

## Appendix A

# Say It Right: Pragmatics Through Roleplay

It is important to change our language and behavior based on the social dynamics of a conversation.

**Power (P):** Does the hearer have authority over the speaker? (e.g., a boss, a teacher)

**Distance (D):** How well do the speaker and hearer know each other? (e.g., a stranger vs. a close friend)

**Imposition (R):** How big is the request? (e.g., borrowing a pen vs. asking for a loan)

## Let's look at this example

Scenario: Asking your boss for a day off

- Power (P): The boss holds more power than you.
- Distance (D): The relationship is formal.
- Imposition (R): Asking for a day off is a moderate to high imposition.

### Perfect Roleplay:

Staff member:

"Excuse me, I was hoping to speak with you for a moment. Would it be possible for me to take the day off next Friday due to a family matter? I understand if that causes any issues, and I'll make sure to catch up on any work."

*Can you find words or phrases that show the speaker is being polite? Why do you think they chose to be polite?*

### Incorrect Roleplay:

Staff member: "Hey, I need Friday off. Just let me know if you have a problem with that."

*Can you find words or phrases that show the speaker is being casual? Do you think this is appropriate? Why or why not?*

## **Appendix B**

# **Say It Right: Pragmatics Through Roleplay**

## **Scenario options**

Scenario 1: You're asking a stranger for directions.

Scenario 2: You're inviting a classmate to your birthday party.

Scenario 3: You need to ask your teacher for help with a late assignment.

Scenario 4: You need to ask a classmate if you can borrow their notes.

Scenario 5: You're asking a colleague to cover your shift at the last minute.

Scenario 6: You need to cancel plans with a friend at the last minute.