

## Halliday's Model of Language Functions

<b>Function</b>	<b>Examples</b>	<b>Classroom Experiences</b>
Use language to communicate preferences, choices, wants, or needs (Instrumental)	"I want to ..."	Problem solving Gathering materials Role playing Persuading
Use language to express individuality (Personal)	"Here I am ...."	Making feelings public Interacting with others
Use language to interact and plan, develop, or maintain a play or group activity (Social Relationships/Interactional)	"You and me ...." "I'll be the cashier, ...."	Structured play Dialogues and discussions Talking in groups
Use language to control (Regulatory)	"Do as I tell you ...." "You need ...."	Making rules in games Giving instructions Teaching
Use language to explain (Representational)	"I'll tell you." "I know."	Conveying messages Telling about the real world Expressing a proposition
Use language to find things out, wonder, or hypothesize (Heuristic)	"Tell me why ...." "Why did you do that?" "What for?"	Question and answer routines Inquiry and research Metalanguage
Use language to create, explore, and entertain (Imaginative)	"Let's pretend ...." "I went to my grandma's last night."	Stories and dramatizations Rhymes, poems, and riddles Nonsense and word play