ENGLISH LANGUAGE AND COMPOSITION
SECTION II
Total time—2 hours

Question 1

(Suggested time—40 minutes. This question counts for one-third of the total essay section score.)

Directions: The following prompt is based on the accompanying six sources.

This question requires you to synthesize a variety of sources into a coherent, well-written essay. When you synthesize sources, you refer to them to develop your position and cite them accurately. Your argument should be central; the sources should support your argument. Avoid merely summarizing the sources.

Remember to attribute both direct and indirect references.

Introduction

Much attention has been given lately to the ubiquitous presence of information technologies. Our daily lives seem to be saturated with television, computers, cell phones, personal digital assistants (PDAs), and MP3 players, to name just a few of the most common technologies.

Many people extol the ability of such technologies to provide easy access to information and facilitate research and learning. At the same time, however, some critics worry that the widespread use of information technologies forces our lives to move too quickly. We encounter images and information from the Internet and other sources faster than we can process or evaluate them, and even though electronic communication has been enhanced, both the quality and quantity of face-to-face interaction is changing.

Assignment

Read the following sources (including the introductory information) carefully. Then, in an essay that synthesizes at least three of the sources for support, evaluate the most important factors that a school should consider before using particular technologies in curriculum and instruction.

You may refer to the sources by their titles (Source A, Source B, etc.) or by the descriptions in parentheses.

Source A (Rotstein)
Source B (Delaney)
Source C (Dyson)
Source D (Johnson)
Source E (Gelernter)
Source F (cartoon)
The following is excerpted from an article in a local newspaper.

Students at Empire High School here started class this year with no textbooks—but it wasn’t because of a funding crisis.

Instead, the school issued iBooks—laptop computers by Apple Computer Inc.—to each of its 340 students, becoming one of the first U.S. public schools to shun printed textbooks.

School officials believe the electronic materials will get students more engaged in learning. Empire High, which opened this year, was designed specifically to have a textbook-free environment.

“We’ve always been pretty aggressive in use of technology and we have a history of taking risks,” said Calvin Baker, superintendent of the Vail Unified School District, with 7,000 students near Tucson.

Schools typically overlay computers onto their instruction “like frosting on the cake,” Baker said. “We decided that the real opportunity was to make the laptops the key ingredient of the cake . . . to truly change the way that schools operated.”
The following is excerpted from an article in a national newspaper.

Pioneering teachers are getting their classes to post writing assignments online so other students can easily read and critique them. They’re letting kids practice foreign languages in electronic forums instead of pen-and-paper journals. They’re passing out PDAs to use in scientific experiments and infrared gadgets that let students answer questions in class with the touch of a button. And in the process, the educators are beginning to interact with students, parents and each other in ways they never have before.

The issue is, “how do we communicate with students today who have grown up with technology from the beginning?” says Tim Wilson, a technology-integration specialist at Hopkins High School in Minnetonka, Minn.
The following is excerpted from a book about science and technology.

We’re living longer and thinking shorter.

It’s all about time.

Modern life has fundamentally and paradoxically changed our sense of time. Even as we live longer, we seem to think shorter. Is it because we cram more into each hour, or because the next person over seems to cram more into each hour? For a variety of reasons, everything is happening much faster, and more things are happening. Change is a constant.

It used to be that machines automated work, giving us more time to do other things, but now machines automate the production of attention-consuming information, which takes our time. For example, if one person sends the same e-mail message to ten people, then ten people (in theory) should give it their attention. And that’s a low-end example.

The physical friction of everyday life—the time it took Isaac Newton to travel by coach from London to Cambridge, the dead spots of walking to work (no iPod), the darkness that kept us from reading—has disappeared, making every minute not used productively into an opportunity lost.

And finally, we can measure more, over smaller chunks of time. From airline miles to calories (and carbs and fat grams), from friends on Friendster to steps on a pedometer, from real-time stock prices to millions of burgers consumed, we count things by the minute and the second. Unfortunately, this carries over into how we think and plan: Businesses focus on short-term results; politicians focus on elections; school systems focus on test results; most of us focus on the weather rather than on the climate. Everyone knows about the big problems, but their behavior focuses on the here and now. . . .

How can we reverse this?

It’s a social problem, but I think it may also herald a mental one—which I imagine as a sort of mental diabetes. Most of us grew up reading books (at least occasionally) and playing with noninteractive toys that required us to make up our own stories, dialogue, and behavior for them. But today’s children are living in an information-rich, time-compressed environment that often seems to stifle a child’s imagination rather than stimulate it. Being fed so much processed information—video, audio, images, flashing screens, talking toys, simulated action games—is like being fed too much processed, sugar-rich food. It may seriously mess up children’s informational metabolism—their ability to process information for themselves. Will they be able to discern cause and effect, put together a coherent story line, think scientifically, read a book with a single argument rather than a set of essays?

I don’t know the answers, but these questions are worth thinking about, for the long term.

First published by Edge (www.edge.org).
The following is an excerpt in which the author reflects on his early experience using a computer.

Fast-forward a decade or two, and I can’t imagine writing without a computer. Even jotting down a note with pen and paper feels strained... I have to think about writing, think about it consciously as my hand scratches out the words on the page, think about the act itself. There is none of the easy flow of the word processor, just a kind of drudgery, running against the thick grain of habit. Pen and paper feel profoundly different to me now—they have the air of an inferior technology about them, the sort of contraption well suited for jotting down a phone number, but not much beyond that. Writing an entire book by hand strikes me as being a little like filming Citizen Kane with a camcorder. You can make a go at it, of course, but on some fundamental level you’ve misjudged the appropriate scale of the technology you’re using. It sounds appalling, I know, but there it is. I’m a typer, not a writer. Even my handwriting is disintegrating, becoming less and less my handwriting, and more the erratic, anonymous scrawl of someone learning to write for the first time.

I accept this condition gladly, and at the same time I can recall the predigital years of my childhood, writing stories by hand into loose-leaf notebooks, practicing my cursive strokes and then surveying the loops and descenders, seeing something there that looked like me, my sense of selfhood scrawled onto the page. On a certain level these two mental states are totally incompatible—bits versus atoms—but the truth is I have no trouble reconciling them. My “written” self has always fed back powerfully into my normal, walking-around-doing-more-or-less-nothing self. When I was young that circuit was completed by tools of ink and paper; today it belongs to the zeros and ones. The basic shape of the circuit is unchanged.
The following is excerpted from an article by a computer scientist.

I’ve never met one parent or teacher or student or principal or even computer salesman who claimed that insufficient data is the root of the problem. With an Internet connection, you can gather the latest stuff from all over, but too many American high school students have never read one Mark Twain novel or Shakespeare play or Wordsworth poem, or a serious history of the U.S.; they are bad at science, useless at mathematics, hopeless at writing—but if they could only connect to the latest websites in Passaic [New Jersey] and Peru, we’d see improvement? The Internet, said President Clinton in February, “could make it possible for every child with access to a computer to stretch a hand across a keyboard to reach every book ever written, every painting ever painted, every symphony ever composed.” Pardon me, Mr. President, but this is demented. Most American children don’t know what a symphony is. If we suddenly figured out how to teach each child one movement of one symphony, that would be a miracle.

And our skill-free children are overwhelmed by information even without the Internet. The glossy magazines and hundred-odd cable channels, the videotapes and computer CDs in most libraries and many homes—they need more information? It’s as if the Administration were announcing that every child must have the fanciest scuba gear on the market—but these kids don’t know how to swim, and fitting them out with scuba gear isn’t just useless, it’s irresponsible; they’ll drown.

And it gets worse. Our children’s attention spans are too short already, but the Web is a propaganda machine for short attention spans. The instant you get bored, click the mouse, and you’re someplace else. Our children already prefer pictures to words, glitz to substance, fancy packaging to serious content. But the Web propagandizes relentlessly for glitz and pictures, for video and stylish packaging. And while it’s full of first-rate information, it’s also full of lies, garbage and pornography so revolting you can’t even describe it. There is no quality control on the Internet.

Permission granted by David Gelernter.
The following is a cartoon commentary.

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Question 1

The score should reflect a judgment of the essay’s quality as a whole. Remember that students had only 15 minutes to read the sources and 40 minutes to write; the essay, therefore, is not a finished product and should not be judged by standards appropriate for an out-of-class assignment. Evaluate the essay as a draft, making certain to reward students for what they do well.

All essays, even those scored 8 or 9, may contain occasional lapses in analysis, prose style or mechanics. Such features should enter into the holistic evaluation of an essay’s overall quality. In no case may an essay with many distracting errors in grammar and mechanics be scored higher than a 2.

9 Essays earning a score of 9 meet the criteria for a score of 8 and, in addition, are especially sophisticated in their argument, thorough in development or impressive in their control of language.

8 Effective

Essays earning a score of 8 effectively develop a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction. They develop their position by effectively synthesizing* at least three of the sources. The evidence and explanations used are appropriate and convincing. Their prose demonstrates a consistent ability to control a wide range of the elements of effective writing but is not necessarily flawless.

7 Essays earning a score of 7 meet the criteria for a score of 6 but provide more complete explanation, more thorough development or a more mature prose style.

6 Adequate

Essays earning a score of 6 adequately develop a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction. They develop their position by adequately synthesizing at least three of the sources. The evidence and explanations used are appropriate and sufficient. The language may contain lapses in diction or syntax, but generally the prose is clear.

5 Essays earning a score of 5 develop a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction. They develop their position by synthesizing at least three sources, but how they use and explain sources is somewhat uneven, inconsistent or limited. The argument is generally clear, and the sources generally develop the student’s position, but the links between the sources and the argument may be strained. The writing may contain lapses in diction or syntax, but it usually conveys the student’s ideas adequately.

* For the purposes of scoring, synthesis means referring to sources to develop a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction and citing them accurately.
4 Inadequate

Essays earning a score of 4 inadequately develop a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction. They develop their position by synthesizing at least two sources, but the evidence or explanations used may be inappropriate, insufficient or less convincing. The sources may dominate the student’s attempts at development; the link between the argument and the sources may be weak; or the student may misunderstand, misrepresent or oversimplify the sources. The prose generally conveys the student’s ideas but may be less consistent in controlling the elements of effective writing.

3 Essays earning a score of 3 meet the criteria for a score of 4 but demonstrate less success in developing a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction. They are less perceptive in their understanding of the sources, or their explanation or examples may be particularly limited or simplistic. The essays may show less maturity in control of writing.

2 Little Success

Essays earning a score of 2 demonstrate little success in developing a position that evaluates the most important factors that schools should consider before deciding to use particular technologies in curriculum and instruction. They may merely allude to knowledge gained from reading the sources rather than citing the sources themselves. These essays may misread the sources, fail to develop a position that evaluates, or substitute a simpler task by merely summarizing or categorizing the sources or by merely responding to the prompt tangentially with unrelated, inaccurate or inappropriate explanation. The prose of these essays often demonstrates consistent weaknesses in writing, such as grammatical problems, a lack of development or organization, or a lack of control.

1 Essays earning a score of 1 meet the criteria for a score of 2 but are undeveloped, especially simplistic in their explanation, weak in their control of writing or do not allude to or cite even one source.

0 Indicates an on-topic response that receives no credit, such as one that merely repeats the prompt.

— Indicates a blank response or one that is completely off topic.
In this day and age—the century of rapid technological growth unmatched by any other generation—technology can be viewed in a multitude of ways. Some claim that technology has educational benefits, yet others believe this is simply a paradox and that technology creates more problems than it diminishes (or at least attempts to).

Although technology allows children to connect to others with less ease, its negatives still outweigh its positives.

In the domain of school, before adopting completely to this new world of technology, schools must consider the negative side of technology, including its useless ability to develop a lack of skills due to the fast pace of life and the lack of imagination (and short attention spans) that it creates, before being completely brainwashed by the widespread availability of technology in school curriculums.

Schools must take regard the fact that although technology is the "modern" way of learning, a deficiency of valuable life skills is formed due to the ignorance and unproductivity formed by technological advancements. As a result of technology many children have actually grown less intelligent and less cultured. According to David Gelernter, "our skill-free children are overwhelmed by information even without
the internet. The rise of technology has not improved education, intelligence, or schools in general. Children who spend all of their time simply sitting around and playing videogames (which is very unproductive, according to Dyson in Source C), develop a lack of skills, losing the ability to do things that students hundreds of years ago (without technology!) could do perfectly well. Just because kids have the opportunity to utilize technology does not mean that it is beneficial! Generations singers at the irony in Clinton’s argument that technology can give children unlimited access to the world this would be information overload. Children of this generation are falling behind due to the absent-mindedness created by technology. As a result, if schools rely merely on technological advancements in their curriculums, then they will fall behind due to the lack of skills (and focus) created by technology. Honestly, at least textbooks develop reading skills and basic focusing abilities. Ultimately, the rise of technology has instigated a lack of skills in students nationwide; a fact that certainly will not help students in school and their lives beyond this.
In addition, schools must ignore the new flood of technology because new electronic devices have been known to distract children immensely, causing a lack of imagination and short attention spans, due in part, to the lack of nature. In Source C, Dr. Esther Dyson believes that the rise of technology in school curriculums is not necessarily a good thing, but that it is a significant "social problem." She argues that today's children live in an "environment that often seems to stifle a child's imagination rather than stimulate it." (Source C). The "overfeeding" of information causes children to easily lose focus and causes the diminishing of their attention spans. Technology seduces children away from books and other non-technological devices, causing them to fall in the ADD-trap. The fast pace of life and wide-availability of information has caused children to stop trying to seize focusing and to end the little bit of patience that they had. As that same note, Geleman also claims that "the web is a propaganda machine for short attention spans." If schools were to adapt to these new standards of learning, they would merely contradict their purposes. Education is about overcoming short attention spans and developing self-discipline on the path of knowledge. Technology
Would simply shutter their curricular motto. In addition, due to the increasing power of technology, children are spending less time outside in nature. Source F, a cartoon depicting a child huddled in front of a TV watching—ironically—a nature program instead of playing outside, shows the contradictions and irony in the expansion of technology. In schools, children—instead of watching something—should try that same thing themselves.

It is true that one only learns from experience, and technology simply hinders this. Education is about exploring the endless possibilities of the world, but with widespread technology this process never leaves the computer desk or the couch by the television.

The rise of technology is not good for children and the sad part (as Source F illustrated) is that they do not comprehend what they are missing. If schools are really about the welfare and improving of children, then they should deny the expansion of technology into schools to stop the shrinking of attention spans, patience, and time spent with nature for the sake of their curriculums and overall success!

Before being brainwashed by technological, the education system must consider the hindering capabilities
of technology and its unnatural abilities in destroying valuable skills, determination, attention spans, and productivity to save the important curriculums of the schools. Education is about bettering students for the future and the question of technology into the common marketplace is not necessarily beneficial. Technology may be shiny and easier to use, but in the long run, it destroys character and foundations of the educational system.
In the new age of information, iPads have replaced books, emails have taken the place of handwritten letters, and internet forums have become the new Socratic seminar. Leaps in technological advancements have sent software, hardware, and other electronic companies centered around electronics into overdrive, pushing their new creations on the public. The primary beneficiaries? Today's youth who are ever absorbing of the new inventions designed to hasten and add ease to everyday life. School systems, noting the potential advantages of using new technology in classes, have started to step away from the ways of the past and are beginning to welcome the information systems to which the students are already accustomed. If harnessed correctly, this technology will be a useful teaching tool, allowing teachers to facilitate student discussions and learning in an easier manner. However, teachers must always be on watch with the introductions of more advanced technology.

Students are already familiar with the new processing systems and communication devices. Teachers, desiring to relate to those same students, need merely accept the technology as an improvement of today's day in age. Tim Wilson, an employee in technology integration, understands this overarching concept. (Source B). When teachers and students can relate to one another, learning will occur.
Forums, for discussion, blogs in which to write, and computer-based quizzes and tests are all ways that teachers can lessen the gap between themselves and their students. Some argue that this new technology promotes short-attention spans and lack of appreciation for the historical arts (Source E).

Without the correct guidance, this may hold true for some impressionable students, but if teachers recognize that technology, like anything else, must be monitored and used only in proper context, the danger disappears. For example, technology can even be blended with traditional learning in order to maximize efficiency. Students could be asked to read a work of classic literature such as Shakespeare and later asked to blog about their interpretations and reading experiences. In the end, the students will learn about the vital heart of literature in a context that they are able to understand and relate to.

Still, other critics of technology in schools argue that technology hinders creativity and imagination (Source C). Without any organization, the abundance of information available could be overwhelming and therefore stifle creativity, however if children are
expected to think and create their own thoughts and ideas, using the technological sources only as a supplement or means by which to increase efficiency, imagination will not be sacrificed.

With the information age comes the potential for new and useful methods of teaching. Yet in order to attain the most benefits from the new possibilities, teachers must still be willing to teach and therefore act as a source of guidance, motivation, and organization for students. Should they approach the new technology as a way to better relate to their students as well as a way to improve ease of learning, writing, and note-taking, yet continue to guide their students, today's new technology is bound to be an enormous help to school systems.
Most teenagers and most definitely, school-age children cannot remember a time without the convenient access to a computer. Such a plight seems almost unimaginable. Computers and technology is a driving force in our society, its beneficial to all of us in some way or shape, however it comes with a cost.

Computers in the classroom seems like an innovative, ground-breaking idea, however for the same reasons it would succeed, may also be its blunder. Through technology, teachers have the ability to interact and communicate “like never before,” but in a society where almost every home in America has a household computer and even those pinned as “poor” according to the federal standard have access to the quick convenience of a cell phone, technology integrated into education is not as impressive or exotic to students (Source B).

With every piece of information you would desire to know at the click of a button, a fast paced society has been bred. The introduction of technology into the curriculum of schools may be just an enzyme to speed up the process. “We’re living longer and thinking shorter” (Source C). With everything available so quickly, students are stripped of the opportunity to be inventive, or use their imaginations. “The Web is a propaganda machine for short attention spans” (Source E). By cramming every piece of knowledge taught in by technology, it is impossible to truly sit down and take in the substance required to develop adequate skill.

In Source F, the illustration gives a perfect example of
How children learn, they’d rather watch it on television or see it through the web than take the time to perceive it first hand. Although, technology in education may be introduced with the best of intentions, it could further encourage that medium of discovery.

In a world that children’s minds are constantly being deteriorated by technology and the better idealism of a fast-paced society, these factors call for acknowledgement in the merging of technology and education.
Question 1

Overview

The synthesis question examined students’ ability to develop their own position on a given topic, referring to and incorporating sources as they did so. The synthesis question, moreover, called for students to demonstrate the ability to summarize, paraphrase and quote properly from sources and to cite them accurately. The question asked students to consider six sources — five texts and one cartoon — about the “ubiquitous presence of information technologies” in their culture. The prompt directed students to write an essay, synthesizing at least three of the sources for support, in which they were to “evaluate the most important factors that a school should consider before using particular technologies in curriculum and instruction.”

Sample: 1A
Score: 8

This response effectively develops a position that evaluates the most important factors that a school should consider before deciding to use particular technologies in curriculum and instruction, arguing that “its negatives still outweigh its positives.” Following a thorough introduction, the essay moves to the first factor to be considered: “although technology is the ‘modern’ way of learning, a deficiency of valuable life skills is formed due to the ignorance and unproductivity formed by technological advancements.” The student thoroughly develops the position, beginning in the second paragraph by effectively explaining evidence from Source E, Gelernter’s argument that “… children are overwhelmed by information even without the internet,” and Source C, Dyson’s argument that children who frequently play video games “develop a lack of skills.” The third paragraph builds on ideas from the second: “new electronic devices have been known to distract children immensely, causing a lack of imagination and short attention spans.” Here the student again refers explicitly to evidence from Dyson and Gelernter and adds: “Source F, a cartoon depicting a child huddled in front of a TV watching — ironically — a nature program instead of playing outside, shows the contradictions and irony in the expansion of technology.” The final paragraph offers perceptive commentary: “Technology may be shiny and easier to use, but in the long run, it destroys character and foundations of the educational system.” With a clear argument, appropriate and convincing evidence and explanations, and clear control of language and organization, the student presents an effective synthesis of the sources used.

Sample: 1B
Score: 6

This essay adequately develops a position that evaluates the most important factors that a school should consider before deciding to use particular technologies in curriculum and instruction. The student’s intentions are clear but less precise or thoughtful than those found in higher-scoring essays: “If harnessed correctly, this technology will be a useful teaching tool, allowing teachers to facilitate student discussions and learning in an easier and more relatable manner.” The factors addressed — that teachers need to relate to students, that technology “promotes short attention spans,” that technology should be “blended with traditional learning in order to maximize efficiency,” and that technology hinders creativity — all loosely connect to the sources used. The essay adequately synthesizes the sources without directly quoting from them, and the prose is generally clear.
Question 1 (continued)

Sample: 1C
Score: 3

This response presents the position that “[c]omputers and technology is [sic] a driving force in our society, its [sic] beneficial to all of us in some way or shape, however it comes with a cost.” However, the essay demonstrates less success in evaluating the important factors that a school should consider in using computers and technology. Four sources are acknowledged, but the student displays less perception and understanding of the sources, and the limited connection between the sources and the essay’s position results in less convincing explanations and examples. The essay also shows less maturity in control of writing, with errors in grammar, usage and diction: “Computers in the classroom seems like an innovative, groundbreaking idea, however for the same reasons it would succeed, may also be its blunder.”