Hedging Language

An important feature of language is the concept of **cautious language**, often called "**hedging**" or "**vague language**". In other words, it is necessary to make decisions about your stance on a particular subject, or the stance you are making.

1. **Introductory verbs**: e.g. seem, appear to be, doubt, suggest
2. **Certain lexical verbs**: e.g. believe,
3. **Certain modal verbs**: e.g. will, could
4. **Adverbs of frequency**: e.g. often,
5. **Modal adverbs**: e.g. certainly, possibly, arguably
6. **Modal adjectives**: e.g. certain, possible
7. **Modal nouns**: e.g. assumption,
8. **That clauses**: e.g. It could be the case that.
   e.g. It.
   e.g. There.
9. **To-clause + adjective**: e.g. It obtain.
    e.g. It is important to develop.
    e.g. It study.

Adapted from: [http://www.uefap.com/writing/feature/hedge.htm](http://www.uefap.com/writing/feature/hedge.htm)
Exercise Practice

Rewrite these sentences using hedging language.

1. Playing violent video games causes more aggression, bullying, and fighting.


3. News reports of media bias, and agenda setting.

4. The main concerns for the supplies and . Both of these by international leaders years.

5. that Climate Change is activities.

6. The key factor hierarchy and

7. The impact of the UK’s to increased welfare costs. Consequently, this will and an increased retirement age.

8. Everybody the main cause was subprime .
Possible Answers

1. It is assumed that playing violent video games may cause more aggression, bullying, and fighting.

2. Mars is certainly the [ ] and often considered [ ] planet for human colonisation.

ALL ANSWERS ARE INCLUDED IN PAID VERSION...