Smartphones have become so popular in today's society that it is hard to imagine life without them. Nearly everyone owns one because of the convenience and the wide range of functions they offer. In fact, these devices can even be used to support a child's development. The widespread use of smartphones, however, may actually be harmful to our society. Despite the advantages surrounding this handheld computer, its use in society should be decreased as it negatively affects people's social skills, cognitive abilities, and physical well-being.

First of all, smartphones are harmful because of the negative impact on socializing they have. As people can do so many things with their smartphones wherever they are, they often become obsessed with them. In situations where they may once have passed the time with social interaction, people now use their phone instead, avoiding social contact. Some functions of the smartphone, such as games, may even be more attractive than some everyday tasks, such as talking to each other at dinner. Social interactions are necessary for humans to develop and maintain their social skills. Even though social contact can be avoided by using a smartphone, the ability to communicate according to the social norm is still a necessary aspect of life, one which can deteriorate if not practiced. Hence, it is clear that smartphone use should be limited because of the effects it can have on social development.

Furthermore, cognitive thinking deteriorates through extended use of smartphones. Smartphones are designed to make people's lives easier. As such, activities which would normally have required cognitive thinking have been replaced. Instead of having to remember a friend's phone number, all a smartphone user has to do is click on their friend's name. Even text messaging, which normally requires a person to spell and type words, form sentences, and express themselves in writing, has been simplified. Now all people have to do is use the voice recognition tool installed on most smartphones. In addition to the simplification of potential cognitive thinking, applications like "Angry Birds" threaten one's mental abilities even further by engaging users in point and shoot strategies rather than engaging them in activities which foster higher levels of cognition. Hence, not

Comment [E1]: This is an example of a theoretical introduction. In this case the author has presented one side of the argument first and countered that with their thesis statement. When writing an introduction this way it is important to use a linking phrase / word of contradiction when introducing the thesis statement.

Comment [E2]: this is a very typical topic sentence as it is like a mini-thesis statement. Also note, the use of linking language.

Comment [E3]: in this case developing the idea and proving the importance of it was more important than showing the reader ways in which it occurs. They manage to include the illustration (games being more attractive than dinner conversation), however, as part of the development.

Comment [E4]: in this case, the topic sentence does not have the assertion and as a result, does not sound repetitive. note the way that the topic (using smartphones) is stated in a different way. in order to keep the reader interested about the same topic and or ideas, it is important to reword them sometimes. varying vocabulary, word class, phrasing, and sentence structure are all options to consider when restating an idea or concept.

Comment [E5]: the controlling idea of this paragraph is pretty straight forward so not a lot needs to be clarifying in the introduction

Comment [E6]: after elaborating, the author now illustrates their idea with detailed examples.

Comment [E7]: to strengthen the paragraph even more, the author has added this additional aspect of the same idea. note that this sentence combines illustration and development.

Comment [E8]: conclusion – restates the main idea, in a tone that lets the reader know the argument has come to an end.

only are simplified tasks detrimental to people's mental development, but entertainment options are as well.

Lastly, smartphones harm the physical well being of those who use them. In the days before smartphones people were more likely to engage in physical activity. Smartphones require users to be stationary while using them, eliminating the possibility of moving around altogether. In fact, some everyday tasks which require movement have been replaced by smartphones. For example, instead of playing games which require them to move around, children tend to sit around at home playing games on their smartphones. Similarly, adults are able to use their smartphones to complete some errands such as paying a bill using their bank's smartphone application, resulting in them sitting at the kitchen table rather than getting up walking to the bank and then back home. Clearly the use of a smartphone immobilizes users, causing them to become less healthy.

As previously stated, despite their popularity, smartphones should be used less. The harm they have on people's mental, physical, and social well being is not worth the entertainment and convenience they provide. Given the negative effects, all smartphone owners should reconsider the amount of time they spend tapping away at their phones. It may be better for them to just put the phone down and back away.

Comment [E9]: again, as the assertion is clear, this topic sentence (complete with suitable linking language) merely states the controlling idea of the paragraph.

Comment [E10]: development – elaboration of the controlling idea

Comment [E11]: here the illustration has a large impact on the reader, so the reader has allowed a few more words for it than they did in the previous paragraph.

Comment [E12]: wrap up – restating the argument in a new way.

Comment [E13]: this conclusion synthesises all of the ideas and then reflects on the situation with a final, concluding thought.