

5/8/14.

## English Language (9093) Syllabus.

### Key Concepts.

- \* Characteristics of written and spoken texts.
- \* Structure: organisation and developing using different techniques.
- \* Content: Relationship between text and background
- \* Features of imaginative writing: narrative and/or descriptive; linguistic skills; aspects of structure; forms of expression
- \* Features of persuasive and argumentative: techniques used to convey points of view in different formats for different audiences.

### Assessment Objectives

- A01: read with understanding and analyse texts in a variety of forms.
- A02: demonstrate a knowledge and understanding of English language and its use in a variety of contexts.

A03: write clearly, accurately, creatively and effectively for different purposes/audiences, using different forms.

Description of papers.

Paper 1 - Passages (2 hrs 15 mins): A01, A02, A03

- \* contains three questions.
- \* ques 1 and either 2 or 3.
- \* each question is based on a passage.
- \* each question has 2 parts.  
(a) commentary on use of language (15 marks)  
(b) directed writing task.

Paper 2 - Writing (2 hrs): A02, A03

- \* Section A: imaginative and section B: for an audience
- \* one ques from each section.
- \* Imaginative - narrative/descriptive-writing
- \* Writing for an audience: discursive/argumentative.
- \* each piece must be about 600-900 words.

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## Reading for implied meaning.

Pun: playing with words.

- Example: - You can tune a guitar but you can't tuna fish unless you play bass.
- Atheism is a non-prophet organisation.
  - Where do you find giant snails?  
On the end of giant's fingers.
  - A horse is a very stable animal
  - A sign at a deer crossing: 'The buck stops here.'

Homophonic puns: substituting one word for a similar sounding word.

Homographic puns: Using a word that has two meanings.

Compound puns: using a string of words that sound similar to a string of different words.

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Adventure

Mystery

Crime.

Paranormal

Fantasy

Spiritual

Romance

Horror

Supernatural

Humor

Sci-fi

Thriller.

- 1 Travel writing - places/countries.
- 2 War/History - dates; what countries did;
- 3 Speech. - 'asked to speak'
- 4 Story - Crime.
- 5 Magazine - women's.
6. Auto-biography. - 'I was born...'; 'My father was...'

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### \* Rhythmic phrasing.

- use parallelisms
- pronunciation, homophones, onomatopoeia.

### \* Verbal patterning

- organising text
- concept patterning: one para about one thing.
- sequencing: chronological order

### \* Imagery

- any word that creates an image

### \* Coined words - neologisms

- selfie.

\*

### \* Humour writing

- use sarcasm, contrast, irony.

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# Style, Tone & Mood.

- supports author's purpose.

- \* Every author has a particular style.
- \* Style is the characteristics that make a writer unique.
- \* Change level of language, method of presentation & word choice.
- \* word choice  
types of sentences  
point of view  
organisation of text. } reveals style.

- \* Point of view
  - First person (I, me, my)
  - Second person (you: instructions)
  - Third person (limited: thru 1 character) or (multiple)
  - Third person (omniscient).

Objective  
• no emotions  
• only sight

subjective.  
• emotions written.

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## Style: Formal vs. Informal.

	<u>Formal.</u>	<u>Informal.</u>
Vocab:	high-level business-like	low-level; Slang; dialogue.
Organisation of text:	Very structured; sub-topics	more narrative
Audience:	3 <sup>rd</sup> omniscient (exp. business letters)	personal 1 <sup>st</sup> or 3 <sup>rd</sup> ltd.
Sentences	simple compound complex	simple / compound.

### Organisation of text. - dep on purpose.

- 1) Cause-effect
- 2) Problem-solution.
- 3) Chronological.
- 4) Compare/contrast.
- 5) Inductive (specific to general)
- 6) Deductive (general to specific)
- 7) Division into categories.
- 8) Ranking (most, least)

## Level of complexity.

- sentence structures
- vocabulary
- writing devices: dialogue; figurative language; flashbacks; foreshadowing; irony.
- level of detail: description?
  - too wordy?
  - too flowery?
  - convoluted?

## Tone

- author's attitude towards the subject.
- language & details writer chooses to describe.
- reflects the purpose
- is the word choice: positive or negative.
- feel?
- sarcastic or opinionated?
- persuade or influence?
- purpose?



27/8/14. Mood vs. Tone.

Tone: writer's attitude.

Mood: reader's response to text.

Symbol - something that stands for something else.

eg: black crow

- not conjunctions but are used as conjunctions.

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## Discourse Markers

- signposts

- can be adverbial, adjectival ~~and~~ clauses, finite clauses.

### \* Textual

- used in academic writing.
- Number and ordering  
(First, Second ...)  
(First of all; in the first place; next; then; last of all;)
- Adding something  
(what's more; above all; in addition to;)
- Linking similar things.  
(Likewise; All the same;)
- Contrasting  
(on the otherhand; however; on the contrary;)
- Causes and results.  
(so, then, consequently; therefore; thus; as a result; in that case)
- Generalisation.  
(In general; on the whole; by and large)
- Exemplifying  
~~For~~ ~~and~~ ~~For~~ (For example, for instance; say)
- Restating  
(In repeat; I mean; in other words)

- Rounding off.  
(In conclusion; to conclude; to sum up)

\* Conversation management.  
(actually; now; you know, you see; like;  
well; okay; so)

\* Preparatory.  
introducing sad news. unwelcome (I'm sorry to say; I'm afraid;)  
introducing strong POV (Honestly; frankly;)  
~~that~~

\* Attitude.

(clearly; miraculously; thank God; luckily;  
as luck would have it; predictably;  
naturally; obviously; undoubtedly; alas;)