

# FUNCTIONAL GRAMMAR– CHAPTER ONE: INTRODUCTION

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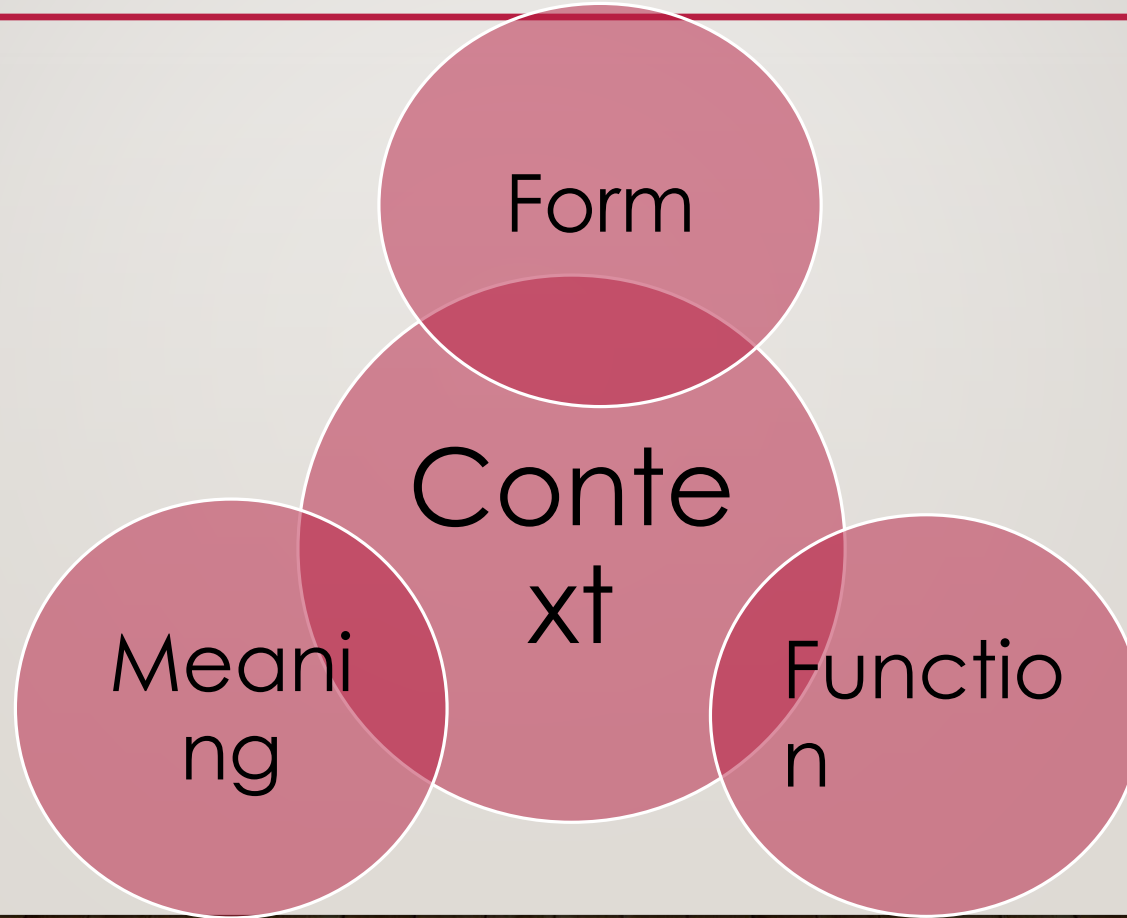
# CHAPTER ONE OUTLINE

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- Language and meaning
- Three ways of interpreting clause structure
- Grammatical units and ranks of units
- Classes of units

# LANGUAGE AND MEANING

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# COMMUNICATIVE ACTS (SPEECH ACT)

Offer	J: If you like, I'll come into your shop tomorrow and get some more model aeroplane kits.
Reminder	C: O.K. Don't forget to bring the bill with you this time.
Promise	J: I won't.
Question	Do you enjoy working there?
Statements	C: It's all right, I suppose. Gets a bit boring. It'll do for a while.
Statement	J: I would have thought you were good at selling things.
Statement	C: I don't know what to do really. I've had other jobs. My Dad keeps on at me to go into his business. He keeps offering me better wages, but the last thing to do is to work for him!
Exclamation	
Question	J: Why?
Echo question	C: Why? You don't know my old man! I
Exclamations	wouldn't work for him! He always
Statement	wanted me to, but we don't get on. . . .
Question	D'you think it's possible to get me on a part-time Youth Leadership Course?
Offer/Promise	J: I'll ring up tomorrow, Chris, and find out for you.
Thanking	C: Thanks a lot.

# COMMUNICATIVE ACTS (SPEECH ACT)

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The kind of meaning encoded as questions, statements, offers, reminders, and thanks is **interpersonal meaning**.

# THE CONTENT OF COMMUNICATION

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Language and context (language operates in context)

Context has to do with one's experience of life (the doings and happenings) in the real world or imaginary world (called **situation**).

The conceptualisation of the situation has such components as **processes, participants, attributes, and circumstances**.

**Representational meaning** is the meaning that has to do with the content of the message.

# THREE WAYS OF INTERPRETING CLAUSE

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A clause as

- i. The linguistic representation of our experience of the world;
- ii. A communicative exchange between persons;
- iii. An organised message or text.

# THE CLAUSE AS REPRESENTING SITUATIONS: TRANSITIVITY STRUCTURES

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Janice	will give	Chris	the bill	tomorrow
Agent	Process (action)	Recipient	Affected	Circumstance (time)

*Figure 1.2* Semantic roles.



# THE CLAUSE AS INTERACTION: MOOD STRUCTURES

## *Declarative*

Janice	will	give	Chris	the bill	tomorrow
Subject	Finite	Predicator	Object	Object	Adjunct

*Figure 1.3* Order of syntactic elements in the declarative clause.

## *Interrogative*

Will	Janice	give	Chris	the bill	tomorrow?
Finite	Subject	Predicator	Object	Object	Adjunct

*Figure 1.4* Order of syntactic elements in the interrogative clause.

# THE CLAUSE AS MESSAGE: THEMATIC STRUCTURES

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Janice	will give	Chris	the bill	tomorrow
Theme	Rheme			

*Figure 1. 5* Theme-Rheme order.

# SUBJECT, ACTOR (AGENT), THEME

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The Theme functions in the structure of the clause as a message;

The Subject functions in the structure of the clause as an exchange;

The Actor/Agent functions in the structure of the clause as representation

**Table 2-7** Three lines of meaning in the clause

<b>Metafunction</b>	<b>Clause as ...</b>	<b>System</b>	<b>Structure</b>
<b>textual</b>	message	THEME	Theme ^ Rheme
<b>interpersonal</b>	exchange	MOOD	Mood [Subject + Finite] + Residue [Predicator (+ Complement) (+ Adjunct)]
<b>experiential</b>	representation	TRANSITIVITY	process + participant(s) (+ circumstances), e.g. Process + Actor + Goal

# LINGUISTIC FORMS AND SYNTACTIC FUNCTIONS

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## **Syntactic concepts:**

Structural units

Ranks

Classes

Elements

# LINGUISTIC FORMS AND SYNTACTIC FUNCTIONS

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Unit	Boundary marker	Example
Clause:		the effects of the accident are very serious
Group:		the effects of the accident   are   very serious
Word:	a space	the effects of the accident are very serious
Morpheme:	+	{EFFECT} + {PLURAL}, realised by the morphs effect and –s

*Figure 1.7* Units on the rank scale.