HG2002: Tutorial Two

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1. Imagine the following sentences being spoken. Decide if the underlined nominal expressions are being used to refer.

   (1) *I will meet you at* <u>*Canteen 9*</u>

   (2) *They had* <u>*no beer*</u>

   (3) *Jo is going to give* <u>*a lecture*</u>

   (4) *Cool water on the back of the neck is like* <u>*rain on a wilted lettuce*</u>

   (5) *What we need is* <u>*an army of volunteers*</u>

   (6) *Kim wants to marry* <u>*a German*</u>

   (7) *Sandy is married to* <u>*a German*</u>

   (8) *Every evening,* <u>*a kangaroo*</u> *hops through my backyard.*

2. The **description theory of names** sees names as being used based on your knowledge of the referent. Test this theory by listing two facts for each name you recognize below:

   (a) Confucius

   (b) Pikachu

   (c) Marie Curie

   (d) Noam Chomsky

   (e) J.K. Rowling

   Discuss how a **causal theory** might explain your knowledge of these names. Do you think it is possible to combine these theories in some way?

3. A traditional proposal is that a concept can be defined by a set of **necessary and sufficient conditions**, where the right set of attributes might define a concept exactly. If words are labels for concepts these attributes might also define word meaning. Lehrer (1974) discusses the definitions of words associated with cooking. Some of these examples are in the two groups below. For each word, try to establish sets of attributes that would distinguish it from its companion in the group.

   (a) *cake, biscuit/cookie, bread, roll, bun, cracker*
   (b) *boil, fry, broil, sauté, simmer, grill, roast, toast*

   Evaluate the usefulness and practicality of this approach.

4. Assuming the **prototype** theory of meaning suggest a list of characteristic features for the following concepts. Give some examples of each concept, and grade them according to how typical a member they are, as Saeed (2003, p37) did for *sparrow* and *penguin* as examples of BIRD.

   (a) CLOTHES
   (b) NOODLE
   (c) WORK
   (d) MOTHER
   (e) SCIENCE
   (f) SPORT
   (g) GAME