

Index of Narrative Complexity Story Coding Form

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Narrative Element	0 POINTS	1 POINT	2 POINTS	3 POINTS
<p>Character</p> <p><i>A character is any reference to the subject of a clause in a narrative.</i></p>	<p>No main character is included, or only ambiguous pronouns are used.</p> <hr/> <p>Examples a) <u>They</u> were walking. b) <u>He</u> was walking.</p>	<p>Includes at least one main character with non-specific labels only. Note: Only code each character one time.</p> <hr/> <p>Examples a) "Once there was <u>a boy</u>." b) "<u>The boy</u> was walking."</p>	<p>Includes one main character with a specific name for the character.</p> <hr/> <p>Examples a) "Once there was <u>a boy named Charles</u>."</p>	<p>Includes more than one main character with specific names.</p> <hr/> <p>Examples a) "Once there was a boy <u>named Charles</u> and a girl <u>named Mary</u>."</p>
<p>Setting</p> <p><i>A setting is any reference to a place or time in a narrative.</i></p>	<p>No reference to a specific or general place.</p> <hr/> <p>Examples a) "The boy and the girl were walking."</p>	<p>Includes reference to a general place or time.</p> <hr/> <p>Examples a) "The boy and the girl were <u>outside</u>." b) It was <u>daytime</u>. c) One <u>day</u>, they went to the park</p>	<p>One or more references to specific places or times.</p> <hr/> <p>Examples a) "Once there was a boy and a girl walking in <u>central park</u>." b) They were walking at 10:00 at night.</p>	

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<p>Initiating Event</p> <p><i>An initiating event is any reference to an event or problem that elicits a response from the character(s) in a narrative.</i></p>	<p>An event or problem likely to elicit a response from a character is not stated.</p> <hr/> <p>Examples a) <i>The girl looked at the boy. The boy and girl were walking in the park.</i></p>	<p>Includes at least one stated event or problem that is likely to elicit a response from a character, but there is no response directly related to that event.</p> <hr/> <p>Examples a) <i>"The girl was walking in a park and saw a spaceship land (event/problem) and she saw some aliens, and she saw a dog, and a table and...."</i></p>	<p>Includes at least one stated event or problem that elicits a response from the character(s).</p> <hr/> <p>Examples a) <i>"The girl was walking in a park and saw a spaceship land and she saw some aliens (IE). The girl started to run away (Action)."</i></p>	<p>Two or more distinct stated events or problems that elicit a response from the character(s).</p> <hr/> <p>Examples a) <i>"The girl was walking in a park and saw a spaceship land and she saw some aliens (IE-1). The girl started to run away (Action). But while she was running, her shoe got stuck in a hole (IE-2). She quickly knelt down and took off her shoe to get unstuck (Action)."</i></p>

<p>Internal Response</p> <p><i>An internal response is any reference to information about a character's psychological state including emotions, desires, feelings, or thoughts.</i></p>	<p>No overt statement about a character's psychological state.</p>	<p>One overt statement about a character's psychological state not causally related to an event or problem.</p> <hr/> <p>Examples a) <i>"The dog was sad, the girl was happy."</i></p>	<p>One or more overt statements about a character's psychological state causally related to an event or problem.</p> <hr/> <p>Example a) <i>"The aliens' landed. Sara saw the ship and was <u>terrified</u>."</i></p>	
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<p>Plan</p> <p><i>A plan is any cognitive verb reference that is intended to act on or solving an initiating event.</i></p> <p><i>It must include a "cognitive verb" that indicates a plan.</i></p> <p>Note: <i>The plan and the Action/Attempt can share the same clause (see 2 POINTS example b)</i></p>	<p>No overt statement is provided about the character's plan to act on or solve the event or problem.</p> <hr/> <p>Examples</p> <p><i>a) The girl was very excited and she ran out to meet the aliens.</i></p>	<p>One overt statement about how the character might solve the complication or problem.</p> <hr/> <p>Examples</p> <p><i>a) "The girl thought that it would be neat to go and meet the aliens."</i></p>	<p>Two overt statements about how the character might act on or solve the event(s) or problem(s).</p> <hr/> <p>Examples</p> <p><i>a) "The girl was very excited and she told the boy that <u>she wanted to go meet the aliens.</u>"</i></p> <p><i>b) "The boy was very scared so <u>he decided to sneak away quietly.</u>"</i></p>	<p>Three or more overt statements about how the character might act on or solve the event(s) or problem(s).</p>
<p>Action</p> <p><i>Actions are taken by the main characters but are not directly related to the IE.</i></p> <p><i>Attempts are taken by the main character(s) that are directly related to the IE.</i></p>	<p>No actions are taken by the main character(s),</p> <hr/> <p>Examples</p> <p><i>a) There is a girl. There is a boy. It is sunny.</i></p>	<p>Actions by main character are not directly related to the IE.</p> <hr/> <p>Examples</p> <p><i>a) "The boy and the girl were <u>walking in a park.</u>"</i></p> <p><i>b) "They saw a boy alien <u>waving.</u>"</i></p>	<p>Attempts by main character are directly related to the IE.</p> <hr/> <p>Examples</p> <p><i>a) "The girl thought that it would be neat to go and meet the aliens so <u>she got away from the boy and walked out on the grass.</u>"</i></p>	

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<p>Complication</p> <p><i>A complication is an event that prohibits the execution of a plan or action taken in response to an initiating event.</i></p> <p>Note: <i>A complication can also be a second initiating event. In this case code both a complication and initiating event.</i></p>	<p>No complications.</p>	<p>One complication that prohibits a plan or action from being accomplished.</p> <hr/> <p>Example <i>a) The spaceship landed. The girl decided to get away from the aliens and started running from the spaceship. While she was running, <u>her shoe got stuck in a hole</u> . She could not get away from the aliens."</i></p>	<p>Two distinct complications that prohibit plans or actions from being accomplished.</p> <hr/> <p>Examples <i>"The girl was walking in a park and saw a spaceship land and she saw some aliens_(IE-1). The girl started to run away (Action-1). But while she was running, her shoe got stuck in a hole (Complication-1 / IE-2). She quickly knelt down and took off her shoe to get unstuck (Action-2) but she was shaking too much to get her shoe off (Complication - 2)."</i></p>	

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<p>Consequence</p> <p><i>A consequence resolves the problem or does not resolve the problem. It must be related to the IE and explicitly stated.</i></p> <p>Note: A consequence for one episode can often be the IE for another.</p>	<p>No consequence to the action/attempt is explicitly stated.</p> <hr/> <p>Example</p> <p>a) "She got away from the boy and walked out onto the grass." The alien girl had a dress on.</p>	<p>One consequence</p> <hr/> <p>Example</p> <p>a) <i>The spaceship landed. The aliens were happy to see her and cried when they flew away.</i></p>	<p>Two consequences</p> <hr/> <p>Examples</p> <p>a) <i>They told their parents the spaceship was in the park. But their parents didn't believe them. When they took their parents to the park the spaceship was gone.</i></p> <p>b) <i>The boy wanted a frog. He went to the woods to find one. <u>He couldn't find a frog.</u></i></p>	<p>Three or more consequences</p>

<p>Formulaic Markers</p> <p><i>A formulaic marker is any standard utterance used to mark the beginning or ending of a narrative.</i></p> <p>e.g., <i>The end, once, once upon a time, they lived happily ever after etc.</i></p>	<p>No formulaic utterances</p>	<p>One formulaic utterance</p> <hr/> <p>Example</p> <p>a) <i>Once upon a time</i></p>	<p>Two or more formulaic utterances</p> <hr/> <p>Example</p> <p>a) <i>Once upon a time...The end.</i></p>	
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<p>Temporal Markers</p> <p><i>e.g., when, next, then, immediately, instantly, after, again, already, always, before, lately, now, once, presently, rarely, today, weekly, while</i></p>	<p>No temporal Markers</p>	<p>One temporal marker</p> <hr/> <p>Examples</p> <p>a) <i>The girl walked over to the aliens. Then they all ate some lunch.</i></p> <p>b) <i>After the aliens landed, the girl screamed.</i></p>	<p>Two or more temporal markers</p> <hr/> <p>Example</p> <p>a) <i>When the girl saw the aliens, she ran out to meet them. She <u>already</u> knew they would be nice.</i></p>	
<p>Causal adverbial clauses</p> <p><i>e.g., because, since, so that, therefore, as a result, consequently, thus, hence etc.</i></p> <p><i>Note: causal adverbs do not have to occur in concurrent sentences</i></p>	<p>No causal adverbial clauses</p>	<p>One causal adverbial clause</p> <hr/> <p>Example</p> <p>a) <i>The aliens were not nice to the girl <u>because they were scared</u>.</i></p>	<p>Two or more causal adverbial clauses</p> <hr/> <p>Example</p> <p>a) <i>The aliens were not nice to the girl <u>because they were scared</u>. <u>Since they were mean</u>, she ran away.</i></p>	

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<p>Knowledge of dialogue</p> <p><i>Knowledge of dialogue is registered by a comment or statement made by a character or by characters engaging in conversation.</i></p>	<p>No dialogue</p>	<p>One character makes a comment or statement</p> <hr/> <p>Examples a) He said "Ow" b) He said "Don't come over here!"</p>	<p>Two or more characters engage in conversation</p> <hr/> <p>Example a) He said "Oh look, there is an alien" and she said "Oh, lets go see them.."</p>	
<p>Narrator Evaluations</p> <p><i>Narrator evaluations are any explanation provided in the story to justify why an action or event took place.</i></p> <p><i>e.g. because, since, so, and in order to.</i></p>	<p>No narrator evaluations</p>	<p>One narrator evaluation</p> <hr/> <p>Example a) She ran up to say hello to the alien <u>because she always wanted to meet one.</u></p>	<p>Two or more narrator evaluations</p> <hr/> <p>Examples a) She knew that it was an alien spaceship <u>because everyone knows about UFOs.</u> b) He wanted to run from the aliens <u>since they were his worst nightmare.</u></p>	

