

ADVOCACY TEXT – STAGE 1 ESSENTIAL ENGLISH
PERFORMANCE STANDARDS

	Communication	Application
A	Consistently clear and coherent writing and speaking, using an appropriate vocabulary. Thorough demonstration of grammatical control.	Creation of complex texts for different purposes, using appropriate textual conventions.
B	Mostly clear and coherent writing and speaking, using a varied vocabulary. Effective and usually accurate grammatical control.	Creation of effective texts for different purposes, using appropriate textual conventions.
C	Generally clear writing and speaking, using a mostly appropriate vocabulary. Appropriate grammatical control; some errors, but these do not impede meaning.	Creation of texts for some purposes, using appropriate textual conventions.
D	Occasionally clear writing and speaking, with a restricted vocabulary. Partial grammatical control; some errors impede meaning.	Creation of texts for a narrow range of purposes, using some textual conventions.
E	Limited clarity in writing and speaking, with a limited vocabulary. Limited grammatical control; errors impede meaning.	Creation of a partial text for a purpose, attempting to use appropriate textual conventions.

Grade:

Comments:

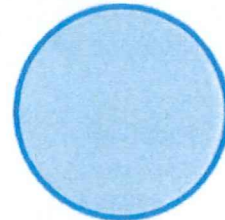


Assessment Design Criteria

Communication 1	Clarity and coherence of written and spoken expression, using appropriate vocabulary.
Communication 2	Demonstration of grammatical control.
Application 1	Creation of texts for different purposes, using appropriate textual conventions, in real or imagined contexts.

Comments:

FINAL GRADE





Task 4 Assessment Description

Assessment type: Creating Texts: Advocacy Text

The purpose of this task is to provide you with the opportunity to create an advocacy text (expository) in an appropriate form.

Task description

Select an issue or concern within any of the following contexts:

- A workplace, for example: a safety issue, roster concerns.
- Social, for example: social media, peer pressure.
- Sporting, for example: condition of sports grounds/facilities, lack of television coverage of female sports.
- Local Community, for example: graffiti, lack of amenities for young people.
- School, for example: canteen prices, school uniform options/ policies, homework.
- National, for example: drink driving, lowering the voting age.
- International, for example: racism, domestic violence, animal rights.

You are to produce a text which advocates (to advocate means to communicate in favour of or to support the recommendation, of an issue) for a change or improvement to do with the issue or concern that you have identified.

You can present your text in a variety of forms; some suggestions are:

- Webpage
- Magazine feature
- PowerPoint presentation
- Speech
- Letter

Assessment conditions

Maximum 500 words if

written 5 minutes oral

presentation

Or equivalent in multimodal form

Capabilities

This unit of work provides an opportunity for students to work within the capabilities of: Literacy, Personal and Social and Numeracy.

With potential for: Ethical understanding and Information and Communication Technology.



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Task 4 Introductory Activities

Writing an advocacy text

Speaking up about an issue that concerns you personally or has a wider community or global scope, is an important part of being a responsible and connected member of society.

Remember, you are presenting an informed argument on an issue that you have strong feelings about.

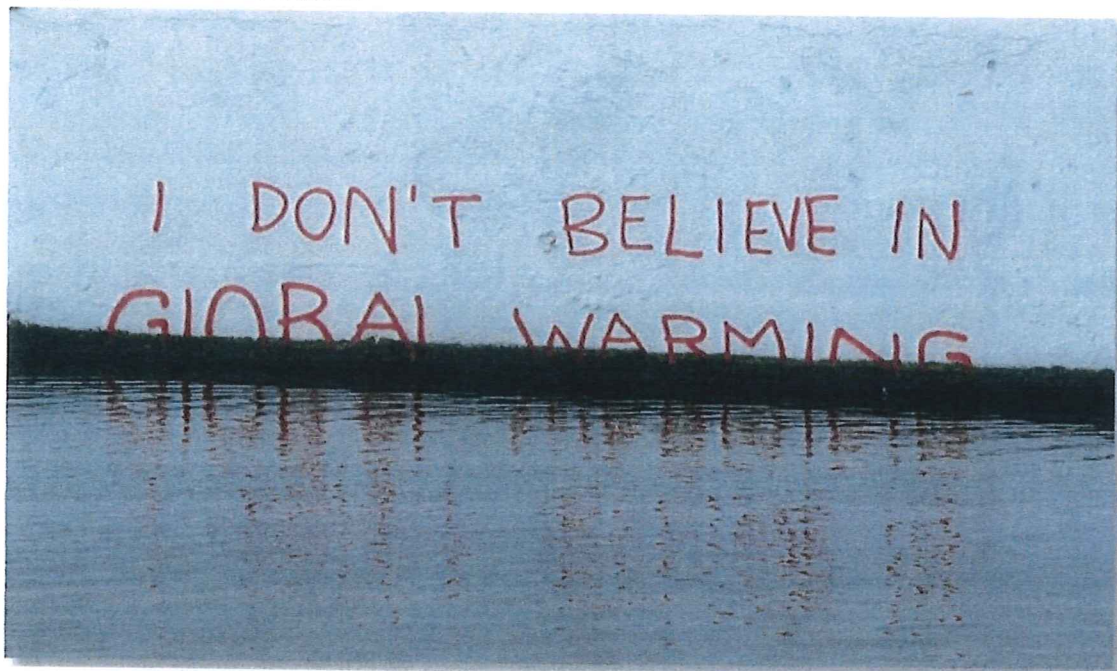
- Research your issue. It is important that you understand all aspects of the issue and the current state of the issue. This will help you write an informed text.
- Clearly state the issue in an introductory paragraph. This would include a general background of the issue and why the reader/listener should care about it.
- The body of the text. Here is where you provide added depth, background story and details about your cause. This can include some personal involvement or connection with the issue. Address one issue or idea per slide/ paragraph.
- If you have any statistics, scientific research or references to others who share your point of view include them in this section. This will boost your argument from just being your own opinion to providing a stronger argument.
- State what you believe should be done to improve or remedy the situation.
- Conclusion. Here is where you can bring a more emotional appeal to your reader/listener. It should also briefly review the points you have already made and conclude with a memorable final statement/image that will stay with the reader/listener.



Task 4 Exemplar

Use of an interesting image to begin the slide show and engage the audience.

Image: Creative Commons.



Research the issue, so that you understand the current state of the issue

Global Warming

Global warming has resulted in the Earth's average surface temperature rising 0.6 to 0.9 degrees Celsius in the past century, with the rate of increase nearly doubling in the last 50 years. Whilst this sounds like a small increase in temperature this can result in widespread and disastrous shifts in climate and weather. More information on this later.

Climate and weather are not the same thing.

Weather: refers to conditions in the atmosphere over a short period of time.

Climate: is how the atmosphere behaves over longer periods of time.

Whilst most people accept that global warming is occurring there is a controversy between those that claim that this is part of a natural, cyclic process that the Earth goes through periodically and those that assert that this current period of climate change is caused by human activity.

Www3.epa.gov. (2016). Basics | Climate Change / US EPA. [online]

Available at: <https://www3.epa.gov/climatechange/basics/> [Accessed 2 Jun. 2016].



Clearly state the issue. Include background information. If it is a large or complex issue, indicate which aspects you are addressing

Effect = Result or CONSEQUENCE

So, let's put aside this aspect and focus on : what effects global warming will cause and what we can do to halt or minimise these effects.

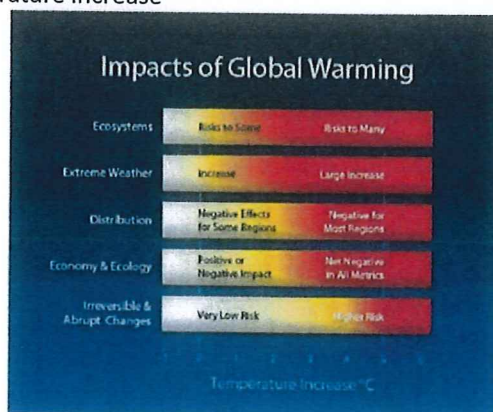
Effects

- Change will continue through this century and beyond
- Arctic likely to become ice-free (during summer)
- Temperatures will continue to rise
- Changes in rain patterns
- More droughts and heat waves
- Hurricanes will become stronger and more intense • Sea levels will rise

<http://climate.nasa.gov/effects/>

Background details, statistics, references to support the argument.

The graphic below gives an indication of how global warming would impact systems based on the level of temperature increase



<https://thebigbangnow.wordpress.com/2012/11/29/is-global-warming-a-serious-issue/>

Developing personal point of view.



What can we do?

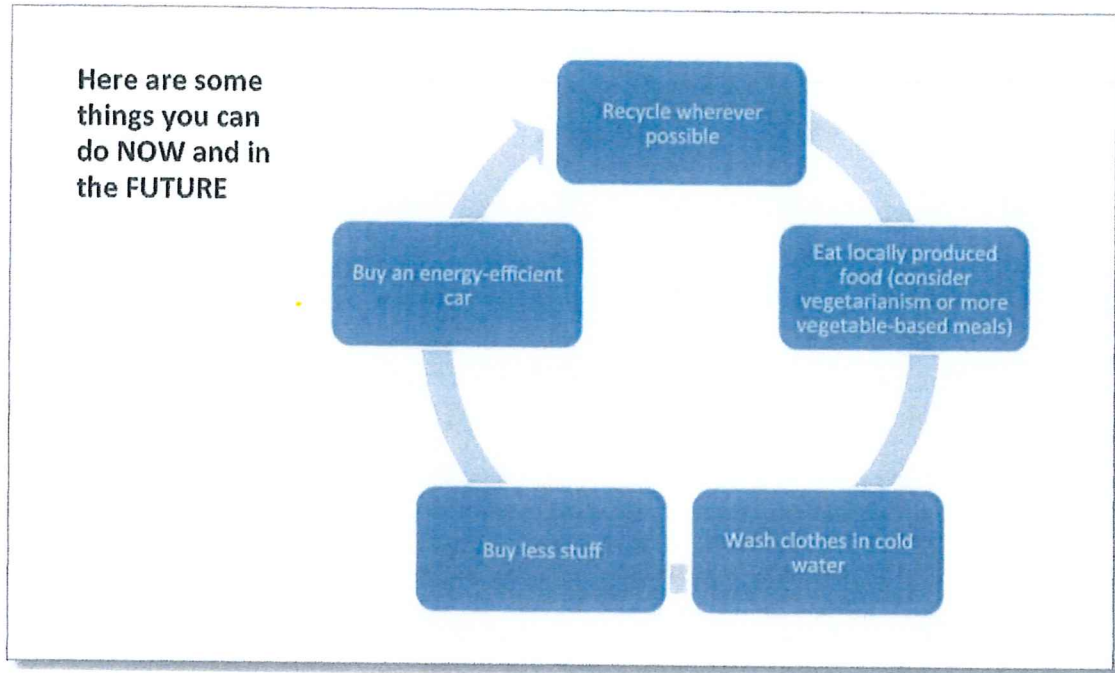
It is tempting to feel that because this seems like such an ENORMOUS problem, that even governments and scientist can't seem to agree on the NATURE of the problem or WHAT TO DO about it, maybe we should just throw our hands up in the air in despair and do NOTHING.

Consider using graphics to support your argument.

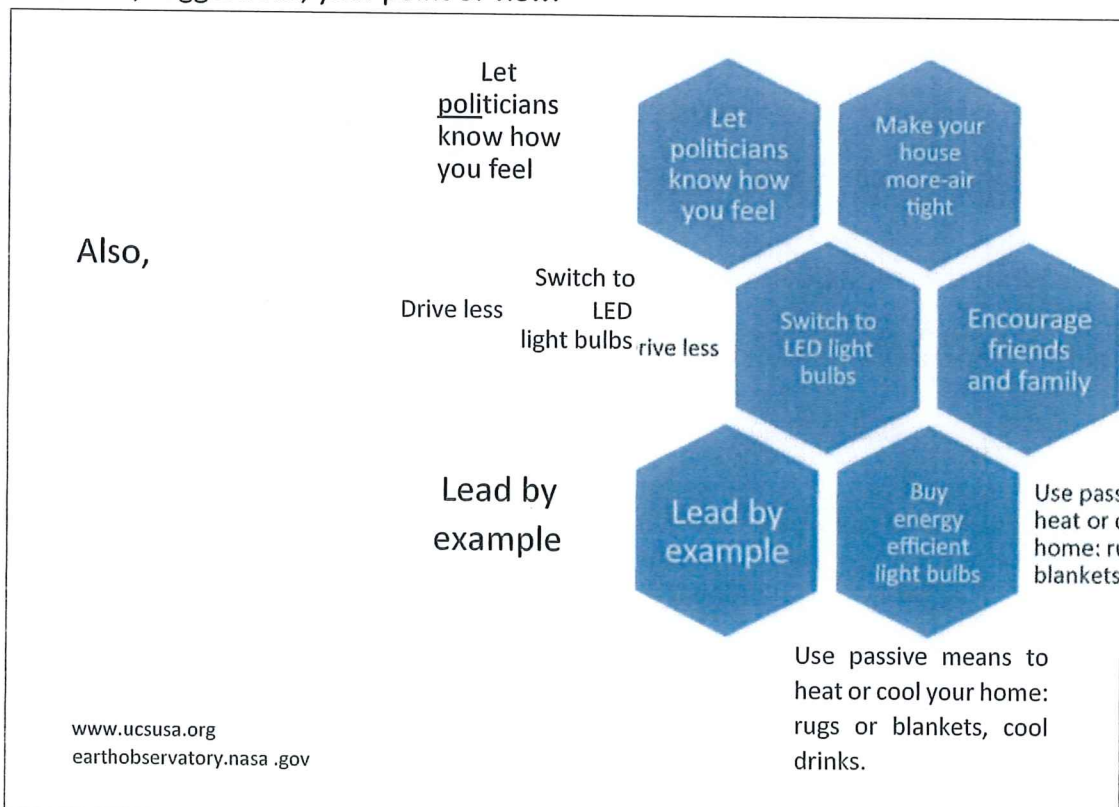




What can be done to remedy the issue?



Solutions, suggestions, your point of view.





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Conclusion, review of points. Final/memorable statement.

In conclusion, Global Warming is a real phenomenon that will affect every plant, animal and natural system on Earth. The collective power of individuals, making changes in their everyday lives will have a positive impact on this problem.

For the sake of ourselves, our descendants, and on behalf of all who are powerless to change things, let us be the ones to begin the necessary changes in every aspect of our lives.

Image to support final comments.

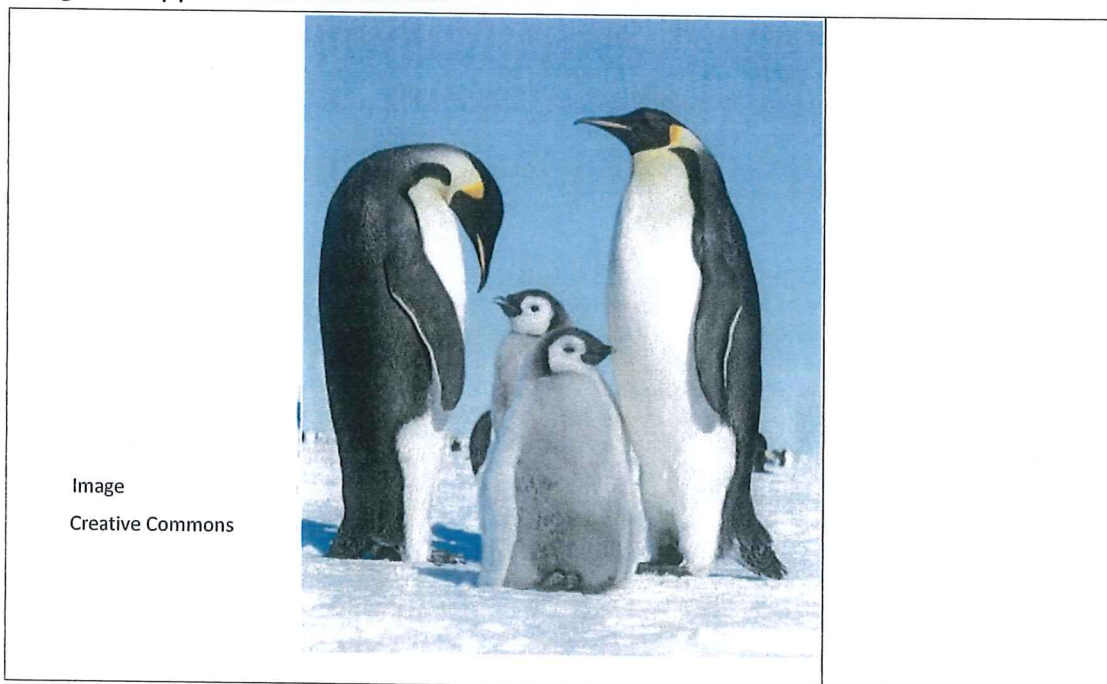


Image
Creative Commons

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Example

Video Games Do Not Cause People To Act Violently In Real Life

I believe that video games are not the cause of most of the violent crimes committed today. Video games are always linked to violent crimes committed by teens and young adults by mainstream media, however, there is never any proof of this and in my opinion and many others, is just another excuse to be able to bash on video games. In this exposition, I will be arguing against the mainstream medias claims about how 'video games are the devil and are the cause of all violent crimes'.

Firstly, there is never any proof. ^(studies/evidence) There has only been a handful of times that video games have influenced any sort of crime. There are people that have been playing these "deadly" First-Person Shooter games for 20 – 30+ years and they have never had any violent thoughts or tendencies, most of which, actually having a very healthy lifestyle. Mainstream media these days can never find out what influenced these criminals so they jump straight to blaming it on video games. Less than 24 hours after a recent shooting a news reporter said this, "I bet he logged on 6 – 8 hours on **Fortnite** or one of those other **violent shooter games**". There wasn't even any info about the person who did the shooting. Not even a name. And they were still blaming video games.

Secondly, most of these shootings and violent crimes occur in America. Isn't it strange that these violent crimes occur in America and almost nowhere else in the world? Maybe it's because of Americas terrible laws on gun control. 259 shootings have occurred in 2019. But 253 of those, were in America! The other 6 being 3 in Mexico, 1 in New Zealand, 1 in Canada and 1 in Brazil. So, America should reinforce their laws on gun control, instead of selling them in the local Walmart. Then, we would see a massive decrease of these shootings.

Finally, it is proven that video games **help** more than they do **hurt**. Many people have spoken out how video games helped them through tough times in their life, Like depression, anxiety and fatal injuries or sickness. It also helped people bond with each other, and have a stronger connection with one another. Whether it was a sibling, parent and child, or speaking with people from the other side of the world with voice chat, video games helped people make a stronger connection with each other all over the world. Video games even help people of all ages. It is scientifically proven that video games help everyone improve their reaction time, hand-eye coordination and awareness! It also keeps elderly people's brain stay consistently strong. An elderly woman that goes by the name of 'Kathleen Kit Connell' was 100 years old and played brain training video games on her Nintendo DS to keep her brain working. She had a mental age of 64 at the age of 100 because of these games. She stated in an interview on January 31st in 2012: "It's absolutely super. I don't feel a day over 80. I can't speak highly enough of it". Unfortunately she passed away August 24th 2016 at the age of 104.

In conclusion. America should work on reinforcing their gun control laws, mainstream media should stop crying about violent video games and how they are destroying the youth, ~~and~~ video games **help** more than they do **hurt**.

isn't it very
what is the/she
need to
quote

where did
you see
there
stats?

has this
been
proven?

My opinion is that