



English 2

Companion to the English 2 TDW Video

Color-Coded Visual Aid

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Introduction

This document contains color-coded student responses from the “EOCEP for English 2 Text-Dependent Writing (TDW) Sampler”. The TDW Sampler document includes a range of scored student responses to an argumentative TDW task, with each response annotated in detail. This document includes *some of the responses used in the TDW Sampler* that have been color-coded to illustrate specific argumentative writing qualities as part of teaching the argumentative writing process.

Not all responses illustrate the same strengths and weaknesses, so not all color-coded annotations are the same for each paper. Each response may include a color-coded version showing:

- Claim and Counterclaim
- Supporting Evidence and Elaboration
- Transitions to Create Cohesion and Clarify Relationships
- Introduction and Conclusion
- Vocabulary and Sentence Variety
- Development and Structure

Each response selected for this document is presented multiple times and is color-coded based on the strength or weakness that is being highlighted. This allows teachers to examine different qualities of responses. The color-coded responses *do not reflect* all annotations in the English 2 TDW Sampler, only some annotations are featured in this document. This is a companion document to the video *TDW for English 2*, available on the [SCDE Assessment Quick Links for Teachers](#) webpage. Additionally, teachers are encouraged to read the full annotations in the “EOCEP for English 2 TDW Sampler”.

Use of this Document

This document is intended to be a resource for educators; it is not designed to be a practice test for students.

Sample 1 Student Response for Score Point 6

Claim and Counterclaim

The highlighted sections in this version of the student’s paper show how the student makes a precise claim and maintains the claim throughout the response (in yellow). Also shown is how the student acknowledges and refutes a counterclaim (in green). Refer to pages 14-19 in the “English 2 TDW Sampler” for the complete annotations.

What makes a competition into a sport? The teamwork, strategy, strenuous exercise, or the relentless work ethic? **Mots people consider video gaming to be a hobby or a club, not a varsity high school sport.** **However, multiple components of conventional sports and e-sports are similar including the strategy, mental stamina, and complexity of the game. Therefore, video gaming should be considered and played as a high school sport.**

Firstly, e-sports can be considered a sport based on **the amount of mental concentration and stamina required**. Video games are known for their storyline, gameplays, and combinations. To memorize and understand these components, **specific gaming skills are needed to succeed**. In ‘Video Gaming Is Not a Sport’ the author states that “engaging in e-sports can be mentally exhausting”. **Due to the high levels of concentration and stress, the mental preparedness and state need to be at their peak to succeed**. Additionally, in e-sports tournaments gamers have usually logged many hours with the game and were sufficiently prepared. However, the exhaustion that is felt at the end of an e-sports game was still intense enough to reflect their body language. So, **this mental exhaustion and stamina** is alike to the physical and **mental exhaustion assumed by conventional sports**. Moreover, multiple components, **not only mental stamina**, are similar to conventional sports.

Likewise, **the strategic analysis required for e-sports, is similar to the strategy used in conventional sports**. In e-sports, players generally play with a team and are aware of their responsibility to their aforementioned team. Therefore, video gamers learn to assess their surroundings, and respond to other players and actions **strategically based on strengths and weaknesses**. Additionally, they have to perform these actions even quicker because the situations during e-sports change rapidly (Video Gaming Should Definitely Become a High School Sport). As there are multiple gameplays, choices, and controls that a video gamer must anticipate and control, **the strategies must be memorized and practiced at a high level**. In conventional sports, the analysis is similarly done, simply on a field or court rather than with a screen and controller. **In summary, during both situations, the tensions are high and the players must be intelligent or clever enough to recognize opportunities and devise strategy.**

However, many state that video gaming is not worthy of being a high school sport due to the lack of complexity. Many compare it to a staring competition in which an opponent must only not blink before their own opponent. This is an incorrect assumption, and the complexity of video gaming cannot be discounted simply because it is played through a different medium. Video games have competition, but also **have complex gameplay and storylines that require the gamers’ full**

attention and understanding. The controls are also foreign, objects such as keyboards, VR headsets, and many other types of controls. To understand and use these controls efficiently, the gamer must have many hours of practice with the game and controls themselves. Of course, the mental stamina and strategy are required in addition to the understanding of the game and controls themselves. This is similar to the complexity of conventional sports which require all of the above. Staring competitions use only the body and concentration, although they may be difficult, but video gaming is much more complex and requires much more practice than staring competitions. Video games cannot be unavailable to school students for lack of complexity. Which is also the reason that video games and their specific skills should be available to be learned by students.

Video gaming and e-sports should be considered valid sports by high schools, if not for the concentration or strategy, then for the complexity. The satisfaction and fatigue at the end of a game is felt by both conventional and video gamers. The skills and equipments are learned and practiced to be an extension of body which cannot be denied to students. Conventional sports and esports both require an immense amount of skill, and are similar in multiple components such as the mental stamina and strategy required. Physical exertion should not be the only limiting factor that prevents this school from creating an inclusive sports environment for all athletes, conventional, or e-sports.

Sample 1 Student Response for Score Point 6

Supporting Evidence and Elaboration

The highlighted sections in this version of the student's paper show how the student cites, paraphrases, and summarizes evidence from the text as part of the argument. Also highlighted are examples of the student's elaboration of supporting evidence. Refer to pages 14-19 of the "English 2 TDW Sampler" for the complete annotations.

What makes a competition into a sport? The teamwork, strategy, strenuous exercise, or the relentless work ethic? Most people consider video gaming to be a hobby or a club, not a varsity high school sport. However, multiple components of conventional sports and e-sports are similar including the strategy, mental stamina, and complexity of the game. Therefore, video gaming should be considered and played as a high school sport.

Firstly, e-sports can be considered a sport based on the amount of mental concentration and stamina required. Video games are known for their storyline, gameplays, and combinations. To memorize and understand these components, specific gaming skills are needed to succeed. In 'Video Gaming Is Not a Sport' the author states that "engaging in e-sports can be mentally exhausting". Due to the high levels of concentration and stress, the mental preparedness and state need to be at their peak to succeed. Additionally, in e-sports tournaments gamers have usually logged many hours with the game and were sufficiently prepared. However, the exhaustion that is felt at the end of an e-sports game was still intense enough to reflect their body language. So, this mental exhaustion and stamina is alike to the physical and mental exhaustion assumed by conventional sports. Moreover, multiple components, not only mental stamina, are similar to conventional sports.

Likewise, the strategic analysis required for e-sports, is similar to the strategy used in conventional sports. In e-sports, players generally play with a team and are aware of their responsibility to their aforementioned team. Therefore, video gamers learn to assess their surroundings, and respond to other players and actions strategically based on strengths and weaknesses. Additionally, they have to perform these actions even quicker because the situations during e-sports change rapidly (Video Gaming Should Definitely Become a High School Sport). As there are multiple gameplays, choices, and controls that a video gamer must anticipate and control, the strategies must be memorized and practiced at a high level. In conventional sports, the analysis is similarly done, simply on a field or court rather than with a screen and controller. In summary, during both situations, the tensions are high and the players must be intelligent or clever enough to recognize opportunities and devise strategy.

However, many state that video gaming is not worthy of being a high school sport due to the lack of complexity. Many compare it to a staring competition in which an opponent must only not blink before their own opponent. This is an incorrect assumption, and the complexity of video gaming cannot be discounted simply because it is played through a different medium. Video games have competition, but also have complex gameplay and storylines that require the gamers' full

attention and understanding. The controls are also foreign, objects such as keyboards, VR headsets, and many other types of controls. To understand and use these controls efficiently, the gamer must have many hours of practice with the game and controls themselves. Of course, the mental stamina and strategy are required in addition to the understanding of the game and controls themselves. This is similar to the complexity of conventional sports which require all of the above. Staring competitions use only the body and concentration, although they may be difficult, but video gaming is much more complex and requires much more practice than staring competitions. Video games cannot be unavailable to school students for lack of complexity. Which is also the reason that video games and their specific skills should be available to be learned by students.

Video gaming and e-sports should be considered valid sports by high schools, if not for the concentration or strategy, then for the complexity. The satisfaction and fatigue at the end of a game is felt by both conventional and video gamers. The skills and equipments are learned and practiced to be an extension of body which cannot be denied to students. Conventional sports and esports both require an immense amount of skill, and are similar in multiple components such as the mental stamina and strategy required. Physical exertion should not be the only limiting factor that prevents this school from creating an inclusive sports environment for all athletes, conventional, or e-sports.

Sample 1 Student Response for Score Point 6

Transitions to Create Cohesion and Clarify Relationships

The highlighted sections in this version of the student's paper show how the student uses varied transitional words and phrases to create cohesion and clarify the relationships between claim, counterclaim, reasons, and evidence. The student's use of transitions also creates a strong progression of ideas within and between body paragraphs. Refer to pages 14-19 of the "English 2 TDW Sampler" for the complete annotations.

What makes a competiton into a sport? The teamwork, strategy, strenuous excercise, or the relentless work ethic? Mots people consider video gaming to be a hobby or a club, not a varsity high school sport. However, multiple components of conventional sports and e-sports are similar including the strategy, mental stamina, and complexity of the game. Therefore, video gaming should be considered and played as a high school sport.

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However, many state that video gaming is not worthy of being a high school sport due to the lack of complexity. Many compare it to a staring competiton in which a opponent must only not blink before their own opponent. This is an incorrect assumption, and the complexity of video gaming cannot be discounted simply because it is played through a different medium. Video games have

competition, but also have complex gameplay and storylines that require the gamers' full attention and understanding. The controls are also foreign, objects such as keyboards, VR headsets, and many other types of controls. To understand and use these controls efficiently, the gamer must have many hours of practice with the game and controls themselves. Of course, the mental stamina and strategy are required in addition to the understanding of the game and controls themselves. This is similar to the complexity of conventional sports which require all of the above. Staring competitions use only the body and concentration, although they may be difficult, but video gaming is much more complex and requires much more practice than staring competitions. Video games cannot be unavailable to school students for lack of complexity. Which is also the reason that video games and their specific skills should be available to be learned by students.

Video gaming and e-sports should be considered valid sports by high schools, if not for the concentration or strategy, then for the complexity. The satisfaction and fatigue at the end of a game is felt by both conventional and video gamers. The skills and equipments are learned and practiced to be an extension of body which cannot be denied to students. Conventional sports and esports both require an immense amount of skill, and are similar in multiple components such as the mental stamina and strategy required. Physical exertion should not be the only limiting factor that prevents this school from creating an inclusive sports environment for all athletes, conventional, or e-sports.

Sample 1 Student Response for Score Point 6

Introduction and Conclusion

The bolded sections in this version of the student’s paper show how the student effectively uses rhetorical questions in the introduction as well as acknowledges the opposing perspective before leading to the student’s claim. The conclusion reminds the reader of the claim. Refer to pages 14-19 of the “English 2 TDW Sampler” for the complete annotations.

What makes a competiton into a sport? The teamwork, stratergy, strenuous excercise, or the relentless work ethic? Mots people consider video gaming to be a hobby or a club, not a varsity high school sport. However, multiple components of conventional sports and e-sports are similar including the stratergy, mental stamina, and complexity of the game. Therefore, video gaming should be considered and played as a high school sport.

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Likewise, the strategic analysis required for e-sports, is similar to the stratergy used in conventional sports. In e-sports, players generally play with a team and are aware of their responsibility to thir afformentioned team. Therefore, video gamers learn to assess their surroundings, and resond to other players and actions strategically based on strengths and weaknesses. Additionally, they have to peform these actions even quicker because the situations during e-sports change rapidly (Video Gaming Should Definitely Become a High School Sport). As there are multiple gameplays, choices, and controls that a video gamer must anticipate and control, the stratergies must be memorized and practiced at a high level. In conventional sports, the analysis is similarly done, simply on a field or court rather than with a screen and controller. In summary, during both situations, the tensions are high and the players must be intelligent or clever enough to recognize oppurtunities and devise stratergy.

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Sample 1 Student Response for Score Point 6

Vocabulary and Sentence Variety

The highlighted sections in this version of the student's paper show how the student integrates precise vocabulary to skillfully strengthen ideas. The bold sections show the student's skillful use of sentence variety and phrasing to contribute to the fluidity of ideas. Refer to pages 14-19 of the "English 2 TDW Sampler" for the complete annotations.

What makes a competiton into a sport? The teamwork, strategy, **strenuous excercise**, or the **relentless work ethic**? Mots people consider video gaming to be a hobby or a club, not a varsity high school sport. However, **multiple components** of conventional sports and e-sports are similar including the stratergy, mental stamina, and complexity of the game. Therefore, video gaming should be considered and played as a high school sport.

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However, many state that video gaming is not worthy of being a high school sport due to the lack of complexity. Many compare it to a staring competiton in which a opponent must only not blink before their own opponent. This is an **incorrect assumption**, and the complexity of video gaming cannot be **discounted** simply because it is played through a **different medium**. Video games have competition, but also have complex gameplay and storylines that require the gamers' full

attention and understanding. The controls are also foreign, objects such as keyboards, VR headsets, and many other types of controls. To understand and use these controls efficiently, the gamer must have many hours of practice with the game and controls themselves. Of course, the mental stamina and strategy are required in addition to the understanding of the game and controls themselves. This is similar to the complexity of conventional sports which require all of the above. Staring competitions use only the body and concentration, although they may be difficult, but video gaming is much more complex and requires much more practice than staring competitions. Video games cannot be unavailable to school students for lack of complexity. Which is also the reason that video games and their specific skills should be available to be learned by students.

Video gaming and e-sports should be considered valid sports by high schools, if not for the concentration or strategy, then for the complexity. The **satisfaction and fatigue** at the end of a game is felt by both conventional and video gamers. The skills and equipments are learned and practiced to be an **extension of body** which **cannot be denied** to students. Conventional sports and esports both require an immense amount of skill, and are similar in multiple components such as the mental stamina and strategy required. Physical exertion should not be the only **limiting factor** that prevents this school from creating an **inclusive sports environment** for all athletes, conventional, or e-sports.

Sample 1 Student Response for Score Point 5

Claim and Counterclaim

The highlighted sections in this version of the student’s paper show how the student makes a claim and maintains the claim throughout the response (in yellow). Also shown is how the student acknowledges and refutes a counterclaim (in green). Refer to pages 26-31 of the “English 2 TDW Sampler” for the complete annotations.

Should video gaming be a sport in High School. People base their careers on video games and competing in e-sports tournaments and can make a ton of money. However, should they be offered as a sport option in High School. In my opinion, yes they should. In the modern day, many people can make tons of money off of just picking up a controller and being good at a game that they already like to play for fun. Games like Fortnite, Rainbow Six Siege, Call of Duty, and Rocket League already have a large fan bases and they also offer tournaments for those that are good enough.

First off, practically anybody can play video games and be good at the game they are playing. Some games like Rainbow Six Siege require critical thinking, teamwork, communication, concentration and knowledge of the map and utilities you have so you can fight effectively. Teaching high schoolers these skills can benefit them in the real world too. Making this a sport would give people that are passionate about their game to put their skills to the test and prepare them for e-sports if they chose to chase that career path. If people can be passionate about football, soccer, baseball and other high school sports why can someone that enjoys playing video games not represent their school by doing something they love. Many athletes start their serious training in high school so that they can play for college and then professionally. I think we should give that option to possible future e-sports players.

Next, gamers can make money doing something they love to do. Many people will tell you to “find a job you enjoy so that you never feel like you are working a day in your life”. Why not prepare gamers to play professionally by giving them a sport to play in high school. The best athletes have played their sport in high school if not most of their life. Players like Messi and Ronaldo played their sport since they were little kids and were offered to play semi-professionally or professionally as a young adult or older teenager. Giving gamers a sport to play competitively at a high school level could give them a jump start to possibly playing in professional e-sports.

Finally, many people already consider gaming a sport. There are big tournaments that you go to compete in and if you win you can come out of that building with sums of money larger than half a million dollars. Some tournaments even offer million dollar tournaments. If you can make money like that by playing in an e-sports tournament and winning, why can’t it be considered a sport to play in high school. Teachers and other adults claim that everything you do in high school will be used in the real world. If that’s the case then making gaming a sport in high school would prepare gamers to play for big e-sports teams. If you are told to follow your dreams and your dreams are to play professional e-sports, why is that not a good enough dream.

Many people will disagree with my claim, stating that a sport has to involve physical strain or exertion. Golf is considered a high school sport yet all you must do is walk on the green and swing a club. Some don't even walk when they play, they get into a golfcart and drive on the green. Some might say that gaming doesn't require skill or a high IQ. Some gamers have some of the highest IQ's. For example, the game Rainbow Six Siege has an average IQ of I believe 170. As for skill, gamers need critical thinking, teamwork, and need to be quick in the head and be able to function and think properly in tough situations.

In regards to the evidence I have shown, gaming should be considered a real sport and should be offered as such in high school.

Sample 1 Student Response for Score Point 5

Supporting Evidence and Elaboration

The highlighted sections in this version of the student’s paper show how the student cites, paraphrases, and summarizes evidence from the text as part of the argument. Also highlighted and bolded are examples of the student’s elaboration of supporting evidence. Refer to pages 26-31 of the “English 2 TDW Sampler” for the complete annotations.

Should video gaming be a sport in High School. People base their careers on video games and competing in e-sports tournaments and can make a ton of money. However, should they be offered as a sport option in High School. In my opinion, yes they should. **In the modern day, many people can make tons of money off of just picking up a controller and being good at a game that they already like to play for fun. Games like Fortnite, Rainbow Six Siege, Call of Duty, and Rocket League already have a large fan bases and they also offer tournaments for those that are good enough.**

First off, practically anybody can play video games and be good at the game they are playing. **Some games like Rainbow Six Siege require critical thinking, teamwork, communication, concentration and knowledge of the map and utilities you have so you can fight effectively. Teaching high schoolers these skills can benefit them in the real world too. Making this a sport would give people that are passionate about their game to put their skills to the test and prepare them for e-sports if they chose to chase that career path.** If people can be passionate about football, soccer, baseball and other high school sports why can someone that enjoys playing video games not represent their school by doing something they love. Many athletes start their serious training in high school so that they can play for college and then professionally. I think we should give that option to possible future e-sports players.

Next, gamers can make money doing something they love to do. Many people will tell you to “find a job you enjoy so that you never feel like you are working a day in your life”. Why not prepare gamers to play professionally by giving them a sport to play in high school. **The best athletes have played their sport in high school if not most of their life. Players like Messi and Ronaldo played their sport since they were little kids and were offered to play semi-professionally or professionally as a young adult or older teenager.** Giving gamers a sport to play competitively at a high school level could give them a jump start to possibly playing in professional e-sports.

Finally, many people already consider gaming a sport. **There are big tournaments that you go to compete in and if you win you can come out of that building with sums of money larger than half a million dollars. Some tournaments even offer million dollar tournaments. If you can make money like that by playing in an e-sports tournament and winning, why can’t it be considered a sport to play in high school.** Teachers and other adults claim that everything you do in high school will be used in the real world. If that’s the case then making gaming a sport

in high school would prepare gamers to play for big e-sports teams. If you are told to follow your dreams and your dreams are to play professional e-sports, why is that not a good enough dream.

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In regards to the evidence I have shown, gaming should be considered a real sport and should be offered as such in high school.

Sample 1 Student Response for Score Point 5

Transitions to Create Cohesion and Clarify Relationships

The highlighted sections in this version of the student's paper show how the student uses varied transitional words and phrases to create cohesion and clarify the relationships between claim, counterclaim, reasons, and evidence. The student's use of transitions also creates a strong sentence-to-sentence progression of ideas within each body paragraph. Refer to pages 26-31 of the "English 2 TDW Sampler" for the complete annotations.

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would prepare gamers to play for big e-sports teams. If you are told to follow your dreams and your dreams are to play professional e-sports, why is that not a good enough dream.

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In regards to the evidence I have shown, gaming should be considered a real sport and should be offered as such in high school.

Sample 1 Student Response for Score Point 5

Vocabulary and Sentence Variety

The highlighted sections in this version of the student's paper show how the student integrates vocabulary to strengthen and further ideas. The bold sections show the student's skillful use of sentence variety and phrasing to contribute to the fluidity of ideas. Refer to pages 26-31 of the "English 2 TDW Sampler" for the complete annotations.

Should video gaming be a sport in High School. People **base their careers** on video games and competing in e-sports tournaments and can make a **ton of money**. However, should they be offered as a **sport option** in High School. In my opinion, yes they should. In the modern day, many people can make tons of money off of just picking up a controller and being good at a game that they already like to play for fun. Games like Fortnite, Rainbow Six Siege, Call of Duty, and Rocket League already have a large **fan bases** and they also offer **tournaments** for those that are good enough.

First off, practically anybody can play video games and be good at the game they are playing. **Some games like Rainbow Six Siege require critical thinking, teamwork, communication, concentration and knowledge of the map and utilities you have so you can fight effectively.** Teaching high schoolers these **skills can benefit them** in the real world too. Making this a sport would give people that are **passionate** about their game to put their skills to the test and prepare them for e-sports if they chose to chase that career path. If people can be passionate about football, soccer, baseball and other high school sports why can someone that enjoys playing video games not **represent** their school by doing something they love. Many athletes start their serious training in high school so that they can play for college and then professionally. I think we should give that option to possible future e-sports players.

Next, gamers can make money doing something they love to do. Many people will tell you to "find a job you enjoy so that you never feel like you are working a day in your life". Why not prepare gamers to play professionally by giving them a sport to play in high school. The best athletes have played their sport in high school if not most of their life. Players like Messi and Ronaldo played their sport since they were little kids and were offered to play semi-professionally or professionally as a young adult or older teenager. Giving gamers a sport to play **competitively** at a high school level could give them a **jump start** to possibly playing in professional e-sports.

Finally, many people already consider gaming a sport. There are big tournaments that you go to compete in and if you win you can come out of that building with sums of money larger than half a million dollars. Some tournaments even offer million dollar tournaments. If you can **make money like that** by playing in an e-sports tournament and winning, why can't it be considered a sport to play in high school. Teachers and other adults claim that everything you do in high school will be used in the real world. **If that's the case then making gaming a sport in high school would prepare gamers to play for big e-sports teams.** If you are told to **follow your dreams** and your dreams are to play professional e-sports, why is that not a good enough dream.

Many people will disagree with my claim, stating that a sport has to involve physical strain or exertion. Golf is considered a high school sport yet all you must do is walk on the green and swing a club. Some don't even walk when they play, they get into a golfcart and drive on the green. Some might say that gaming doesn't require skill or a high IQ. Some gamers have some of the highest IQ's. For example, the game Rainbow Six Siege has an average IQ of I believe 170. As for skill, gamers need critical thinking, teamwork, and need to be quick in the head and be able to function and think properly in tough situations.

In regards to the evidence I have shown, gaming should be considered a real sport and should be offered as such in high school.

Sample 2 Student Response for Score Point 5

Claim and Counterclaim

The highlighted sections in this version of the student’s paper show how the student makes a claim and maintains the claim throughout the response (in yellow). Also shown is how the student acknowledges and refutes a counterclaim (in green). Refer to pages 32-36 of the “English 2 TDW Sampler” for the complete annotations.

When thinking of video gaming, does it appear as a sport, or a fun way to pass time? Sports are used to keep people in shape, to teach responsibility, to show that it takes physical and mental work to perform. **Considering video games to be a sport is a pathway down to a world that considers anything such as writing an essay or reading a book a sport as well.**

To begin, it should be noted that **most things on this world require concentration to complete a task.** Reading requires concentration, driving a car requires concentration, cooking requires concentration, as well as taking care of a child, or completing a test. Are highschools around the world turning student babysitters and drivers into sports just because its a hard job and it requires concentration? The passage states, “When two people have a staring contest, each competitor needs mental concentration to keep from blinking before the opponent.” As well as going off to say that in fact, staring contests are taking place across highschools all around the country, but yet, are still not considered sports and are simply competitive activites that students take part in. **Video gaming should just be another high school club.**

Secondly, most sports need players in good shape in order to play. **Anyone could play video games as it doesn’t take much physical labor or discipline to participate.** While on the other hand, sports either require strength, speed, stamina, skill, or all of the above. What’s special about sports is that not everyone can play them. That’s why people enjoy watching sports as entertainment. It’s easier to be sitting on a couch, watching sports on the TV than it is to be out on field, putting in the work. The passage even states that: “Many people believe that to be considered a sport, an activity must involve some type of intense physical exertion.” The only thing gamers are exerting is intense finger sweat and sore eyeballs from sitting on a chair all day staring at a screen. There are sports out there that people can join in on that don’t need large muscles, or speed, or other things, but they do need something to make it different from the other sports.

Lastly, some people may still believe that video gaming should become a sport due to its similar requirements as sports. Yes, it takes practice for both sports and video games, and yes, they can both be competitive. No one can argue with that. **However, there are so many qualities of sports that are what make them sports, whereas video games are just another hobby.** Another hobby that takes place online. In a world with so much moving on to the internet, shouldn’t there be a way to pass time that doesn’t require looking at a screen for hours? **Another quality of sports that is different from video gaming is that it takes place outside, excluding indoor volleyball, while**

even still there's beach volleyball. With so much technology, sports are a good way to take your eyes off a screen.

In conclusion, video gaming is not a sport. It's an online activity, that takes very little physical work, and about the same amount of concentration as hide and seek. To consider video gaming a sport will most likely ruin the reputation of sports and will make people think that anyone is able to play them.

Sample 2 Student Response for Score Point 5

Supporting Evidence and Elaboration

The highlighted sections in this version of the student's paper show how the student adequately cites and paraphrases evidence from the text as part of the argument. Also highlighted are some examples of original thinking. Refer to pages 32-36 of the "English 2 TDW Sampler" for the complete annotations.

When thinking of video gaming, does it appear as a sport, or a fun way to pass time? Sports are used to keep people in shape, to teach responsibility, to show that it takes physical and mental work to perform. Considering video games to be a sport is a pathway down to a world that considers anything such as writing an essay or reading a book a sport as well.

To begin, it should be noted that most things on this world require concentration to complete a task. **Reading requires concentration, driving a car requires concentration, cooking requires concentration, as well as taking care of a child, or completing a test. Are highschools around the world turning student babysitters and drivers into sports just because its a hard job and it requires concentration?** The passage states, "When two people have a staring contest, each competitor needs mental concentration to keep from blinking before the opponent." As well as going off to say that in fact, staring contests are taking place across highschools all around the country, but yet, are still not considered sports and are simply competitive activites that students take part in. Video gaming should just be another high school club.

Secondly, most sports need players in good shape in order to play. Anyone could play video games as it doesn't take much physical labor or discipline to participate. While on the other hand, sports either require strength, speed, stamina, skill, or all of the above. **What's special about sports is that not everyone can play them. That's why people enjoy watching sports as entertainment. It's easier to be sitting on a couch, watching sports on the TV than it is to be out on field, putting in the work.** The passage even states that: "Many people believe that to be considered a sport, an activity must involve some type of intense physical exertion." **The only thing gamers are exerting is intense finger sweat and sore eyeballs from sitting on a chair all day staring at a screen.** There are sports out there that people can join in on that don't need large muscles, or speed, or other things, but they do need something to make it different from the other sports.

Lastly, some people may still believe that video gaming should become a sport due to its similar requirements as sports. Yes, it takes practice for both sports and video games, and yes, they can both be competitive. No one can argue with that. However, there are so many qualities of sports that are what make them sports, whereas video games are just another hobby. Another hobby that takes place online. **In a world with so much moving on to the internet, shouldn't there be a way to pass time that doesn't require looking at a screen for hours? Another quality of sports that is different from video gaming is that it takes place outside, excluding indoor**

volleyball, while even still there's beach volleyball. With so much technology, sports are a good way to take your eyes off a screen.

In conclusion, video gaming is not a sport. It's an online activity, that takes very little physical work, and about the same amount of concentration as hide and seek. To consider video gaming a sport will most likely ruin the reputation of sports and will make people think that anyone is able to play them.

Sample 2 Student Response for Score Point 5

Transitions to Create Cohesion and Clarify Relationships

The highlighted sections in this version of the student's paper show how the student uses varied transitional words and phrases to create cohesion and clarify the relationships between claim, counterclaim, reasons, and evidence. Refer to pages 32-36 of the "English 2 TDW Sampler" for the complete annotations.

When thinking of video gaming, does it appear as a sport, or a fun way to pass time? Sports are used to keep people in shape, to teach responsibility, to show that it takes physical and mental work to perform. Considering video games to be a sport is a pathway down to a world that considers anything such as writing an essay or reading a book a sport as well.

To begin, it should be noted that most things on this world require concentration to complete a task. Reading requires concentration, driving a car requires concentration, cooking requires concentration, as well as taking care of a child, or completing a test. Are highschools around the world turning student babysitters and drivers into sports just because its a hard job and it requires concentration? The passage states, "When two people have a staring contest, each competitor needs mental concentration to keep from blinking before the opponent." As well as going off to say that in fact, staring contests are taking place across highschools all around the country, but yet, are still not considered sports and are simply competitive activites that students take part in. Video gaming should just be another high school club.

Secondly, most sports need players in good shape in order to play. Anyone could play video games as it doesn't take much physical labor or discipline to participate. While on the other hand, sports either require strength, speed, stamina, skill, or all of the above. What's special about sports is that not everyone can play them. That's why people enjoy watching sports as entertainment. It's easier to be sitting on a couch, watching sports on the TV than it is to be out on field, putting in the work. The passage even states that: "Many people believe that to be considered a sport, an activity must involve some type of intense physical exertion." The only thing gamers are exerting is intense finger sweat and sore eyeballs from sitting on a chair all day staring at a screen. There are sports out there that people can join in on that don't need large muscles, or speed, or other things, but they do need something to make it different from the other sports.

Lastly, some people may still believe that video gaming should become a sport due to its similar requirements as sports. Yes, it takes practice for both sports and video games, and yes, they can both be competitive. No one can argue with that. However, there are so many qualities of sports that are what make them sports, whereas video games are just another hobby. Another hobby that takes place online. In a world with so much moving on to the internet, shouldn't there be a way to pass time that doesn't require looking at a screen for hours? Another quality of sports that is different from video gaming is that it takes place outside, excluding indoor volleyball, while

even still there's beach volleyball. **With so much** technology, sports are a good way to take your eyes off a screen.

In conclusion, video gaming is not a sport. It's an online activity, that takes very little physical work, and about the same amount of concentration as hide and seek. **To consider** video gaming a sport will most likely ruin the reputation of sports and will make people think that anyone is able to play them.

Sample 2 Student Response for Score Point 5

Vocabulary and Sentence Variety

The highlighted sections in this version of the student’s paper show how the student integrates vocabulary to strengthen and further ideas. The bold sections show the student’s use of sentence and phrasing variety. Refer to pages 32-36 of the “English 2 TDW Sampler” for the complete annotations.

When thinking of video gaming, does it appear as a sport, or a fun way to pass time? Sports are used to keep people in shape, to **teach responsibility**, to show that it takes physical and mental work to perform. Considering video games to be a sport is a **pathway** down to a world that **considers** anything such as writing an essay or reading a book a sport as well.

To begin, it should be noted that most things on this world require concentration to **complete a task**. Reading **requires concentration**, driving a car requires concentration, cooking requires concentration, as well as taking care of a child, or completing a test. Are highschools around the world turning student babysitters and drivers into sports just because its a hard job and it requires concentration? The passage states, “When two people have a staring contest, each competitor needs mental concentration to keep from blinking before the opponent.” As well as going off to say that in fact, staring contests are taking place across highschools all around the country, but yet, are still not considered sports and are simply competitive activites that students take part in. Video gaming should just be another high school club.

Secondly, most sports need players in good shape in order to play. Anyone could play video games as it doesn’t take much physical labor or discipline to participate. While on the other hand, sports either require strength, speed, stamina, skill, or all of the above. What’s special about sports is that not everyone can play them. That’s why people enjoy watching **sports as entertainment**. It’s easier to be sitting on a couch, watching sports on the TV than it is to be out on field, **putting in the work**. The passage even states that: “Many people believe that to be considered a sport, an activity must involve some type of intense physical exertion.” The only thing gamers are exerting is **intense finger sweat** and sore eyeballs from sitting on a chair all day staring at a screen. There are sports out there that people can join in on that don’t need large muscles, or speed, or other things, but they do need something to make it different from the other sports.

Lastly, some people may still believe that video gaming should become a sport due to its similar requirements as sports. Yes, it takes practice for both sports and video games, and yes, they can both be competitive. No one can argue with that. However, there are so many qualities of sports that are what make them sports, whereas video games are just another hobby. Another hobby that takes place online. **In a world with so much moving on to the internet, shouldn’t there be a way to pass time that doesn’t require looking at a screen for hours?** Another quality of sports that is different from video gaming is that it takes place outside, excluding indoor volleyball, while even still there’s beach volleyball. With so much technology, sports are **a good way to take your eyes off a screen**.

In conclusion, video gaming is not a sport. It's an online activity, that takes very little physical work, and about the same amount of concentration as hide and seek. To consider video gaming a sport will most likely ruin the reputation of sports and will make people think that anyone is able to play them.

Sample 1 Student Response for Score Point 4

Claim and Counterclaim

The highlighted sections in this version of the student’s paper show an unclear claim (yellow) that is insufficiently sustained throughout the response. Also, while a counterclaim (green) is acknowledged, it is loosely related to the argument. Refer to pages 37-41 of the “English 2 TDW Sampler” for the complete annotations.

In the passage, “Should Video Gaming Be a High School Sport?”, school districts are considering if gaming should be a sport. Schools should add emphasis on sports with physical skills and activities, instead of online games.

Particularly, in sports there is some type of physical skill. Making the players exert or sweat involves strength and stamina. For instance, “Basketball players, soccer players, and volleyball players.” Many athletes go through extensive training to prepare for there games, including weight lifting, hours of practice, days of hydration, and more. To expand on this point, when people engage in a sport, they must be mentally and physically prepared. For example, “Golfers walk for hours on the golf course while displaying extreme concentration.” This takes a lot of effort, this is why sports are very time consuming, Golfers have to have intensive concentration in getting the golf ball in the hole.

Futhermore, video gaming is seen to be bad for peoples health. Especially if people do not have regulations. They spend hours daily on screens, which is not the best for brain health. In the modern world, studies have shown that being on technology for a long time can cause bad social skills, site problems, and more. On the conterary, physical sports provides a breath of fresh air and has great health benefits. When playing a sport it is a great work out, making players heart rate go up.

Some people may consider gaming as an offical sport because it includes concentration and long hours of practice. However, sports require physical and mental preporation. Additionally, if gaming was consider a sport than why would we need P.E in schools anymore? In P.E students have to play basketball and other sports that do not just require concentration.

Indisputably, school should not make gaming into an offical sport. If people want to do gaming they can make a club instead of making it into a sport. The people who enter the gaming club can be provided a scholar ships but not a sports scholar ship.

Sample 1 Student Response for Score Point 4

Supporting Evidence and Elaboration

The highlighted sections in this version of the student's paper show how the student inconsistently develops the argument by using facts and evidence that may not support the claim. The student includes some elaboration (bolded) that may not support the argument. Refer to pages 37-41 of the "English 2 TDW Sampler" for the complete annotations.

In the passage, "Should Video Gaming Be a High School Sport?", school districts are considering if gaming should be a sport. Schools should add emphasis on sports with physical skills and activities, instead of online games.

Particular, in sports there is some type of physical skill. Making the players exert or sweat involves strength and stamina. For instance, "Basketball players, soccer players, and volleyball players." **Many athletes go through extensive training to prepare for there games, including weight lifting, hours of practice, days of hydration, and more.** To expand on this point, when people engage in a sport, they must be mentally and physically prepared. For example, "Golfers walk for hours on the golf course while displaying extreme concentration." **This takes a lot of effort, this is why sports are very time consuming, Golfers have to have intensive concentration in getting the golf ball in the hole.**

Futhermore, video gaming is seen to be bad for peoples health. Especially if people do not have regulations. **They spend hours daily on screens, which is not the best for brain health. In the modern world, studies have shown that being on technology for a long time can cause bad social skills, site problems, and more.** On the conterary, **physical sports provides a breath of fresh air and has great health benefits. When playing a sport it is a great work out, making players heart rate go up.**

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Indisputably, school should not make gaming into an offical sport. If people want to do gaming they can make a club instead of making it into a sport. The people who enter the gaming club can be provided a scholar ships but not a sports scholar ship.

Sample 1 Student Response for Score Point 4

Transitions to Create Cohesion and Clarify Relationships

The highlighted sections in this version of the student's paper show how the student uses transitional words and phrases to connect ideas, but cohesion is inconsistent. Refer to pages 37-41 of the "English 2 TDW Sampler" for the complete annotations.

In the passage, "Should Video Gaming Be a High School Sport?", school districts are considering if gaming should be a sport. Schools should add emphasis on sports with physical skills and activities, instead of online games.

Particularly, in sports there is some type of physical skill. Making the players exert or sweat involves strength and stamina. For instance, "Basketball players, soccer players, and volleyball players." Many athletes go through extensive training to prepare for there games, including weight lifting, hours of practice, days of hydration, and more. To expand on this point, when people engage in a sport, they must be mentally and physically prepared. For example, "Golfers walk for hours on the golf course while displaying extreme concentration." This takes a lot of effort, this is why sports are very time consuming, Golfers have to have intensive concentration in getting the golf ball in the hole.

Futhermore, video gaming is seen to be bad for peoples health. Especially if people do not have regulations. They spend hours daily on screens, which is not the best for brain health. In the modern world, studies have shown that being on technology for a long time can cause bad social skills, site problems, and more. On the conterary, physical sports provides a breath of fresh air and has great health benefits. When playing a sport it is a great work out, making players heart rate go up.

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Indisputably, school should not make gaming into an offical sport. If people want to do gaming they can make a club instead of making it into a sport. The people who enter the gaming club can be provided a scholar ships but not a sports scholar ship.

Sample Student 1 Response for Score Point 4

Vocabulary and Sentence Variety

The highlighted sections in this version of the student’s paper show some precise word choice (red) and some sentence variety (bold). Refer to pages 37-41 of the “English 2 TDW Sampler” for the complete annotations.

In the passage, “Should Video Gaming Be a High School Sport?”, school districts are considering if gaming should be a sport. Schools should **add emphasis** on sports with physical skills and activities, instead of online games.

Particular, in sports there is some type of physical skill. Making the players exert or sweat involves strength and stamina. For instance, “Basketball players, soccer players, and volleyball players.” Many athletes go through **extensive training** to prepare for there games, including weight lifting, **hours of practice**, days of hydration, and more. **To expand on this point, when people engage in a sport, they must be mentally and physically prepared.** For example, “Golfers walk for hours on the golf course while displaying extreme concentration.” This takes a lot of effort, this is why sports are very **time consuming**, Golfers have to have intensive concentration in getting the golf ball in the hole.

Futhermore, video gaming is seen to be bad for peoples health. Especially if people do not have **regulations**. They spend hours daily on screens, which is not the best for brain health. **In the modern world, studies have shown that being on technology for a long time can cause bad social skills, site problems, and more.** On the conterary, physical sports provides **a breath of fresh air** and has great health benefits. When playing a sport it is a great work out, making players heart rate go up.

Some people may consider gaming as an offical sport because it includes concentration and long hours of practice. However, sports require physical and mental preporation. Additionally, if gaming was consider a sport than why would we need P.E in schools anymore? In P.E students have to play basketball and other sports that do not just require concentration.

Indisputably, school should not make gaming into an offical sport. If people want to do gaming they can make a club instead of making it into a sport. The people who enter the gaming club can be provided a scholar ships but not a sports scholar ship.

Sample 2 Student Response for Score Point 4

Claim and Counterclaim

The highlighted sections in this version of the student’s paper show an unclear claim (yellow) that is insufficiently sustained throughout the response. Also, while a counterclaim (green) is acknowledged, it is loosely related to the argument. Refer to pages 42-45 of the “English 2 TDW Sampler” for the complete annotations.

Video gaming should be a high school sport. People who play video games require the same skills as people who play basketball or football, except for physical skills. One way it should be a high school sport is it requires a player to make quick decisions. In the text it states, “Just like athletes playing conventional sports, video gamers know that every good decision they make will help their team and every bad decision has the possibility of harming their team’s chance of winning.” This shows that whatever decision an e-sport athlete makes, just like a sports athlete, can determine how their team does in the future. Another way video gaming should be a high school sport is they have to be dedicated to practice just like someone who plays basketball or football. In the text, “they do, like all successful athletes, have to be dedicated to practicing and making themselves the best they can be.” This shows that in order for an e-sport athlete to get good at what they are doing they have to actually like what they are doing and get better at it. However, e-sport athletes do not require physical skills like strength and stamina. It could also be very mentally exhausting. In the text it states, “E-sports do not demand the same level of physical exertion that other sports require.” Also, the text states, “Admittedly, engaging in e-sports can be mentally exhausting.” These show that they might have some of the same similarities, but they are still different from physical sports. Whether video gaming is a high school sport or not it teaches mental and concentration skills.

Sample 2 Student Response for Score Point 4

Supporting Evidence and Elaboration

The highlighted sections in this version of the student's paper show the student relies too heavily on the text and does not include elaboration of thought. Refer to pages 42-45 of the "English 2 TDW Sampler" for the complete annotations.

Video gaming should be a high school sport. People who play video games require the same skills as people who play basketball or football, except for physical skills. One way it should be a high school sport is it requires a player to make quick decisions. In the text it states, "Just like athletes playing conventional sports, video gamers know that every good decision they make will help their team and every bad decision has the possibility of harming their team's chance of winning." This shows that whatever decision an e-sport athlete makes, just like a sports athlete, can determine how their team does in the future. Another way video gaming should be a high school sport is they have to be dedicated to practice just like someone who plays basketball or football. In the text, "they do, like all successful athletes, have to be dedicated to practicing and making themselves the best they can be." This shows that in order for an e-sport athlete to get good at what they are doing they have to actually like what they are doing and get better at it. However, e-sport athletes do not require physical skills like strength and stamina. It could also be very mentally exhausting. In the text it states, "E-sports do not demand the same level of physical exertion that other sports require." Also, the text states, "Admittedly, engaging in e-sports can be mentally exhausting." These show that they might have some of the same similarities, but they are still different from physical sports. Whether video gaming is a high school sport or not it teaches mental and concentration skills.

Sample 2 Student Response for Score Point 4

Development and Structure

The highlighted sections in this version of the student’s response demonstrate a lack of understanding of the task and reasoning to persuade the reader. The structure is repetitive and formulaic, which inhibits the development of style. Refer to pages 42-45 of the “English 2 TDW Sampler” for the complete annotations.

Video gaming should be a high school sport. People who play video games require the same skills as people who play basketball or football, except for physical skills. One way it should be a high school sport is it requires a player to make quick decisions. In the text it states, “Just like athletes playing conventional sports, video gamers know that every good decision they make will help their team and every bad decision has the possibility of harming their team’s chance of winning.” This shows that whatever decision an e-sport athlete makes, just like a sports athlete, can determine how their team does in the future. Another way video gaming should be a high school sport is they have to be dedicated to practice just like someone who plays basketball or football. In the text, “they do, like all successful athletes, have to be dedicated to practicing and making themselves the best they can be.” This shows that in order for an e-sport athlete to get good at what they are doing they have to actually like what they are doing and get better at it. However, e-sport athletes do not require physical skills like strength and stamina. It could also be very mentally exhausting. In the text it states, “E-sports do not demand the same level of physical exertion that other sports require.” Also, the text states, “Admittedly, engaging in e-sports can be mentally exhausting.” These show that they might have some of the same similarities, but they are still different from physical sports. Whether video gaming is a high school sport or not it teaches mental and concentration skills.