Text-type: Feature Article

Purpose: to explore an issue and to inform and entertain an audience

Structure:

Orientation: Headline sets the scene and direction that the article will take

Introductory or lead paragraph
Grabs reader attention

Body
Articles build toward their main point gradually.

Paragraphs need to provide arguments and evidence to support central idea.

Video Games kill driving skills, police say

VIDEO games allowing teenagers to show off in street races and crash for fun are contributing to a lack of responsibility when they drive real cars, police and experts say.

The games made teens think they were invincible and too often it was being left to police to save P-platers from themselves, New South Wales acting Superintendent Dave Evans said yesterday. The warnings come as experts and victims' families backed raising the driver age limit to at least 18 after revelations 104 P-platers are losing their licences each day.

More than 2000 lost their licences for drink driving, speeding over 45km/h over the limit and other serious offences, while 1674 were caught breaking the speed limit by more than 30km/h. Researchers in Germany found that men take more risks on the road after racing in video games but women did not.

"Video games can have a negative impact on young drivers because it increases their complacency and their indulgence in risk-taking behaviour," Supt Evans said. "In games you race, you crash and it is a matter of pressing the buttons and off you go again. In real life it doesn't work that way, you can be killed."

Friends Steph Khoo and Stephanie Krautil, who were last night playing arcade racing car games in Sydney, said they understood the difference between video and real-life driving. But the 18-year-olds admitted it could badly influence other drivers. "I can understand mainly guy drivers who might take it a bit more seriously, especially if they're really into cars," said Ms Khoo, a P-plater.

Language Features

A. Subject Specific Terminology

B. Tense: Past, Present or Future

C. Person: Third (first & second may be appropriate).

D. Word Choice: Verbs: Relating verbs (is, are) and thinking verbs to express the composer's point of view
Emotive/Persuasive (perhaps, must, should, might)
Judgmental (eg: 'This clearly illustrates...')
Adjectives: Indicating non-specific numbers in support or against a case eg: Numerous, most, few etc.
Imperatives: (Orders / Commands) To indicate that action must be taken eg: 'We have to...'
Connectives indicating result: Thus..., Therefore..., So...
Words indicating cause: As a result..., Due to...

E. Specifications: Words & phrases to contradict the other side of the argument.
George Institute researcher Dr Teresa Senserrick said young drivers should be handed P-plates at 18 and full restrictions lifted at 21.

**Conclusion**

Brings article to an end with suggestions for action /

Yesterday New South Wales Roads Minister Michael Daley said the "unacceptable" level of P-plate offences might lead to compulsory driver education classes.

"We need to look at other ways to try and educate our young people to slow down," he said.

"There are some driving programs in schools... but there is nothing formal." Police have called for parents to be tougher on young drivers but a poll yesterday found 55 per cent of 1365 readers disagreed.

*The Daily Telegraph. 18/11/11*