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LANGUAGE GAME BASED ON CONVERSION AND HOMONYMY ON THE MATERIAL OF THE ENGLISH TONGUE TWISTERS

Pronunciation is one of the most significant skills in English language teaching and learning. Tongue twisters are one of the fantastic ways to improve and practice fluency and pronunciation. Tongue twisters are not just for kids, they are also used by public speakers, actors, politicians, who need to be heard and understood. *The scientific novelty of the research lies* in the fact that it examines not the phonetic and morphological features of English tongue twisters, but the playing field of the tongue twister, formed due to conversion and homonymy. *The relevance of this study lies* in that tongue twisters are closely related to history, culture, traditions, folk psychology and the peculiarities of the national vision of the world by native speakers, which is fundamentally important for the implementation of the principle of dialogue of cultures and the development of

intercultural communicative competence of students. Since scientists mainly consider the phonetic and morphological features of tongue twisters, our study of the lexical composition of a tongue twister and analysis of methods for constructing a language game at the lexical level contribute to a deeper study of this genre and are of interest for the theory of language and lexicology. *The purpose of the study* is to reveal the features of language play in English tongue twisters at the lexical level. *The object of the study* is the features of language play in English tongue twisters. *The subject of the study* is the mechanisms of formation of the game text field in English tongue twisters based on conversion and homonymy. In accordance with the purpose and the subject of the study, *the following tasks* are formulated:

1. To identify different approaches in linguistics to the definition of the term “language game” and choose the most optimal one for this study.
2. To analyze the vocabulary of English tongue twisters and determine the relationship between conversion and homonymy as a language game in the tongue twisters.
3. To identify semantic relationships within the convertible pair.
4. To classify tongue twisters according to the types of homonyms.

The hypothesis: we suppose that the interaction of various types of homonyms and conversion in a tongue twister creates a specific stylistic effect that enhances the emotionality of perception, actualizes vocabulary, stimulates intellectual efforts to recognize the hidden meaning, which ensures the development of speech.

The practical significance of this work lies in the fact that the data obtained in the study can be applied in phonetics, as examples in classes on the practice of language and translation for the development of speech abilities, as well as in extra classes to train pronunciation and in practical classes on philological analysis of the text.

The terms “tongue twister” and “language game”

Tongue twister is the genre of oral folklore. Initially tongue twisters appeared as a word game, fun for kids and adults. This is a stimulating game, which valued the ability to pronounce difficult words clearly, properly and quickly. The term “tongue twisters” in English encyclopedias: *“Tongue twister, word or group of words made difficult to articulate by a close sequence of similar consonantal sounds. Tongue twisters are often passed from generation to generation, they became a rich part of folklore”* (Encyclopedia Britannica). The Cambridge Dictionary defines a tongue twister as a phrase or expression created to be difficult to pronounce, especially when you repeat it quickly many times. The term “game” usually implies an action performed according to certain rules, motive which is contained not in its outcome, but in the process itself, delivering pleasure for

the participants. The mechanisms of language play help the speaker to implement linguistic creative activity. According to E. M. Aleksandrova, the language game is the main form manifestations of verbal linguistic creativity. Following all the authors listed in the first section of the work, we derive the following definition of the term under study: language game is a type of speech behavior of communicants that involves any game with a word form that most often violates linguistic norms, in order to create certain stylistic effect.

Homophones and conversion

For Belarusians it is difficult to imagine how the same sounding words in writing differ. In the English language, such a phenomenon is the norm. British English is especially rich in homophones, and over the past decades, in connection with the accelerated technological progress, the number of new words borrowed or acquired, similar to homophones have become more numerous. Homophone is a type of homonyms. Homonyms - words that are both spelled or pronounced the same but have different meanings. Homonyms are divided into two groups: homographs (they are equally written, but they have a different meaning) and the homophones (they sound the same, but they have different writing). Homophones – words that are pronounced the same as other words but differ in meaning. The words may be spelled the same such as *rose (flower) and rose (past tense of “rise”)*, or differently, such as *carat, caret and carrot*. Homo- + phone literally mean «having the same sound». A qualitatively different source of homonyms formation is word formation and conversion. About 28% of homonyms are form – to transform) is the phonetic identity of two words belonging to different parts of speech. The widespread use of conversion can be explained by the almost complete absence of morphological indicators of parts of speech in the English language. In the tongue twisters we analyzed the semantic relationships within the convertible pair: the verb turns into a noun, and the noun turns into a verb, as shown in the examples below:

1. *If you notice this notice, you will notice that this notice is not worth noticing.* / ‘Если обратить внимание на этот знак, то заметишь, что он не стоит того, чтобы быть замеченным’.

2. *Never trouble trouble till trouble troubles you.* / ‘Не буди лихо, пока оно тихо’.

3. *Tommy Tucker tried to tie Tammy’s Turtles tie.* / ‘Томми Такер пытался завязать галстук черепахе Тэмми’.

The game effect in these examples is achieved through words belonging to different parts of speech: *a notice (note, announcement, sign) - to notice (notice, pay attention)*, *a trouble (trouble, worry) - to trouble (bother, bother)*, *a tie (tie, tie) – to tie (tie)*.

Classification of tongue twisters according to the types of homonyms

Our analysis allowed us to divide tongue twisters based on homonymy into 4 groups: 1. Tongue twisters containing lexical (absolute) homonyms (words that are completely identical in pronunciation and spelling); 2. Tongue twisters containing homoforms (words that have the same pronunciation and spelling only in a certain form); 3. Tongue twisters containing homophones, (words that sound the same but are spelled differently); 4. Tongue twisters containing homophones and lexical homonyms or homophones and conversion. Moreover, as a result of our research, we also identified cases when one phrase contains homophones and lexical homonyms, homoforms and conversion. For example: *If two witches would watch two watches, which witch would watch which watch?* ‘Если бы две ведьмы изучали двое часов, которая ведьма изучала бы чьи часы?’

Conclusions

On the data of the analysis, a classification of tongue twisters was carried out depending on the types of homonymy and conversion. It has been revealed that the interaction of various types of homonyms and conversion in a tongue twister creates a specific stylistic effect that enhances the emotionality of perception, stimulates intellectual efforts to recognize the hidden meaning, objectifies vocabulary, which ensures the development of speech and linguistic competence of students who learns English.

In conclusion, we note that in a tongue twister, which is a laconic, concentrated and maximally pragmatic text model that conveys ethnocultural information, conversion and homonymy are effective linguistic mechanisms for creating a language game.

In reference to the research, the following data can be drawn:

- Tongue twister is one of the amazing ways to improve student's vocabulary and fluency of speaking ability.
- Tongue twisters are phrases or sentences which are difficult to pronounce because similar sounds can be occurred but provide students with enjoyable and effective device in class activity practice of sounds.
- Based on the findings, it is necessary to expose students to different classroom exercises especially those who have pronunciation problems and lack of confidence in speaking fluently.
- It is advisable to teachers to apply tongue twisters in teaching of pronunciation because it helps students with being aware of learning accurate pronunciation of English sounds.

If you struggle to find good tongue twisters for your English level, we propose taking a look at the list that we have compiled in the process of making this research work. We have sorted them by difficulty and relevant sounds such that anyone can find tongue twisters that will best suit their needs. You can access them by following the link: <https://alexinewa.notion.site/EnglishTongueTwisters661ee0ad0c4042bb9aa2145a682dd29e>

Thanks to the language game, the tongue twister updates the vocabulary, activates attention to the linguistic form and its structural elements, stimulates intellectual efforts to identify and understand the meaning hidden in it, and promotes the development of speech and language competence of students. The hypothesis that the interaction of various types of homonyms and conversion in a tongue twister creates a special stylistic effect that enhances the emotionality of perception, actualizes vocabulary, stimulates intellectual efforts to recognize the hidden meaning, which ensures the development of speech is confirmed. Our goal to reveal the features of language game in English tongue twisters at the lexical level was generally achieved. For further research, it seems promising to analyze the language game in English tongue twisters based on polysemy, which will allow a deeper study of the specifics of the phenomena of polysemy and homonymy.