

Story Quality Rubric Ana Gets Lost | 2016

Characteristic	Content	Proficient (5 points)	Emerging (3 points)	Minimal / immature (1 point)
Introduction	<i>Stay at home/ couldn't go Parents go out Ana is sick Brother looks after her</i>	Setting stated; At least 3 setting points are mentioned.	Setting stated minimally, i.e., no more than 2 setting points are provided.	Only 1 info point provided. Launches into the story with no attempt to provide setting or story theme.
Theme	<i>Gets lost</i>	Story theme stated at the right moment in the story.	Mentions "lost" in title or first sentence, not in story retell, or mentions at the end "don't get lost again".	Says "can't find them". No story theme stated.
Main Character	<i>Ana</i>	Main character introduced to listener by name in the first sentence. All further references appropriate.	"Ana" in title, later just "her" or a different name. Story does not start with Ana. E.g., " <u>her</u> parents go out. Ana is not allowed to go....."	Main character <u>consistently</u> referred to by pronoun.
Supporting Character/s	<i>Mum and dad big brother <u>or</u> (big) Brother Tom A Policeman</i>	All supporting characters are mentioned. They are introduced appropriately. All further references are appropriate.	No name for brother. Or just "Tom" and no explanation. Policeman introduced with: <u>the</u> policeman. Parents introduced with "them", later "mum and dad."	No mention of brother. Consistent use of <u>The</u> mum and dad OR Only 1 parent mentioned OR Parents not mentioned. No mention of police(man).
Conflict	<u>Bored.</u> Includes <u>rationale</u> for character's behaviour. Ana goes out to find her parents <u>because</u> she is bored. Provides the relationship connecting events and actions.	This can be implied: "There was nothing to do/ no one to play with." <u>So</u> , when Tom fell asleep, she went out..... Needs to be clear that Ana went out because she had nothing to do.	Vague rationale or statement for the character's behaviour. E.g., "asked brother to play, <u>brother said no</u> . When he fell asleep, she went out" Or "Ana <u>wants/decides</u> to go out."	No rationale for character's behaviour. E.g., "Asked her brother if he wanted to play. When he fell asleep she went out looking for mum and dad." (It is not clear that the brother said no, or why she went out.) No mention that she wanted to play or was bored.

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Coherence	Critical Events: o <i>Parents have gone out.</i> o <i>Leaves the house to <u>look for mum and dad.</u></i> o <i>Gets lost /or/ not know what to do and cry</i> o <i>Policeman finds her</i> o <i>Policeman takes her home</i>	Events follow a logical order. All critical events are included. Smooth transitions provided between events.	Events follow a logical order. 1 critical event missing. Not clear why she left the house.	Story is missing 2 or more critical events. Events are provided in random order. Minimal or no connection between events. Transitions between events are lacking.
Resolution	Resolutions: <i>Home (safely) Parents happy OR Parents thank the police.</i>	Clear resolution regarding characters, conflicts and events. Both resolutions are mentioned.	One resolution provided for characters, conflicts or events. Only one mentioned. Or out of sequence.	Poor resolution provided, some mention of the policeman. No resolution provided.
Conclusion	Endings: <i>Policeman told her not to get lost again <u>and/or</u> Policeman drove away.</i> OR good alternative, e.g., "mother said she wouldn't get lost again."	Smooth transition to conclusion. At least one "ending" is mentioned.	Story <u>finishes</u> with parents are happy or policeman took her home (i.e., the resolution/s) without mentioning one of the endings.	No conclusion is provided. Story stops halfway. Child stops talking and it's not clear that that is the end of the story.
TOTAL		_____ x 5 = _____	_____ x 3 = _____	_____ x 1 = _____

Total ONQ = _____ out of 40 points

Note: Score 0 if the story is not the same as the original at all. Otherwise assign a score, for each category, of 5 for proficient, 3 for emerging, or 1 for minimal/immature.