



Stress and rhythm

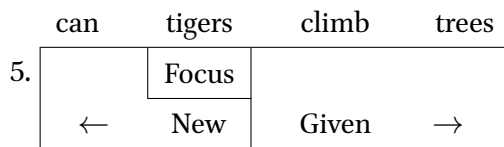
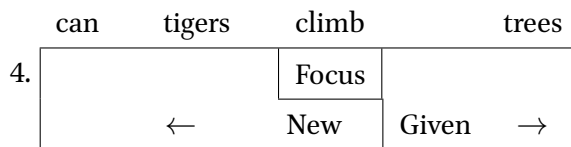
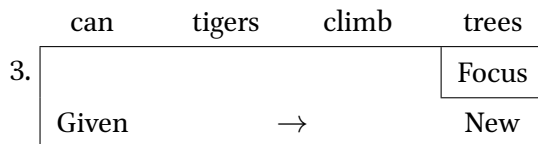
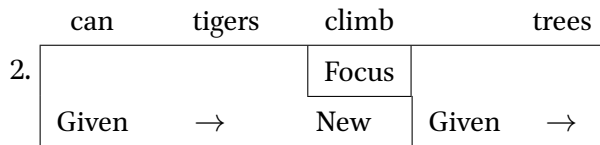
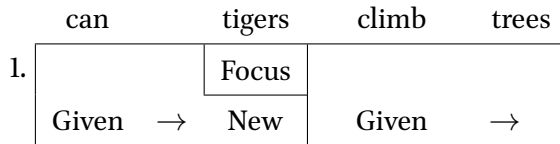
Which of the following readings is the most natural? (Circle the letter.)

NB: slash (/) = new foot, i.e. rhythmic stress; caret sign (^) = silent beat.

- a. / “and what / is the / use of a / book,” thought A- / lice, / “without / ^ pictures or conver- / sations?”
- b. “and / what / is the use of a / book;” / thought A- / lice, “with- / ^ out / pictures / or / conversations?”
- c. “and / what is the / use of a / book;” / ^ thought / Alice, / ^ “without / pictures or / conver- / sations?”
- d. “and / what / is the use of a / book;” / ^ thought / Alice, / ^ “without / pictures / or / conversations?”
- e. “and / ^ what is the / use of a / book;” / thought Alice, / “without / pictures or con- / versations?”

Tonicity and Information Structure

The utterance // can / tigers * / climb / trees // is analysed below in five different ways:



Which of the above analyses are potentially correct? Circle the letter:

- a. 1 and 2 b. 1 and 3 c. 2 and 4 d. 1 and 5 e. 3 and 4





Listening exercise on English intonation: tone

Please circle either a or b:

1. Which of the following two utterances expresses 'reservation' (= 'Vorbehalte'; 'réserves, doutes')?

a b

2. Which of the following two utterances expresses 'reassurance' (= 'Beruhigung', 'réconfort')?

a b

3. Which of the following two utterances is more 'polite' ('höflich'; 'poli')?

a b

4. Which of the following two utterances sounds 'impatient' ('ungeduldig'; 'impatient')?

a b

5. Which of the following two utterances sounds 'unfinished' ('unvollendet'; 'inachevé')?

a b



The example utterances, as spoken

1. a. //_{.1} ^ It's / very ef-*/ ficient //

1. b. //₄ ^ It's / very ef-*/ ficient //

2. a. //_{.1} ^ They'll / soon be */ here //

2. b. //_{.3} ^ They'll / soon be */ here //

3. a. //_{.1} What's the */ time //

3. b. //_{.2} What's the */ time //

4. a. //_{.2} Are you */ satisfied //

4. b. //_{.1} Are you */ satisfied //

5. a. //_{.2} Did you play */ tennis //₁ ^ or */ golf //

5. b. //_{.2} Did you play */ tennis //₂ ^ or */ golf //



Primary Tone

1) Which of the following utterances implies a closed (rather than an open) set of options? (Circle the letter.)

a. //_{.2} would you like some * / tea //₁ ^ or some * / coffee //

b. //_{.2} would you like some * / tea //₂ ^ or some * / coffee //

2) Which of the following utterances is more tentative, deferential, or polite? (Circle the letter.)

a. //_{.2} what's the * / time //

b. //_{.1} what's the * / time //

3) Which of the following utterances sounds less like a command, and more like an invitation?

a. //_{.3} Tell me / what you * / saw //

b. //_{.1} Tell me / what you * / saw //

4) Which of the following utterances has the most normal tone sequence for a hypotactic (Nebensatz plus Hauptsatz) construction?

a. //₄ ^ if we / don't * / hurry we're //₁ ^ going to be * / late //

b. //₃ ^ if we / don't * / hurry we're //₁ ^ going to be * / late //

c. //₁ ^ if we / don't * / hurry we're //₁ ^ going to be * / late //



Secondary Tone

1) Which of the following utterances suggests that the new information is unsurprising, or expected? (Circle the letter.)

a. //_{.1-} ^ You're / just like my / maiden * / aunt //

b. //_{.1+} ^ You're / just like my / maiden * / aunt //

2) Which of the following two utterances suggests (in British English but not in American English) an underlying tone of concern or disapproval? (Circle the letter.)

a. //_{.2} don't you / think you * / ought to / tell them //

b. //_{-.2} don't you / think you * / ought to / tell them //

3) Which of the following two utterances sounds more genuinely reassuring?

a. //_{-.3} ^ I / don't sup- / pose it / really * / matters //

b. //_{.3} ^ I / don't sup- / pose it / really * / matters //

4) Which of the following three utterances expresses awe (*Ehrfurcht*), rather than surprise, or sarcasm?

a. //_{.5} look at that / lovely old * / steam engine //(normal voice quality)

b. //_{.5} look at that / lovely old * / steam engine //

c. //_{.5} look at that / lovely old * / steam engine //(breathy voice quality)