

Hidden worlds

I made my avatar in my own image but bigger, stronger and smarter than I was. I squared my chin, made my eyes wider and more elongated and slicked down my unruly hair. Sometimes when I played the game, I sensed his attention was more engaged in assessing me and my world than in gaining control of ours.

Explorers once risked danger in search of hidden worlds and today we read books and play computer games to escape into imaginative hidden worlds.

Your task is to persuade people that exploring hidden worlds is or is not a waste of time.

Use one of the pieces of stimulus as a starting point or source of ideas.

- Light a spark to attract the reader then clearly state what you intend to argue.
- Develop your arguments and don't leave the reader in the dark.
- Turn on the high beam so that the whole argument is illuminated.

Are you a Daydream Believer?
Daydreaming about good things cannot be bad.
But believing those daydreams might make you sad.

"Wait," my brother shouts to my mother in his most determined voice, "George is way behind." She stops to let George catch up. On other occasions, my brother insists George be pushed on a swing, or a cookie be saved for George. George, my older brother's imaginary pal, trailed him everywhere for a significant period of time. Months? Years? No one in the family can recall George's precise lifespan.



Persuasive

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