

Tracking Narrative Language Progress (TNL-Pr)
Gillam & Gillam (2010)

Story Grammar Element	Description	Examples	Description	Examples	Description	Examples	Description	Examples	Total
Character Salt Code = CH	0 Points: No main character is included, or only ambiguous pronouns are used.	<u>They</u> were walking. <u>She</u> and <u>him</u> were walking.	1 Point: Includes at least one main character using non-specific labels (pronouns, nouns) WITH a determiner “the” or “a”).	Once there was <u>a boy</u> walking. <u>The boy was</u> walking.”	2 Points: Includes at least 1 main character using a “ name ” for the character. <i>Note: Only code each character one time.</i>	Once there was a boy named <u>Charles</u> .	3 points: Includes more than 1 main character using specific (name)	There was a boy named <u>Charles</u> , a girl named <u>Connie</u> , and a mom named <u>Jody</u> .	
Setting Salt Code = S	0 Points: No reference to a specific time or place.	The boy and the girl were walking.	1 Point: Includes reference to a general place and/or time (*not necessarily related to a “story”)	The boy and the girl were <u>outside</u> . The space ship came from <u>outer space</u> .	2 points: 1 reference to a specific place or time in the same story. (*must be related specifically to the story).	Once there was a boy and a girl walking in <u>Central Park</u> .	3 points: Includes 2 or more references to specific places or times (in the same story).	<u>Last week</u> there was a boy and a girl walking in <u>Central Park</u> . They lived in <u>Logan</u> .	
Initiating Event Salt Code = IE Event that motivates/elicits action “starts the story” *Note: The IE must be explicitly stated by the child, not inferred by the scorer.	0 Points: A problem or “starting” event is not stated.	The girl looked at the boy. The boy and girl were walking in the park. The boy is next to a car. There is a tree.	1 Point: Includes at least one event or problem that does not motivate/elicit an action from the character.	<u>A spaceship landed</u> in the park (potential initiating event). There were aliens laughing and a dog running and a table and...(no action/attempts related to potential IE)	2 points: includes at least one event or problem that elicits an active response from the character(s).	A spaceship landed in the park (IE). The girl ran (A) out to say “hi” to the aliens.	3 points: 2 or more IE’s in one story (complex episode)	A spaceship landed in the park (IE). The girl ran (A) out to say “hi” to them. They became friends (C). Then, the spaceship caught on fire (IE). They ran to get some water.	

<p>Internal Response</p> <p>Salt Code = IR</p> <p>(eg., afraid, surprised, happy, excited, sad; NOT “liked” “had fun”)</p> <p>*Note: Adjective or adverb that expresses a mental state related to emotion</p>	<p>0 Points: There are no feelings, desires or thoughts explicitly stated</p>	<p>The girl and boy saw the aliens land and they ran out to meet them.</p>	<p>1 Point: Words are used that describe feelings that are <u>not directly</u> related to the IE.</p>	<p>The boy saw a spaceship land in the park (IE). There was a happy dog.</p>	<p>2 points: The feelings, desires or thoughts of the character are explicitly stated and <u>relate to the IE.</u></p> <p>(One stated IR)</p>	<p>The spaceship landed (IE). The girl was <u>afraid (IR)</u> of meeting the aliens.</p>	<p>3 points: Two or more feelings, desires or thoughts are explicitly stated and <u>relate to the IE</u> (2 or more stated IRs)</p>	<p>The spaceship landed. The girl was <u>excited</u> to meet the aliens. She was <u>happy</u> when they greeted her nicely.</p>	
<p>Plan</p> <p>Salt Code: P</p> <p><i>Key words:</i> wanted, thought, decided, pondered, considered</p>	<p>0 Points: No statement is provided about the character’s plan to solve the problem.</p>	<p>The aliens landed. The girl ran out to meet them.</p>	<p>1 point: Use “gonna, going to” or a cognitive/mental state verb NOT related to how the character may react to the IE. The statement is NOT directly related to the IE.</p>	<p>The girl <u>decided</u> to have a picnic with her brother.</p>	<p>2 points: There is a statement about how the character may react to the IE. The statement is directly related to the IE.</p>	<p>The spaceship came down (IE). The aliens came out (A). The girl <u>wanted</u> to go (P) meet them.</p>	<p>3 points: There are 2 or more statements about how the characters may react to the same or different (if complex episode) IEs.</p>	<p>The aliens landed. The girl <u>decided</u> to go meet them. She ran over and said, “Hi.” The boy <u>thought</u> he would sneak away. He went home and no one saw him go.</p>	
<p>Action/Attempt</p> <p>Salt Code = A</p> <p>Note: Cognitive state verbs NOT included (thought, decided, wanted)</p>	<p>0 Points: No actions are taken by the main character(s) (no action verbs contained in the story). Basically, a series of random descriptions.</p>	<p>There is a girl. There is a boy. It is sunny.</p>	<p>1 point: Actions are taken by the main character(s) that are not directly related to the IE.</p> <p>Descriptive actions</p>	<p>The spaceship landed. The boy and the girl were <u>going</u> to a park.</p>	<p>2 Points: One or more actions is taken by the main character(s) that IS directly related to the IE.</p>	<p>The spaceship of aliens landed in the park (IE). The girl <u>ran</u> out to meet them. She went up and said, “Hi.”</p>	<p>3 Points: The addition of a complicating action that interferes with the character’s actions in response to the IE.</p>	<p>The aliens landed in the park (IE). The girl wanted to be their friend (P). She walked over to say hi (A). <u>They snarled at her</u> (Complication). She ran home to tell her parents what happened (C).</p>	

<p>Consequence</p> <p>Salt Code = CO</p> <p>Outcome of attempt/action related to IE; Action that “ends” the episode or brings it to a logical conclusion (may also be the IE for a following episode).</p>	<p>0 Points: No outcome of the action/attempt is explicitly stated.</p>	<p>The spaceship landed (IE). The aliens got out (A). The boy was afraid (IR).</p> <p>*An internal response may not serve as a consequence.</p>	<p>1 point: One consequence with no IE.</p> <p>The consequence is linked only to an action.</p>	<p>The girl ran over there (A). She fell and got hurt (C).</p>	<p>2 Points: One consequence directly linked to IE.</p>	<p>The spaceship came from space and landed (IE) in the park. The aliens got out to (A) look at the earth (A) and then they flew back to their home (C).</p>	<p>3 Points: Two or more consequences.</p>	<p>The spaceship landed (IE). The aliens got out (A) and looked at the earth (A) and flew home (C/IE). On the way, they hit a meter (A). They fixed the hole (A) and flew on home (C).</p>	
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Microstructure	Description	Example	Description	Example	Description	Example	Example	
<p>Conjunctions</p>	<p>0 points</p>	<p>No conjunctions in story</p>	<p>1 point: coordinating conjunctions used in story</p> <p>[but, so, or, and]</p>	<p>The girl saw the aliens <u>but</u> they did not see her.</p>	<p>2 points: Temporal conjunctions used in story.</p> <p>[after, before, when, next, while, until]</p>	<p><u>After</u> the aliens landed, the girl ran.</p> <p>The girl saw the aliens <u>while</u> she was running in the park.</p>	<p>3 points: Causal conjunctions used in story</p> <p>[because, since, so that, therefore, as a result]</p>	<p>I am not your friend <u>because</u> you ate my cake. <u>Since</u> you did that, I am eating your hot dog.</p>

Mental/linguistic verbs Salt Code: M/L [wanted, thought, said, know, promised, decided, forgot, wished, greeted, barked, called, asked, wished, know, told etc]	0 points	No mental/linguistic verbs	1 point: 1 mental/linguistic verb.	The boy <u>thought</u> it was hot.	2 points: 2 DIFFERENT mental/linguistic verbs explicitly stated.	He <u>decided</u> to go and meet the aliens. He <u>said</u> "Hello."	3 points: 3 or more mental/linguistic verbs explicitly stated.	He <u>decided</u> to go and meet the aliens. The girl <u>told</u> <u>him</u> he was brave. He <u>said</u> , "Thanks."
Adverbs (non-conjunctive) Salt Code: ADV [accidentally, quickly, softly, slowly and any adverb (not only those with "ly")]	0 points	No adverbs	1 point: One adverb that conveys tone, attitude, time, manner that modify a verb	<u>Sometimes</u> , they like to watch aliens.	2 points: Two or more different adverbs	<u>Sometimes</u> they like to watch aliens <u>but</u> the aliens left quickly.	3 points: 3 or more different adverb.	The aliens yelled <u>loudly</u> . "Don't come over here." <u>Surprisingly</u> , the kids went anyway. Then, the aliens left <u>quickly</u> .
Elaborated Noun Phrases Salt Code: ENP	0 points	No noun phrase elaboration. The dog saw the spaceship.	1 point: A noun phrase contains one modifier that precedes the noun	The <u>old</u> dog saw the spaceship.	2 points: A noun phrase that contains 2 or more modifiers that precede a noun	The <u>old</u> , <u>black</u> dog saw the spaceship.	3 points: 2 or more noun phrases that contain 2 or more modifiers that precede a noun.	The <u>old</u> , <u>black</u> dog saw the <u>yellow</u> , <u>shiny</u> spaceship.

Based on the research and contributions of many including: Greenhalgh & Strong (2001); Hughes, McGillivray & Schmidek (1997); Petersen, Gillam & Gillam (2008).

*Contributions from Michelle Merrill, Karen Turnbow, Brittney Lamb, Sara Hegsted, Julise Jager, Allie Hancock

Date _____
Story used to elicit narrative _____
Total macrostructure score _____
Total microstructure score _____