# Introduction

In Task 1, you are supposed to compile a list of onomatopoeias that will be analyzed in your chapter. According to the number of onomatopoeias and sound types, your language ranks in Group 2. It means that the language has an onomatopoeic representation almost for each sound type. Your task now is to follow the instructions below and choose 2 onomatopoeias for each sound type, so that you compile a list of 32 onomatopoeias. When doing so, bear in your mind that only direct sound imitations (primary onomatopoeias - cf. the instructions for Data sheet 2) should be included in the list. This is a crucial point, so if you do not have that document, please, write me an email. A few of our language experts indicated that the distinction between primary and secondary onomatopoeia is not applicable to their language. It means that there are **ONLY** secondary onomatopoeias in their language: it means that onomatopoeias are not free morphemes and they exist in a word as an onomatopoeic element. If this applies to your language, compile your list from onomatopoeic elements.

# Instructions

We went through Data sheets 2 and identified the occurrence of sound sources/events in the sample languages. Sound sources/events are generalized groups of sounds imitated by onomatopoeia. The sound sources/events were ranked according to their frequency. Let me illustrate it by REPTILES AND AMPHIBIANS sound type. It belongs to Natural sounds, Animals.

|  |  |
| --- | --- |
|  | sound source |
| 1. | frog |
| 2. | snake |
| 3. | lizard/gecko |
| 4. | snail |

From each sound type (cf. 16 tables below), choose two topmost sound sources/events. In our example they are *frog* and *snake*. If your language does not have any onomatopoeia for either or both of them, choose an onomatopoeia from the next lower rank. In this example it is *lizard/gecko*.

If you cannot find a match between your Data sheet 2 and our list, use any of those onomatopoeias you introduced in Data sheet 2.

If this sound type has just one representation in your language, replace the missing onomatopoeia by a sound imitation from a sound type at the same level. For example, REPTILES AND AMPHIBIANS are at the same level with MAMMALS, BIRDS, INSECTS and FISH AND SEA CREATURES. Identify the richest sound type(s) and choose 2 onomatopoeias.

Follow the same procedure if REPTILES AND AMPHIBIANS have no representation in your language: replace them by onomatopoeias from the richest sound types at the same level.

Please, attach a table with 32 onomatopoeia chosen in the form of an appendix to your chapter. The table layout is in the document *Stylesheet*.

Here are the individual sound types ranked according to their occurrence:

# NATURAL SOUNDS

## 4 ELEMENTS

### Sound type: Water

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| fall of solid object into liquid, splashing | 38 |
| rain (pattering) | 26 |
| dripping | 16 |
| river/stream/flow | 23 |
| boiling/simmering water/steam | 15 |
| bubbling, gurgling | 13 |
| murmuring, babbling | 9 |
| geyser, jet, fountain | 8 |
| spray/sprinkle | 6 |
| flowing out of container/pipe | 6 |
| ice (breaking)x | 5 |
| falling water/waterfall | 5 |
| walking in snow | 5 |

### Sound type: Air

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| wind (all sorts) | 49 |
| storm/thunder | 41 |
| breeze | 15 |
| object moving through air | 9 |
| air coming out | 5 |
| gust | 4 |

### Sound type: Earth

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| creaking wood/trees | 18 |
| stones/rocks | 13 |
| rustling leaves | 13 |
| avalanche/landslide | 6 |
| earthquake | 5 |

### Sound type: Fire

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| fire (any sort) | 29 |
| crackling fire | 14 |
| sizzling/sputtering | 12 |
| volcano, explosion with fire | 6 |
| spark | 4 |

## ANIMALS

### Sound type: Mammals

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| dog | 28 |
| cat | 25 |
| cow | 21 |
| pig/boar | 20 |
| mouse | 19 |
| sheep | 17 |
| horse | 18 |
| goat | 15 |
| monkey | 12 |
| donkey | 10 |
| rat | 10 |
| wolf | 8 |
| lion | 8 |
| bull/buffalo | 7 |
| elephant | 6 |
| deer | 5 |
| tiger | 5 |
| bear | 4 |
| lamb | 3 |

### Sound type: Birds

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| rooster | 21 |
| pigeon/dove | 19 |
| hen | 18 |
| duck | 16 |
| crow/raven | 19 |
| chicken | 15 |
| goose | 13 |
| cuckoo | 11 |
| owl | 11 |
| woodpecker | 9 |
| sparrow | 9 |
| turkey | 9 |
| little brid | 8 |
| eagle | 6 |
| raven | 6 |
| parrot | 5 |
| wing flapping | 5 |

### Sound type: Reptiles And Amphibians

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| frog | 26 |
| snake | 18 |
| lizard/gecko | 5 |
| snail | 2 |

### Sound type: Insects

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| bee/wasp/hornet | 27 |
| mosquito | 19 |
| fly | 16 |
| cricket | 15 |
| cicada | 6 |
| grasshopper | 3 |
| locust | 3 |

### Sound type: Fish And Sea Creatures

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| fish | 8 |
| whale/dolphin | 3 |
| turtle | 2 |
| sealion | 1 |
| grunt | 1 |
| squeal | 1 |

## HUMAN

### Sound type: Voice

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| laughing/giggling | 24 |
| whisper/murmur | 16 |
| cry | 14 |
| shouting/noisy talk | 12 |
| chattering/prattling | 11 |
| indistinct voices/mumbling | 9 |
| babbling | 7 |
| baby cry | 7 |
| singing | 6 |
| whistle | 5 |
| stuttering/stammering | 4 |

### Sound type: Body

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| heartbeat | 23 |
| walk, footsteps | 22 |
| clapping | 21 |
| breathing, puffing, wheezing | 18 |
| drinking, sipping | 18 |
| snoring | 17 |
| coughing | 17 |
| chewing | 15 |
| sneeze | 14 |
| farting | 13 |
| swallow/gulp | 13 |
| eating | 12 |
| slap, blow | 12 |
| hiccup | 11 |
| sigh, sob, moan | 10 |
| crunch/eat crispy food | 9 |
| grunting/snorting | 9 |
| rumbling of stomach | 9 |
| sucking/suckling | 8 |
| kissing | 8 |
| spitting | 8 |
| belch/burp | 8 |
| clicking/smacking tongue/lips | 8 |
| vomiting | 7 |
| defecation | 6 |
| knuckle/joint cracking | 6 |
| choking | 5 |
| teeth grinding | 5 |
| blow one's nose | 4 |
| yawning | 4 |

# ARTIFACTS

## Sound type: MUSICAL INSTRUMENTS

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| drums/percussion | 19 |
| guitar | 14 |
| trumpet | 12 |
| flute | 9 |
| piano | 9 |
| violin | 8 |
| cymbal | 6 |
| bell | 5 |
| horn | 5 |
| harp | 5 |

## Sound type: VEHICLES

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| car | 20 |
| train/locomotive | 12 |
| motorcycle | 12 |
| motor/engine | 11 |
| airplane | 9 |
| truck | 8 |
| helicopter | 7 |
| boat/ship | 6 |
| brakes | 4 |
| rocket | 2 |
| tires | 1 |
| tractor | 1 |
| wagon wheels | 1 |

## Sound type: MECHANICAL AND ELECTRONIC EQUIPMENT AND DEVICES

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| (phone) ringing | 17 |
| sewing machine | 8 |
| hammer | 7 |
| drill/jackhammer1 | 7 |
| saw | 6 |
| camera | 5 |

## Sound type: INSTRUMENTS OF WAR AND DESTRUCTIONS

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| explosion/bomb | 25 |
| gun, rifle | 22 |
| bullet sound | 6 |
| cannon | 6 |
| trigger sound | 5 |
| sword/knife stabbing | 4 |

## Sound type: BELLS AND GONGS AND OTHER SIGNALING EQUIPMENT

|  |  |
| --- | --- |
| **sound source/event** | **No. of languages** |
| bell | 21 |
| clock/watch | 19 |
| bell tinkling, ringing | 16 |
| siren (city, alarm, ambulance, police) | 14 |
| car horn | 12 |
| alarm clock | 9 |
| gong | 7 |
| fireworks/banger | 4 |