They hold their body in one position for hours. They perform the same movements over and over. This tension and repetition can strain body parts such as the neck, wrist, or elbow." From the information in that passage, it proves that while gamers are cooped up in their favorite video game, pain arises from the obsession and the sedentary movement. So, no big deal, it will wear off, right?

Well, yes, it will, but that's not the only problem you got on your hands. Studies have been proven that excessive game play leads to obesity, and, I could guess a substantial chunk of those 97% of gamers play obsessively. From paragraph 11 in the article, "Video Games and Physical Health," it states this health problem: "Video games have also been blamed for the rise in obesity. People may choose video games over physical activity. This problem can only be avoided by making time for physical activity." The nice thing about this problem is that it can be avoided, by completing physical activity, but the only down side is that it is a tough process, and with the rise in excessive gaming continues, it will only get worse.

NEXT, let's discuss a more sleep-based situation. Every teen stays up at night every once in a while. That's a given. The problem here is that, teenagers who play video games excessively, lose sleep by their obsession. Thanks to video games, teenagers' healthy 9 hours of sleep has slimmed down to nearly none, and that is dangerous to their health and body functions. As stated in paragraph 20 in the article, "Teens' sleep cut short by high-tech toys," it states the grim side effects: "yet despite years of warnings about the risks of insufficient sleep—including poor school performance, obesity, and, as presented in *Time* at an annual meeting of sleep researchers, links to depression—teens and their parents say adolescent exhaustion remains a fact of life." Yes, this information may be startling or possibly shocking, it is completely true. So that is why we must cut back on late night video games and start gaining back a good night's rest, or else other dire consequences may occur as well. According to paragraph 26 in the article, "Teens' sleep cut short by

high-tech toys," it informs us what we'll gain back from sleeping well again: "Teens need adequate sleep and REM sleep to rebuild long-term memory for learning, focus attention for driving, and maintain health and fight obesity." Once teenagers begin to lessen their video game activity, these strengths will regain back into their minds, and we can all sleep well again:

Even though there are still many, many problems with playing video games, and all of the side effects that go along with it, there are some positive effects to playing your Nintendo and reaching that level twenty. Most importantly, it has been proven so that it improves eye-hand coordination and visual attention. Thanks to this extra ability, it also significantly improves vision as well. According to paragraph 2 in the Article, "Action-Packed Video Games a Sight for Sore Eyes," it explains this one positive message in video game play: "On the positive side, some research has shown that playing video games can improve eye-hand coordination and visual attention—the ability to search for a target in a jungle of objects, to monitor several items at once, and to keep track of a steady stream of objects zipping swiftly by." This information does prove that there is a good thing about video games, but it is not an excuse to excessively play video games for hours on end. People must learn to play video games in moderation, so that there is not problems.

In conclusion, no, this is not a secret, but it is useful information to know about for your game play. I am not saying to quit video games forever—that's cruel. I am only stating that if those 97% of teenagers who play video games would only play in moderation, so it would not interfere with sleep and school work, we would be living in a happier world. We can have our video games, our apps, and everything, we just all have to begin cutting ourselves back a bit, one step at a time.

4-Purpose/Focus/Organization

This response is fully sustained and consistently focused. The introduction provides an effective lead-in for the response by conveying the importance of the issue (*a serious problem; 97% is, well, millions of teenagers*) and establishing a claim (*That's why I need to adress this problem, and maybe fill you in on what exactly that Nintendo you're playing on is really doing to you*). A logical progression of ideas from beginning to end creates coherence and is maintained by the use of a wide variety of transitional elements within and between paragraphs (*Now; Until suddenly; Well; Thanks to video games; Next, let's discuss a more sleep-based situation*) that clarify the relationships between and among ideas. A counterclaim is clearly and completely addressed (*Even though there are still many, many problems with playing video games, and all of the side effects that go along with it, there are some positive effects to playing*) and is refuted (*This information does prove that there is a good thing about video games, but it is not an excuse to excessively play video games for hours on end. People must learn to play video games in moderation, so that there is not problems*). An effective conclusion ties back to ideas established in the introduction (*no, this is not a secret, but it is useful information to know about your gameplay*) and provides a final argumentative appeal (*I am only stating that if those 97% of teenagers who play video games would only play in moderation, so it would not interfere with sleep and school work*) that highlights key ideas without listing them.

4-Evidence/Elaboration

This response provides thorough, convincing support for the claim that makes effective use of cited evidence from the source material. Evidence is effectively synthesized, well-integrated, and consistently cited (*According to paragraph 10 in the Article, "Video Games and Physical health"*). A well-elaborated scenario (*Now, let's say you're almost on level twenty*) is skillfully integrated to provide detailed context for some of the issues presented in the source material (*Some people play video games for too long. They hold their body in one position for hours, Video games have also been blamed for the rise in obesity*). Ideas are clearly and effectively elaborated (*Thanks to video games, teenagers' healthy 9 hours of sleep has slimmed down to nearly none, and that is dangerous to their health and body functions*), and several well-integrated details from the source material are included (*healthy 9 hours of sleep; the risks of insufficient sleep – including poor school performance, obesity; Teens need adequate sleep and REM sleep to rebuild long-term memory*). Integration of several select details (*some research has shown that playing video games can improve eye-hand coordination and visual attention*) serves as an effective opposing claim. Academic and domain-specific vocabulary are used to clearly express ideas (*excrutiating, excessive, substantial, moderation*). A variety of sentence structures demonstrates language facility.

2-Conventions

Few errors are present in this response. An adequate command of basic conventions is demonstrated over the course of this draft essay.

There are many different people in our school. We have athletes, the geniuses, Artists, and musicians, but what do they all have in common? They all play video games! Not only that, but many of them have come to ask me about writing an article that can convince our parents to let us play video games. Believe it or not, video games help us in many areas of our lives, even if you don't notice it.

To begin with, I'd like to point out that video games aren't just a waste of time. They can benefit anyone, including athletes. For example, have you ever gone for the ball, thinking it would fly right into your hands, but it sailed over your head instead? That's because you lack hand eye coordination. Playing video games doesn't just improve your hand eye coordination, but it can also boost visual attention. This includes being able to "search for a target in a jungle of objects, monitor several items at once, and to keep track of a steady stream of objects zipping swiftly by." Not to

mention, kids thoroughly enjoy video games. It's fun and gives them a break from all the schoolwork and pressure from sports that they deal with daily.

In addition, recent studies show people with bad eyesight can improve it by playing video games. One study proves that after just 30 hours of playing, the participants' vision sharpened, and they could read smaller words + letters. The findings show that playing video games trains the same part of the visual cortex that contains the dysfunction in people with lazy eye, which is helping scientists figure out a way to aid people with amblyopia. To think, we used to believe video games caused problems. Now they're fixing them!

Now, if you're still not on my side, I think I know what will get you there. Many parents don't approve of video games because they can become an obsession, causing loss of sleep and obesity. There's a simple

solution for you, the parents, a way to get your kids to sleep without depriving them of video games. By setting Bedtimes, time limits, and banning electronic toys on week nights, kids can still play without it becoming an obsession. With that addressed, lets move on to the elephant in the room. A lot of parents ban video games because they are a main cause of child obesity. However, I bet you didn't know that the American Heart Association approves of videogames! I know it's hard to believe, but it's true! Videogames arn't just played on the couch. Active video games such as Wii Sports can be the first step to getting fit when it comes to people who dislike traditional exercise!

As you can see, Video games aren't a bad thing! When used appropriately, They benefit students more than they hurt them.

4-Purpose/Focus/Organization

This response is fully sustained and consistently focused with an effective organizational structure that creates a sense of coherence and completeness. The introduction effectively introduces the importance of the issue being discussed and connects with the intended audience (*We have athletes, the geniuses, Artists, and musicians, but what do they all have in common? They all play video games*) before establishing the claim (*Believe it or not, video games help us in many areas of our lives, even if you don't notice it*). A logical progression of ideas is presented (*They can benefit anyone, including athletes. For example, have you ever gone for the ball, thinking it would fly right into your hands, but it sailed over your head instead? That's because you lack hand eye coordination; A lot of parents ban video games because they are a main Cause of child obesity. However, I bet you didn't know that the American Heart Association approves of videogames! I know it's hard to believe, but*) that consistently and effectively maintains the essay's claim. A wide variety of transitions (*For example, To think, With that addressed, However*) are effectively used to clearly represent the relationships between and among ideas. Opposing claims are imbedded within each argument and are effectively addressed throughout the response (*video games aren't Just a waste of time; To think, we used to believe video games caused problems. Now they're fixing them; A lot of parents ban video games because they are a main Cause of child obesity*). The response ends with a conclusion that reinforces the claim (*As you can see, Video games aren't a bad thing! When used appropriately, They benefit students more than they hurt them*). Throughout the response, an argumentative style and tone that are appropriate for the audience and purpose of the task are maintained.

2-Evidence/Elaboration

This response provides thorough and convincing support for the claim. Detailed evidence from the source material (*Playing video games doesn't Just improve your hand eye coordination, but it can also boost visual attention. This includes being able to "Search for a target in a Jungle of obJects, moniter Several items at once, and to keep track of steady stream of obJects zipping swiftly by"*) is integrated with purposeful and effective elaboration (*They can benefit anyone, including athletes. For example, have you ever gone for the ball, thinking it would fly right into your hands, but it sailed over your head instead? That's because you lack hand eye coordination*) to create well-developed ideas that progress logically throughout the resposne. Vocabulary (*disfunction, obsession*) is domain specific and used to convey precise thoughts, and varied sentence structure demonstrates language facility (*There's a simple solution for you, the parents, a way to get your kids to sleep without depriving them of video games*). The response clearly demonstrates an understanding of the source material; however, without a citation in a text-based writing task, the highest score a response may receive in Evidence and Elaboration is a 2.

2-Conventions

Although there are a few errors present, an adequate command of basic conventions is demonstrated over the course of this draft essay.

Imagine walking through your front door from school, phone in hand. You walk immediately to your TV and turn on your Wii. After jumping and swinging for three hours, your mom tells you its time for bed. Knowing your rest is important, you stroll to your room and get ready to sleep. Video games are not a threat to health as long as they are controlled.

To begin with, video games can help with vision. According to "Action-Packed Video Games a Sight for Sore Eyes" by Lisa Stein, action packed games can sharpen vision. Stein explains that the video games help your brain process visual information. Professor Baveller acknowledges that the discovery can help people with lazy eye, reduced vision in one eye. With the support of the entertaining games, people can be helped out, while having a fun time. Peoples' vision is improved by just playing a simple game. This is definitely useful to people with lazy eye or other vision problems.

Next, some games get people playing, moving. Based on "Heart group backs video games in obesity campaign" by Joel Schechtman, some games have more people somewhat exercising. Games like Wii Sports Resort and Wii Fit Plus, do just that. While playing, people are exercising their body without even realizing it. The element of fun and competition in the game cause people to just want to do it more and bring friends and family along with them.

Along with that, video games motivate people to move their body. While competing against family on the Wii, they get used to the feeling of exercising. The feeling, they grow to love, has them leaving the living room to go run or play a sport. Video games can get people wanting to do the activity, other than on the television screen. As video games evolve, physical activity comes with them. Enjoying the game is one thing but physically doing it, is even better.

On the other hand, video games do have some downsides. When people, especially teens, get addicted to playing games, it can lead to them not getting the sleep they need. According to "Teen's sleep cut short by high-tech toys" by Vikki Ortiz Healy, technology can deprive sleep. Some people much rather play than go to sleep. Technology can lead to wanting more technology. Teens-and Kids with technology, on average get 6.5-7.5 hours of sleep of the 9 recommended. The distractions can be controlled though, but, still be played. You wake up on Saturday morning. Walking to the Wii, you realize you want to try baseball for real, not just the virtual version. Its always been your favorite sport on the Wii, so you take a swing at it. You end up absolutely loving it and may have not realized it until you played it on screen. While video games have ups and downs, they do help in the long run, physically and mentally.

3-Purpose/Focus/Organization

This response establishes and maintains a claim and has an evident organizational structure. The introduction presents a purposeful scenario that illustrates healthy gaming and adequately leads into a qualified claim (*Video games are not a threat to health as long as they are controlled*). Ideas in the response's body are presented in a logical order and adequately progress from one to another (*While competing against family on the Wii, they get used to the feeling of exercising. The feeling, they grow to love, has them leaving the living room to go run or play a sport. Video games can get people wanting to do the activity, other than on the television screen*). A variety of transitions are used, both between paragraphs (*Along with that, On the other hand*) and internally (*While playing*), to clarify the relationships between and among ideas. An opposing claim is introduced in the final body paragraph and briefly rebutted (*On the other hand, video games do have some downsides. When people, especially teens, get addicted to playing games, it can lead to them not getting the sleep they need; The distractions can be controlled though but, still be played*). The response ends with a conclusion that revisits the scenario from the introduction and includes an assertion made by the student in the body of the essay, which may indicate careful planning in consideration of the task (*You wake up Saturday morning. Walking to the Wii, you realize you want to try baseball for real*).

3-Evidence/Elaboration

This response provides adequate support and elaboration for the claim. Several detailed references to ideas presented in the source material are used (*can help people with lazy eye, reduced vision in one eye; on average get 6.5 – 7.5 of sleep of the 9 recommended*) and adequately cited (*Based on "Heart group backs video games in obesity campaign" by Joel Schectman*). Evidence is purposefully used and is generally integrated with the elaboration, which includes analysis or explanation of the source material (*With the support of the entertaining games, people can be helped out, while having a fun time. Peoples' vision is improved by just playing a simple game; While playing, people are exercising their body without even realizing it. The element of fun and competition in the game cause people to just want to do it more*). Some domain-specific vocabulary is used (*motivate, virtual version*) and there are varied sentence structures.

2-Conventions

While a few errors are present (*recommended, cause for causes*), an adequate command of basic conventions is demonstrated over the course of the essay.

Why should you play video games? Why should you prevent yourself from going outside? Why should you sit in front of a television screen all day and not enjoy the outside world? Teens and kids have been playing video games more than ever and they are just sheltering themselves inside when they can be enjoying the outdoors.

Sleep is very important. Our bodies need rest after a long, hard day of thinking, using your body, sports, homework, etc. Sleep helps us get ready for the next day. Video games prevent almost all of that. Studies have shown that looking into a computer, television, & phone screen (before they go to bed) can prevent going to sleep. It makes it harder to sleep & getting rest is important. Video games also keep the gamer up. Video games can get extremely addicting and the gamer won't think that getting their rest is important so they will just play video games. The next day they usually wake up tired and that's not good. When you wake up you're supposed to be full of energy and wanting to do a lot of activities. You're not supposed to be tired after getting a good's nights rest. That's just proof that video games prevent teens & kids from getting their average rest.

The outdoors are nice. The outdoors have people to socialize with, it has places to visit, it also has adventures in it. Why not go outside, it's fun, it's practical, and it has hardly any dangers in it at all. Staring in front of a television screen with a controller in

your hands & staying in the same position all day isn't very exciting. You should go outside, ride a bike, go swimming, play with your friends, the activities that you can do outside are endless and even if you are doing an activity by yourself and it's outdoors then it's a lot better and way more fun than being inside and staring at a computer or television screen. There are so many adventures outside that so many people haven't experienced yet such as a trail in the woods or a new game that you can make up that no one else ever thought of. The possibilities outside are endless so why would you want to spend your day playing a video game, inside, staying in the same position for hours, not doing anything besides moving your fingers, in your room, away from everybody and everything. Video games have been preventing kids and teens from experiencing the thrill and excitement of life for a while now and that has to stop.

Some people may say that some games involve using your whole body to move and that helps loose weight. That is true but you are still using a video game to do that. Looking at a television screen isn't the right way how to loose weight. Think about it, buying the game and the game console will cost a ton of money when you can just take a jog down the street for free so why use a game to help you loose weight when it's just as simple to ride your bike

with your friends or by yourself for that matter.

So why should you shelter yourself inside? Why shouldn't you go outside? Why should you play video games when it's unhealthy for you? Video games are preventing kids from getting their sleep, video games are preventing kids and teens from going outside, and video games are preventing kids and teens from experiencing the breathtaking adventures in their lives and that has to stop immediately.

3-Purpose/Focus/Organization

This response is clearly focused on a claim and has a logical organizational structure. An adequate introduction leads into the body of the response. Within each of the body paragraphs, focus is maintained on the implied claim that sitting indoors playing video games is worse for someone's health than going outdoors. Ideas progress logically (*Video games can get extremely addicting and the gamer won't think that getting their rest is important so then they will just play video games. The next day they usually wake up tired and that's not good. When you wake up you're supposed to be full of energy and wanting to do a lot of activities. You're not supposed to be tired after getting a good's nights rest. That's just proof*). In some cases, the connections between ideas are made clearer through the use of transitional strategies that express relationships between ideas (*Why not go outside, That is true but*). The final body paragraph in the response provides a concession and rebuttal that adequately addresses an opposing claim (*Some people may say that some games involve using your whole body to move and that helps loose weight. That is true but you are still using a video game to do that. Looking at a television screen isn't the right way*). The response ends with an adequate conclusion that reinforces the key points in the argument.

2-Evidence/Elaboration

This response provides adequate evidence to support the claim. Several ideas from the source material are used (*staying in the same position for hours, Some people may say that some games involve using your whole body to move and that helps loose weight*), and adequate elaboration explains the relationship between the evidence chosen and the claim (*Our bodies need rest, you're supposed to be full of energy and wanting to do a lot of activities*). The response demonstrates an understanding of the material; however, without citation in a text-based writing task, the highest score a response may receive in Evidence and Elaboration is a 2.

2-Conventions

While minor errors are present, an adequate command of basic conventions is demonstrated over the course of the draft response.

Boom! Pow! Your X-box is roaring. Then mom walks in and turns it off. Does it really need to be off? Studies show that playing video games can sharpen your vision, cause good reflex's, and some can get you physically active. Video games are not really that bad.

First, it sharpens your vision. All of the action games you play cause you to spot a target. You can monitor 2 things at once (Action-Packed video games sight for sore eyes). Video games change the way your brain functions (Source!). You process faster and think quick. A lot of people despise video games but, if you think about it they really aren't as bad as you thought.

Video games also strengthen your reflexes. These games are almost like a simulator. They put you in a situation and want you to defend yourself. So the instant you see a target you immediately go after it. After you play the game for a while your reflexes build and get stronger. Before you know it you don't just think, you act!

There is a video game console that gets you physically active. It is called the Wii. Nintendo invented a console that allows you to do physical activities while playing. There are games such as boxing that causes you to move your arms (Heart firoug backs video games in obesity campaign). The Wii also can come with a foot pad that you can use to jog on, and jump on (Source 4). This game is called Wii Fit Plus. It counts your calories burnt, lets you set goals, shows if your a healthy weight, and has fun games to play!

Video games are healthy but they can also be very unhealthy. If you stay in the same position for a long time you can become obese, and you can get cramps. Also games can lower your amount of sleep. (Teens Sleep cutshort by high tech toys). As long as you are moving and working while playing, you will become best friends with your game.

Video games are a really healthy thing if you use them right. Your vision can be sharpened, you can build strong reflexes, and

you can even get physically active with them.
Video games are fun and healthy if they
are used responsibly.

3-Purpose/Focus/Organization

This response has an evident organizational structure and is adequately sustained and focused on the task. A sufficient introduction establishes a claim (*Video games are not really that bad*) that is maintained throughout the response. An evident organizational structure is established and maintained, and ideas progress adequately (*This game is called Wii Fit Plus. It counts your calories burnt, lets you set goals, shows if your a healthy weight, and has fun games to play*). Transitions between body paragraphs are simple (*First*) or absent, but internal transitions (*So, After you play*) are used to clarify the relationships between ideas. Opposing claims are adequately addressed (*A lot of people despise video games but, if you think about it they really aren't as bad as you thought; Video games are healthy but they can also be very unhealthy; As long as you are moving and working while playing, you will become best friends with your game*). A sufficient conclusion reinforces the claim (*Video games are a really healthy thing if you use them right*) and completes the response. In this response, the style is generally appropriate.

2-Evidence/Elaboration

This response provides uneven, cursory support for the claim. Cited evidence is used to support the claim; however, ideas from the source material lack details or are summarized without relevant elaboration, causing the evidence to be weakly integrated (*All of the action games you play cause you to spot a target. You can monitor 2 things at once (Action-Packed video games sight for sore eyes). Video games change the way your brain functions*). Additionally, some ideas lack details that connect to facts presented in the source material (*Video games also strengthen your reflexes. These games are almost like a simulator. They put you in a situation and want you to defend yourself*). A combination of appropriate (*process faster, simulator*) and simple (*2 things, use them right*) vocabulary is present with mostly simple sentence structures.

2-Conventions

While minor errors are present, an adequate command of basic conventions is demonstrated over the course of this draft response.

Do you play a lot of video games? Well that is really good thing. video games help you significantly.

You need your eyesight don't you? Well video games help your eyesight. Video games can improve hand-eye coordination. Also, it helps with visual attention. Playing fast-paced games can sharpen your vision.

Video games can also physically strain body parts. You sitting in one spot for hours isn't good. But, some games you can get up and get active. Kids can get exercise without even knowing. So therefore they won't strain body parts.

However, video game significantly affect obesity. But if your kids play games like the wii they can get active. You should get a wii because it encourages kids to take the first step to fitness. People say exercising isn't entertaining enough. But, exercising helps your physical health.

In conclusion, video games can be good or bad. They help your vision but also physically strain your body. So get a wii they won't strain body parts then.

2-Purpose/Focus/Organization

This response is somewhat sustained in the purpose, audience, and task. The response begins with a somewhat ambiguous introduction. The claim (*video games help you significantly*) is somewhat unclear as health is never mentioned, although a vague sense that video games benefit a player's health is present in the body of the response. A counterclaim is present in the third paragraph (*Video games can also physically strain body parts*) but is insufficiently addressed. While basic transitions are present (*But*), the lack of variety and improper use (*However; video game significantly affect obesity*) prevent the transitions from creating a relationship between and among ideas, resulting in the uneven progression. The conclusion lapses into ambiguity (*video games can be good or bad, So get a Wii they won't strain body parts then*), which impedes a sense of completeness in the response.

2-Evidence/Elaboration

This response provides some support for the claim, but it is uneven and cursory. Several pieces of evidence from the source material are used, but they are weakly integrated and lack development. Referenced material is a list of several benefits to vision (*hand-eye coordination, visual attention, sharpen your vision*), vague references to the second source (*So therefore they won't strain body parts*), and a summary of ideas from Source 4 (*But if your kids play games like the Wii they can get active. You should get a wii because it encourages kids to take the first step to fitness*). In this response, most of the sentences are articulated using simple constructions. No citations are present.

2-Conventions

While there are minor errors present in this response, there are no patterns of errors. An adequate command of basic conventions is demonstrated over the course of the essay.

Do Video Games significantly affect Physical health? That is a big question in an American community. It said that at least kids who are 12 to 14 most have a video game system and play it on a daily basis. I myself have a xbox I think it is one of the funnest thing a kid can have. But from the studys done we have to choose a side.

Staying healthy while playing xbox is a very hard thing. But it also has some benefits like reactions, reactions become so much faster after playing Call of Duty Black Ops 2. That is one of my favorite games I have so much to look forward to but I still got time to put in for football and other sports.

My Dad is a very sportish kind of guy he always wants me to be in a league or be the best. But in his opinion my video games are like trash to him he tells me "Its gonna kill you" I took this to heart. I love my games but they are a waste of time

I think that the best way to fix this problem is time limits — you have to put a time limit on your xbox or ps3. we have to make time for what actually matters to you family, exercise, and right food chooses. These are the only ways not to stay obese.

2- Purpose/Focus/Organization

This response is somewhat sustained within the purpose, audience, and task. The response begins with an introduction that addresses the question being asked (*Do Video Games signifacantly affect Physical health?*) and somewhat leads into the rest of the response; however, it does not address a claim. While the response focuses on choosing other things over video games (*football and other sports; they are a waste of time; what actually matters to you family, exercise, and right food chooses*), it is unclear if the main focus is the need to spend less time playing games or how games negatively affect health. An uneven progression of ideas is present (*Staying healthy while playing xbox is a very hard thing. But it also has some benefits, That is one of my favorite games I have so much to to look foward to but I still got time*), and transitions are inconsistent and repetitive (*But*). An attempt to address an opposing viewpoint may be present (*But it also has some benefits like reactions*), but it is insufficiently addressed and its purpose is unclear.

1-Evidence/Elaboration

This response makes minimal use of source material as support. References are either vague (*not to stay obese*) or erroneous (*at least kids who are 12 to 14 most have a video game system*), and commentary comes from personal experience (*reactions become so much faster after playing Call of Duty Black Ops 2, My Dad is a very sportish kind of guy*) without connection to the source material. The expression of ideas is unclear as explanation necessary to extend and develop the ideas is not present. The response includes limited and inappropriate vocabulary (*got time to pot in for, sportish*) and limited use of complex sentences. No citations are present.

1-Conventions

The response includes a pattern of incorrect sentence formation (*But it also has some benefits like reactions, reactions become so much faster; My Dad is a very sportish kind of guy he always wants me to be; But in his opinion my video games are like trash to him he tells me*) in addition to some errors in usage; therefore, a partial command of basic conventions is demonstrated over the course of the essay.

I think the video games affect the physical health when you play all day and your body stay in the same place for hours your body receive damage to the physical health.

Another thing that affect the physical health is when the only thing you do is play video games and in the same time you eating food.

Another thing that affect the physical health is when you play all night and you only sleep 6 hours, well below the 9 hours recommended

for the newsletter. The 97% people in the United States at the age of 12-17 play video games. I think the video game is

funny but you need to use the video games two hours per day and with precaution. If

you do sports you can play more time video games because when you play sports you do exercises and your body is in form. Finally I

think the video games can help you or destroy your life.

1-Purpose/Focus/Organization

This response is related to the topic but has little discernible organizational structure. The response begins with a minimal introductory statement that provides the claim (*I think the video games affect the physical health*) and moves directly to reasoning (*when you play all day and your body stay in the same place for hours*), followed by a list of ideas that do not progress (*play all night and you only sleep 6 hours, well below the 9 hours recommended for the newsletter. The 97% people in the United States at the age of 12-17 play video games. I think the video game is funny*). Basic transitions (*Another*) are present but do not show the relationships between ideas. A minimal conclusion statement is present (*Finally I think the video games can help you or destroy your life*) but does not bring a sense of completion to the essay as it introduces an undeveloped idea (*can help you*) that is not addressed elsewhere in the response.

1-Evidence/Elaboration

This response includes minimal support and evidence for the claim. Minimal source material is used (*you only sleep 6 hours, well below the 9 hours recommended for the newsletter. The 97% people in the united states at the age of 12-17 play video games*), and most of the commentary (*the only thing you do is play video games and in the same time you eating food, If you do sports you can play more time video games because when you play sports you do exercices and your body is in form*) and source material lacks development, which leads to a confusing expression of ideas. Vocabulary is limited and often repetitive (*I think, Another thing that affect the physical health*). No citations are present.

1-Conventions

Because patterns of errors in usage (*stay for stays, affect for affects, you eating for you are eating*) as well as issues in sentence formation are present, a partial command of basic conventions is demonstrated.

playing video game everyday and play while stay in one spot for a long time can hurt your muscle and bones mostly. Your back and can gives you scoliosis. Video game can also give you better eye sight but bad physical health.

Video game can really hurt you body if you plays too much games. but some video games helps you be active like games on the wiii can make you active and sometime healthy.

1-Purpose/Focus/Organization

This response is related to the topic but has little awareness of purpose and little organizational structure. The claim in this response is confusing as the response lists reasons video games are good or bad for you (*can hurt your muscle and bones, better eye sight but bad physical health, some video games helps you*), and transitions are not used to clarify the relationships between ideas. The lack of both introduction and conclusion contribute to the response being too brief to demonstrate knowledge of focus or organization. An opposing claim is not discernible in this response.

1-Evidence/Elaboration

This response provides minimal support for the claim. While the response includes ideas from the source material (*stay in one spot, eye sight, video games can help and harm a person's health*), they are simply listed and lack development, which leads to a vague expression of ideas. Limited vocabulary (*can gives you, can also give you, helps you, can make you*) is demonstrated. No citations are present.

0-Conventions

Because frequent and severe errors are present throughout, including usage (*play while stay in one spot, if you plays too much*), capitalization (first words in sentences), and sentence formation (*your back and can gives you scoliosis*), a lack of a command of basic conventions is demonstrated.

Have you ever wondered if video games are good for you? According to the passage set, playing video games can be great for us. Playing video games doesn't affect our physical health.

To begin with, according to a new study in the journal *Psychological Science*, playing fast-paced, action-filled video games sharpens our vision a lot. This is because action video game play changes the way our brains process visual information. This means that they can see figures like those way down on an eye chart more clearly. We need to train the bad eye to become better, and the two eyes need to work together. So, action packed video games ARE a sight for sore eyes.

To continue, playing video games is a good bonding experience with friends. Hanging out with friends and staying up late is not so different from what teens did 30 years ago. In source 3, "Teens' sleep cut short by high-

tech toys" by Vikki Orting Healy, Nikides says, "Teens don't value sleep because there's too many things going on to distract them." Also, The Geneva, Ill., teen said, "I'll wake up a little tired, and I know it's because I stayed up late playing games or something, but to me, it's almost worth it."

Some may say that people play video games for too long. This is because they're holding their body in one position for hours and performing the same movements over and over.

This tension and repetition can strain body parts such as neck, wrist, or elbow. However, in many cases the pain doesn't last (source 2).

All in all, playing video games can be good for us. Even heart groups backs video games. The American Heart Association and Nintendo Co. are teaming up to promote the popular Wii video game console, which is a first step for someone who is entirely sedentary. So, what do you think about whether playing

video games significantly affects
physical health?

This sample response has been purposefully constructed in order to illustrate multiple methods of copying text. It is important to note that some of the copied examples do not contain the same techniques; however, all of the techniques are considered copy. For this reason, it is recommended that educators/parents/students examine the copied responses at all grade levels.

Grade 7 Scoring Sampler
Student Response (Copy)

Have you ever wondered if video games are good for you? According to the passage set, playing video games can be great for us. Playing video games doesn't affect our physical health.

S1, p1

Prompt

To begin with, according to a new study in the journal Psychological Science, playing fast-paced, action filled video games sharpens our vision a lot.

S1, p3

This is because action video game play changes the way our brains process visual information. This means that they can see figures like those way down on an eye

S1, p4

chart more clearly. We need to train the bad eye to become better, and the two eyes need to work together. So, action packed video games ARE a sight for sore eyes.

S1, title

To continue, playing video games is a good bonding experience with friends. Hanging out with friends and staying up late is not so different from

S3, p17

what teens did 30 years ago. In Source 3, "Teens' sleep cut short by high-tech toys" by Vikki Ortiz Healy, Nikides says, "Teens don't value sleep because there's

S3, p19

too many things going on to distract them." Also, The Geneva, Ill., teen said, "I'll wake up a little tired, and I know it's because I stayed up late playing games or

S3, p22

something, but to me, it's almost worth it."

S3, p25

Some may say that people play video games for too long. This is because they're holding their body in one position for hours and performing the same movements over and over. This tension and repetition can strain body parts such as the neck, wrist, or elbow. However, in many cases the pain doesn't last (source 2).

S2, p10

All in all, playing video games can be good for us. Even heart groups backs video games. The American Heart Association and Nintendo Co. are teaming up to promote the popular Wii video game console, which is a first step for someone who is entirely sedentary. So, what do YOU think about whether playing video games significantly affects physical health?

S1, p1

S4, title

S4, p31

S4, p43

Prompt

This text set can be found on the FSA Portal at fsassessments.org/resources.

Copied

The response consists primarily of copied text and does not contain sufficient original writing to demonstrate understanding of the source materials or task. This results in condition code “G” for “Copied,” which becomes an earned 0. A claim is constructed in the first paragraph (*Playing video games doesn't affect our physical health*) by adding words (*doesn't, our*) to language directly from the prompt. Though the response does not entirely follow the source materials in order, for the most part each paragraph is only copied from one source, with the second paragraph coming from source 1, the third from source 3, the fourth from source 2, and the fifth from source 4. A combination of source material is present, with the fifth paragraph containing one line from source 1 (*playing video games . . .*), but without original writing to extend or support the statements copied from the sources, the rubric cannot be applied.

Although some words and phrases have been changed (e.g., *significantly to a lot, The reason to This is because, Translation to This means that*) or added (e.g., *ARE* in paragraph 2; *may say that, This is because* in paragraph 4; *So, what do YOU think about* in paragraph 5), the response is still too close to the source material to demonstrate original writing. An attempt at paraphrasing is present in the first sentence (*Have you ever wondered if video games are good for you*), but this does not provide sufficient original writing to score. Some transitions (e.g., *To begin with, To continue, Also*) and citations (e.g., *According to the passage set; In source 3, “Teen's sleep cut short by high-tech toys” by Vikki Healy, Nikides says*) are present, but these additions do not extend or support the statements copied from the sources.

