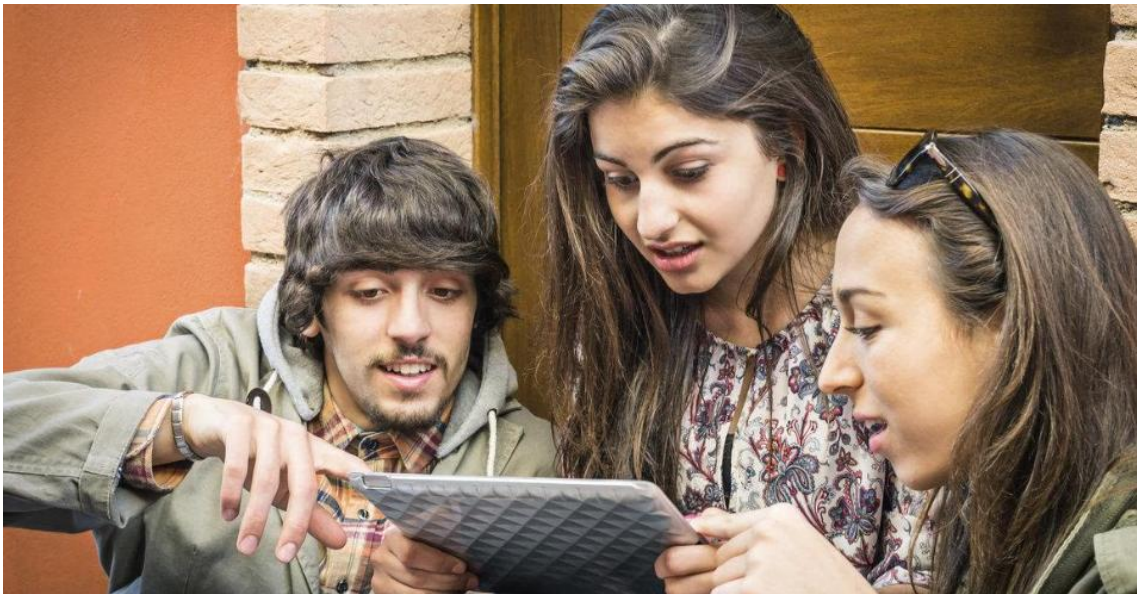


A VISUAL ARTIST IS A PERSON WHO CREATES VISUAL ART

DEFINING RELATIVE CLAUSES



Tim: Look! This is the street **where** I live now.

Elly: The houses look very nice! Which one is yours?

Tim: The house **that** has black tiles and a big tree at the front.

Sonia: And is this the new boy **who** comes to college with you?

Tim: Yes, he is. His name's Julian and he lives next door.

Elly: And who are the two girls next to him?

Tim: The one **whose** hair is red is Kim, my sister, and the one whose hair is black is her friend Lea.

Vocabulary:

1. Read the conversation and decide if the following sentences are true or false.

1. Tim has a photo of a big cat. T / F
2. His house doesn't have a tree at the front. T / F
3. There are two girls and a boy in the picture. T / F
4. Julian is Tim's brother. T / F
5. The girl with black hair is Kim. T / F

2. Let's study the grammar:

This is the street **where I live now.**

Una cláusula relativa definida es un **grupo de palabras que no llegan a ser una oración, pero agregan información** sobre lo que se está hablando **o definen** eso de lo que se está hablando.

¿Podés identificar en la oración tomada de la conversación:

- de qué o quién se está hablando? ...
- cuál es la cláusula relativa definida? ...
- el elemento que une lo que se habla con lo que agrega información o define?...



La parte principal de la oración es la **cláusula principal o main clause** y allí se encuentra el sujeto (eso de lo que se habla): **This is the street**



De lo que se habla

El elemento que une la cláusula principal con la cláusula relativa definida se llama **pronombre relativo o relative pronoun** y es el sujeto de la cláusula relativa: **where**



Relative pronoun

La **cláusula relativa definida o defining relative clause** viene inmediatamente después del pronombre relativo: **I live now**



Cláusula relativa definida

En el ejemplo estudiado, la cláusula relativa, agrega información. Veamos ahora un ejemplo donde la cláusula define:

A visual artist is a person who creates visual art.



Main clause



**relative
pronoun**



relative clause

Podemos ver que la estructura es la misma, pero la defining relative clause en vez de explicar o describir algo, lo define.

Detengámonos ahora en los **relative pronouns**. Estudiemos los dos ejemplos:

This is the street where I live now.

A visual artist is a person who creates visual art.

A simple vista podemos notar que los relative pronouns (pronombres relativos) en las dos oraciones son: a) los mismos b) diferentes

¿Por qué?

¿Qué podemos decir de estos pronombres (en qué casos o acompañando a qué sujetos usamos cada uno de ellos)?

Los relative pronouns o pronombres relativos varían de acuerdo a de qué o de quién hablamos:

Cuando nos referimos a **personas**, podemos usar **who** o **that**.

Cuando nos referimos a objetos, animales, plantas, etc. podemos usar **that** o **which**.

Cuando nos referimos a lugares, usamos **where**.

Si hablamos de posesión, es decir de quién es algo, usamos **whose**.

¿Podés completar la tabla?

	Relative pronouns
People	
Things , animals, plants, ideas	
Places	
Possession	

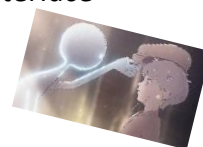
EXERCISES:

1. Choose the correct relative pronoun.

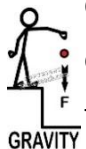
- That's the office **which / where** the 3D artists work.
- Development teams usually have a lead designer **whose /who** coordinates the work of other designers.
- Mario is an Italian plumber **which / that** lives in the Mushroom Kingdom.
- Game developers are people **who / whose** job is to develop games.
- A game level is an area of the game **which / where** has specific challenges and characters or creatures.
- A platform game is a game **that /where** characters run and jump on platforms.

2. Complete with the correct relative pronoun:

- A game programmer is a software engineer... job is to write video games software.
- A video game is an electronic game... involves interaction with a user interface or a joystick.
- A joystick is an upright handle... you use to control a computer game.
- Sound engineers are technical professionals... are responsible for sound effects.
- The Mushroom Kingdom is a place... Mario has a house.
- God of War is a video game series... Sony creates and distributes.
- Deemo II takes place in a world... rain never stops.
- Mario is a character... powers are temporary.



3. Match **a** to **h** with **1** to **8** and complete with **who**, **that**, **where** or **which**.



- a. Photosynthesis is a process
- b. Magnetism is a force
- c. Gravity is a force
- d. An astronomer is a person
- e. Hydrogen is a gas
- f. A thermometer is an instrument
- g. A laboratory is a place
- h. A microscope is an element

- 1. ... attracts bodies with mass.
- 2. ... we use to look at very small things.
- 3. **that / which** plants use to make food.
- 4. ... we use to measure temperature.
- 5. ... studies space.
- 6. ... we do scientific experiments.
- 7. ... explodes easily
- 8. ... attracts objects containing iron.



4. Read the definitions and guess the objects:

Twine – Mario – the printing press – the microchip - Prices Zelda - joystick - hospital -

- a. This is the device that you use to play video games.
- b. This is a machine that makes books, magazines and newspapers.
- c. It is a small piece of silicon that makes computer work.
- d. This is the place where doctors and nurses work.
- e. It is one of the top ten video game design and software 2021.
- f. The name of the video game character whose magical powers are teleportation, telepathy and precognition.
- g. The name of the video game character whose main power is superhuman strength.