

Do you agree or disagree with the following statement?

“Technology has made children less creative than they were in the past.”

Technology exerts its influence on all areas of life. It is **not only** adults that are affected by the ubiquitous presence and deployment of technology, **but** children **as well** are influenced in a number of ways. **Instead of** meeting with their friends on the playground, they stay inside, but still communicate with their friends, **not only** from their neighborhood **but** from all over the world, on internet games. **More importantly, though**, technology impacts children’s thinking and creativity. **However**, I believe that, **contrary to common assumptions**, technology has made children more, **rather than** less, creative.

In the past, children were restricted with what they saw and experienced in their immediate surrounding, but **thanks to** technology they are exposed to diverse learning materials and are provided with rich opportunities to experiment with different forms of media. **For example**, in the past children would need special education to foster their musical creativity; **however**, today they can experiment with all kinds of musical instruments on their computers, and **even though** they will use the keyboard rather than the actual instrument, it is likely that they will transfer this skill to the actual playing of an instrument later on. **Even** the exposure of children to different sounds is sure to benefit them, and children are also able to create their own songs using different musical notes and instruments on the Internet. **In addition**, they are able to draw pictures, create and edit videos, and so on.

Secondly, there is a great variety of games that aim to foster children’s creativity. **For instance**, children can create their own comic strips or cartoon animations **thanks to** online games. This provides them with an opportunity to use their creative powers and delve into the world of creativity without any hindrance. There are other games in which they have to, **for example**, create a city from scratch or solve puzzles to save a human captured by aliens. Such a diverse range of audio and visual materials were not available to children in the past. Children today have all of the things that a child in the past had, but they also have technological devices which open up new worlds for them.

In brief, technology allows children to experiment with content and materials that can help boost their creativity that were not available in the past.