Applications Unit 2: Link words or Signpost words

Reminder of the link word classes and their symbols

change in	introducing	gives positive	develops	introduces	gives an e.g.
reasoning	specific ••••	information	ideas by	the results of	example for
from the	information to	opposite to	presenting	the previous	the previous
previous	support wider	negative	additional	inf.	inf.
information	previous inf.	previous inf.	ones	As a result	e.g.
However	In fact	On the contrary	Moreover		
summarizes	reference to	gives the	reminds the	restates the	informs the
the preceding 🐧	an event	reason why	reader of inf. ()	inf. just given	reader of
reasoning	happening at	the previous	he already	in a different	the end of
In brief	the same time	statements	knows	and simpler	reasoning
	as previous	are presented	Of course	form	In conclusion
	Meanwhile	Therefore		i.e.	

Application1: Classify the link words given in the table below using the appropriate family class symbols given in the table above.

symbol	link word	symbol	link word	symbol	link word
()	naturally	0	to sum up	⇒	in the meantime
-1	nevertheless	\rightarrow	hence	+	to summarize
+	in addition	e.g.	for instance	()	obviously
	so	+	furthermore	i.e.	that is to say
+	additionally	+	in short	-1	yet
\rightarrow	thus	\rightarrow	then	0	to conclude
\rightarrow	consequently	-1	nonetheless		accordingly
->	even so		in contrast	+	also
\rightarrow	as a consequence		for this reason		instead
+	on top of that	+	further	-1	despite that
0-0	namely	O	in conclusion	-1	but

Application2: Classify the above link words by family class and number of occurrences.

Symbol of	number of	link words
family class	occurrences	
+	6	in addition, furthermore, additionally, also, on top of that, further
-1	6	nevertheless, yet, even so, but, nonetheless, despite that
\rightarrow	5	hence, thus, then, consequently, as a consequence
· .	3	so, accordingly, for this reason
0	3	to sum up, to conclude, in conclusion
()	2	naturally, obviously
	2	in contrast, instead
+	2	to summarize , in short
=	1	in the meantime
e.g.	1	for instance
i.e.	1	that is to say
0-0	1	namely