

TOWL-4

Supplemental Practice Scoring Booklet

Donald D. Hammill and Stephen C. Larsen

This Supplemental Practice Scoring Booklet provides the examiner with an opportunity to practice scoring 10 sample stories for Subtests 6 and 7. It consists of (a) 10 sample stories, (b) a scoring key for each story, and (c) a blank Practice Story Scoring Form. These materials can be photocopied for training purposes. (**Note.** The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.) Do not attempt to score Subtests 6 and 7 if the student's story contains fewer than 40 words. Do not attempt to score Subtests 6 and 7 until you have practiced scoring the 10 samples in this supplemental booklet and have obtained the same scores as are provided in the scoring keys.

Instructions:

1. Make 10 photocopies of the blank Practice Story Scoring Form (the back page of this booklet). If more than one examiner is going to use these practice items, you might want to photocopy the sample stories, too.
2. Read the first story.
3. In the space provided at the bottom of the Practice Story Scoring Form, record the story number and the student's name (e.g., Story 1: David).
4. Score the story using the instructions printed in the blank Practice Story Scoring Form.
5. Compare your scoring to that found in the scoring key for Story 1: David. Making these comparisons will help you calibrate your scoring to that in the scoring keys.
6. Repeat steps 1 through 5 for each of the 10 sample stories.



Story 1: David

Addy was doing her first day of driving school today. It started out smooth but then a dog jumped out in the street. She swirved and hit the fire hydrant. A man whistled and the dog ran toward him. Addy pointed and said "Sir, your dog made me hit the fire hydrant." The man spoke "Oh Cassie (the dog) didn't mean any harm. She just got away from me." "Well, you do have a leash." Addy said. He said "I will start using it from now on."



Story 2: Danielle

one day the sun was out and it was a hot day! Sally the mother of two childrin Molly & Tod. she was takeing Molly & Tod to go swimming! then when Sally turns on the t.v. and sees a storm is coming to the fishing rod villeg that is where Sally lives! Soon Sally sees litning and a very loud thunder comes and the rain came then a fire.

The pepoel that lived across the street called the pollice to come! Hurry! Hurry! They said. The men came and brout hoeses and tried to put out the fire. They did they all wer so happy.



Story 3: Gabby

It was Sunday afternoon. Joe stepped out into the crisp fall air and followed his teacher to the white Ford waiting at the curb. He opened the door, sat down and clutched the steering wheel with sweaty palms. "Let's begin," Ms. Smith said. Slowly and cautiously, Joe put the car in drive and pushed down on the accelerator.

Joe successfully parallel parked, stopped at stop lights, and crossed intersections. He could just imagine stepping out of the car to get his license. "Congratulations," Ms. Smith said blankly, "you have passed." Just as Joe looked over at Ms. Smith, out of the corner of his eye he saw a dog run into the middle of the street. He swerved, missed the dog only by inches, and slammed into a fire hydrant.

As the police pulled onto the scene Joe tried to calm himself. "Oh, thank goodness. you're here!" Ms. Smith cried "this boy just tried to kill me!" "What!?" Joe spluttered.

The police officer



Story 4: Jonathan

The house on FIRE

It was liteting. A house got on fire. a mom call 9-1-1. The fire figts show up. to get the dog and bird. The man comes out. The fire fighter put out the fire. after te stome the polic figred out the stome coused the fire. none got hurt. so the little twon went back to noumle.

The End



Story 5: Marcus

Driving Disaster

The car with student driver drove up in Jake's driveway. He couldn't believe that today was the day of his driving test.

Jake hopped in the car and they were off. Jake turned the corners of his street and pulled out of his neighborhood.

Jake was driving like he had been doing it his whole life. The driving teacher was so amazed. He was doing so great!

Finally it was time for the test to end. Jake pulled in his street feeling confident and with the feeling that he had passed.

As Jake turned the corner he saw Sparky and his owner, Brian.

Jake tried to wave and drive with one hand but he lost control. He swerved and crashed into a fire hydrant.

Jake jumped out of the car when his friend came to meet him. Brian said, "Did my dog mess up your test?"

"Of course not!" Jake replied. The driving teacher said that she would see him again and not to worry. Next time, he would not have an accident.



Story 6: Jasmine

A Day Gone Wrong

Jane was watching her kids play in the yard. It was sunny day and her neighbors were outside mowing lawns, walking dogs, or playing ball. It seemed like the perfect day.

All of a sudden, a storm cloud shadowed over the streets. Jane called her kids inside and they began to prepare for the thunderstorm. The sky got darker, but it did not start to rain. However, they heard thunder and saw flashes of lightning. An awful storm was coming, Jane feared.

Suddenly, Jane looked outside and saw people running in panic. She heard their screams, so she ran outside with her kids following her. She saw that one of her neighbor's trees had caught on fire. People were rushing over with hoses and Jane dialed 9-1-1.

The fire department arrived and they put out the fire. The storm changed to a light rain, and the sky cleared. The sun showed its warm welcoming face, and a rainbow appeared as the neighborhood gathered around the smoky tree. Everyone was safe and that was the most important thing.



Story 7: Luke

crash!

A student driver named Brush was driving down purple meadows street getting 100. Then a dog named J.O. ran out in front of him and Brush tried to doge J.O. but Brush hit a fire hydrant and water spilled.

The owner of J.O. called 911. The police got there. She looked at the damage and Brush went to the owner. He



Story 8: JD

It was a stomy night and there was a streek of ligting it hit a tree and it got on fire they all ran in the car and drove up to the side of the stret and got out and ran on a hill and called the fire departement they came and put the fire out a nabor came and said is that yor house yes and then affter it was over they went back.



Story 9: Natasha

ons upan time thar was a studdint. there wir a grll. and a boy. The boy was tacing a Driver test. But he crsst into a fir hdint. Thay calld the ples. She gav him a ticcit his frind was ther he had a dog. The DRIVER ED thcher was unahappy. his frined was unhappey too. the dog was Just siting. he wached the wasr. The boy that was Driveing was sad. Allneer git my Drives lisins erer. The end.



Story 10: Albert

"the fier"

The tree is on fier. the man runs. she ws on the fon. Threr dog and brd too. the gril saw her mom to. he trde to get the dog to. men ran to the hause thay had the watrhoes and pute it on the fier. The litnig ws skary. She ws skared.

Scoring Key for 10 Sample Stories

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)

Subtest 6. Contextual Conventions

Item	Scoring Criteria	Score
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	2
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	0
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	1
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	0
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	1
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	0
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	0
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or uses no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	2
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	1
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... - ([0 = no 1 = yes	1
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	1

Total Raw Score 19

Subtest 7. Story Composition

Item	Scoring Criteria	Score
1.	Story beginning..... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	1
3.	Story sequence..... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	1
4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	0
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	1
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	1
7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive	1
8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional	1
9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing	1
10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items	1
11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	1

Total Raw Score 10

Form A (accident)	Form B (storm)
street/road	gray/yard/backyard
car/SUV/truck	tenes/sidewalk/hydrant
fire escape/rail	house/porch/window
fire hydrant	fire hydrant/awning
water	dog/leash/cat
driver, sed instructor/teacher	bridge/age/bird
dig (or specific breed)	cloud/storm cloud
teeth	lightning
sidewalk/grass	rain/airstorm/storm
student driver/driver	rainy/water hose
police officer/many/woman	comet/boy/woman
ticketer/palace report	boy/girl
	cat(s)/adult(s)
	people/men/men/neighbors

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)			
Subtest 6. Contextual Conventions		Subtest 7. Story Composition	
Item	Scoring Criteria	Item	Scoring Criteria
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	1.	Story beginning..... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	3.	Story sequence..... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (lipset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or uses no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... - ([] 0 = no 1 = yes	10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb..... Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative
Total Raw Score		Total Raw Score	
0		11	

Item	Scoring Criteria	Score
12.	Run-on/Rambling sentence. 0 = yes 1 = no	0
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	1
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but</i> , <i>or</i> , <i>not</i> , <i>for</i> , <i>yet</i> , <i>so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	0
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	1
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	2
17.	Sentences in paragraph(s) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	3
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	0
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	0
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	0
21.	Uses <i>a</i> and <i>an</i> appropriately..... 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	1
Total Raw Score		12

Form A (accident)	Form B (storm)
street/road car/SUV/truck hose/pail fire extinguisher hydrant water driver, sed instructor/teacher	gray/yard/backyard fence/sidewalk/hydrant house/porch/window tree/flower dog/leash/cat bridge/yard cloud/storm cloud
dog (or specific breed) teeth sidewalk/grass fire hydrant student driver/driver police officer/many/woman ticketer/police report	lightning rain/autumn/storm day/night boy/girl cat/dog/aunt/9 people/men/women/neighbors

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)

Subtest 6. Contextual Conventions		Subtest 7. Story Composition	
Item	Scoring Criteria	Item	Scoring Criteria
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	1.	Story beginning..... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	3.	Story sequence..... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or uses no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... ([0 = no 1 = yes	10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative
Total Raw Score		Total Raw Score	
2		13	

Item	Scoring Criteria	Score
12.	Run-on/Rambling sentence. 0 = yes 1 = no	1
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	0
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but, or, not, for, yet, so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	0
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	2
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	2
17.	Sentences in paragraphs) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	3
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	1
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	3
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	2
21.	Uses <i>a</i> and <i>an</i> appropriately. 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	1
Total Raw Score		26

Form A (accident)	Form B (storm)
street/road	gray/yard/backyard
car/SUV/truck	tenes/sidewalk/hydrant
hose/pail	hoop/sidekick/window
fire hydrant	hose/hydrant
water	dog/leash/cat
driver, sed instructor/teacher	bridge/leash/bird
dig (for specific breed)	cloud/storm cloud
teeth	lightning
sidewalk/grass	rain/anatom/storm
student driver/driver	rainy/under hose
police officer/many/woman	comet/under woman
ticketer/palace report	boy/girl
	cat(d)/aunt(g)
	people/may/men/neighbors

Subtest 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)		
Item	Scoring Criteria	Score
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	0
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	0
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	0
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	0
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	0
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	0
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	0
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	1
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	0
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... - ([0 = no 1 = yes	1
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	0
Total Raw Score		7
Item	Scoring Criteria	Score
12.	Run-on/rambling sentence. 0 = yes 1 = no	1
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	0
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but</i> , <i>or</i> , <i>not</i> , <i>for</i> , <i>yet</i> , <i>so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	0
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	1
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	1
17.	Sentences in paragraph(s) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	0
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	0
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	0
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	0
21.	Uses <i>a</i> and <i>an</i> appropriately 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	1
Total Raw Score		7

Subtest 7. Story Composition		
Item	Scoring Criteria	Score
1.	Story beginning... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	0
3.	Story sequence... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	0
4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	0
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (lipset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	0
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	1
7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive	0
8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional	0
9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing	1
10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items	1
11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	5
Total Raw Score		5

Form A (accident)	Form B (storm)
street/road	gray/yard/backyard
car/SUV/truck	tenes/sidewalk/hydrant
fire escape/rail	housey/sidewalk/window
fire hydrant	housey/sidewalk/window
water	dog/leash/cat
driver, sed instructor/teacher	bridge/age/bird
dog (or specific breed)	cloud/storm cloud
teeth	lighting
sidewalk/grass	rain/autumn/storm
student driver/driver	door/water hose
police officer/many/woman	coat/roof/darning
ticketer/police report	boy/girl
	cat(d)/auto(s)
	people/men/men/neighbors

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)

Item	Scoring Criteria	Score
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	2
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	3
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	1
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	1
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	1
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	1
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	1
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	2
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	2
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... - ([0 = no 1 = yes	0
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog. Looking happy and rested. 0 = yes 1 = no	1

Item	Scoring Criteria	Score
12.	Run-on/rambling sentence. 0 = yes 1 = no	1
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	2
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but</i> , <i>or</i> , <i>not</i> , <i>for</i> , <i>yet</i> , <i>so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	1
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	2
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	3
17.	Sentences in paragraphs) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	1
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	3
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	2
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	2
21.	Uses <i>a</i> and <i>an</i> appropriately 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	3

Total Raw Score

33

Item	Scoring Criteria	Score
1.	Story beginning... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	2
3.	Story sequence... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	1
4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	1
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (lipset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	1
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	1
7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive	2
8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional	1
9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing	1
10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items	1
11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	1

Total Raw Score

13

Form A (accident)	Form B (storm)
street/road	gray/yard/backyard
car/SUV/truck	tenes/sidewalk/hydrant
fire escape/rail	house/porch/window
fire hydrant	house/porch/window
water	dog/leash/cat
driver, ed instructor/teacher	bridge/age/bird
dig (or specific breed)	cloud/storm cloud
teeth	lightning
sidewalk/grass	rain/air/storm/storm
student driver/driver	door/water hose
police officer/many/woman	coat/umbrella/woman
ticketer/palace report	boy/girl
	cat(dog/au)g
	people/men/men/neighbors

Subtest 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)	
Item	Scoring Criteria
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... () [] 0 = no 1 = yes
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no
Total Raw Score 31	
Item	Scoring Criteria

Item	Scoring Criteria	Score
12.	Run-on/Rambling sentence. 0 = yes 1 = no	1
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	3
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but</i> , <i>or</i> , <i>not</i> , <i>for</i> , <i>yet</i> , <i>so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	1
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	2
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	3
17.	Sentences in paragraphs) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	2
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	3
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	2
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	2
21.	Uses <i>a</i> and <i>an</i> appropriately 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	2
Total Raw Score 14		

Item	Scoring Criteria	Score
1.	Story beginning... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	2
3.	Story sequence... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	1
4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	1
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	1
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	1
7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive	2
8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional	1
9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing	2
10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items	1
11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	14

Form A (accident)	Form B (storm)
street/road	gray/yard/backyard
car/SUV/truck	tenes/sidewalk/hydrant
fire escape/rail	house/sidewalk/hydrant
fire hydrant	house/sidewalk/hydrant
water	dog/leash/cat
driver, sed instructor/teacher	bridge/leash/bird
dog (or specific breed)	cloud/storm cloud
teeth	lightning
sidewalk/grass	rain/anatom/storm
student driver/driver	door/water hose
police officer/many/woman	coat/roof/darning
ticketer/palce report	boy/girl
	crib(a)l(a)l(a)
	people/men/men/neighbors

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)

Subtest 6. Contextual Conventions		Subtest 7. Story Composition	
Item	Scoring Criteria	Item	Scoring Criteria
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	1.	Story beginning..... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	3.	Story sequence..... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (lipset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or uses no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... ([] 0 = no 1 = yes	10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative
Total Raw Score		Total Raw Score	
2		6	

Form A (accident)		Form B (storm)	
Item	Scoring Criteria	Item	Scoring Criteria
1.	street/road	1.	gray/yard/backyard
2.	car/SUV/truck	2.	tenes/sidewalk/hydrant
3.	house/pole	3.	house/sidewalk/window
4.	fire hydrant	4.	house/roof/dorming
5.	water	5.	dog/leash/cat
6.	driver, ed instructor/teacher	6.	bridge/age/bird
7.	dog (or specific breed)	7.	cloud/storm cloud
8.	leash	8.	lighting
9.	sidewalk/grass	9.	rain/autumn/storm
10.	student driver/driver	10.	rain/water hose
11.	police officer/many/woman	11.	concrete/woman
12.	ticketer/palce report	12.	boy/girl
13.		13.	cat/dog/aunt/9
14.		14.	people/man/men/neighbors
Total Raw Score		Total Raw Score	
9		6	

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)								
Subtest 6. Contextual Conventions								
Item	Scoring Criteria	Score						
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	2						
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	0						
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	0						
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	0						
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	0						
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	0						
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	0						
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	0						
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	0						
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... - ([0 = no 1 = yes	0						
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	1						
Total Raw Score		6						
Subtest 7. Story Composition								
Item	Scoring Criteria	Score						
1.	Story beginning..... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1						
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	1						
3.	Story sequence..... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	0						
4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	0						
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	0						
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	1						
7.	Story ending..... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive	0						
8.	Writing style is..... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artificial, stylish, exceptional	0						
9.	Story is..... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing	1						
10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items	1						
11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	6						
Total Raw Score		6						
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 33%;">Form A (accident)</th> <th style="width: 33%;">Form B (storm)</th> <th style="width: 33%;">Form C (storm)</th> </tr> </thead> <tbody> <tr> <td>street/road car/SUV/truck house/pole fire hydrant water driver, sed instructor/teacher</td> <td>dig (or specific breed) teeth sidewalk/grass sidewalk/driveway student driver/driver police officer/many/woman ticket/police report</td> <td>gray/yard/backyard fence/sidewalk/hydrant house/porch/window fire hydrant dog/leash/cat bird/cage/bird cloud/storm cloud lighting rain/autumn/storm day/night boy/girl cat/dog/aunt/neighbor</td> </tr> </tbody> </table>			Form A (accident)	Form B (storm)	Form C (storm)	street/road car/SUV/truck house/pole fire hydrant water driver, sed instructor/teacher	dig (or specific breed) teeth sidewalk/grass sidewalk/driveway student driver/driver police officer/many/woman ticket/police report	gray/yard/backyard fence/sidewalk/hydrant house/porch/window fire hydrant dog/leash/cat bird/cage/bird cloud/storm cloud lighting rain/autumn/storm day/night boy/girl cat/dog/aunt/neighbor
Form A (accident)	Form B (storm)	Form C (storm)						
street/road car/SUV/truck house/pole fire hydrant water driver, sed instructor/teacher	dig (or specific breed) teeth sidewalk/grass sidewalk/driveway student driver/driver police officer/many/woman ticket/police report	gray/yard/backyard fence/sidewalk/hydrant house/porch/window fire hydrant dog/leash/cat bird/cage/bird cloud/storm cloud lighting rain/autumn/storm day/night boy/girl cat/dog/aunt/neighbor						
12.	Run-on/Rambling sentence. 0 = yes 1 = no	0						
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	0						
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but</i> , <i>or</i> , <i>not</i> , <i>for</i> , <i>yet</i> , <i>so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	0						
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	2						
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	0						
17.	Sentences in paragraphs) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	0						
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	0						
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	0						
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	0						
21.	Uses <i>a</i> and <i>an</i> appropriately. 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	1						
Total Raw Score		6						

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)

Item	Scoring Criteria	Score
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	0
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	0
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	0
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	0
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	0
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	0
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	0
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or uses no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	0
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	0
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... ([] 0 = no 1 = yes	0
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	0

Item	Scoring Criteria	Score
12.	Run-on/rambling sentence. 0 = yes 1 = no	0
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	0
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but, or, not, for, yet, so</i>) when forming compound sentences; count each conjunction only once. Ex: I ran but he caught me. 0 = no 1 = 1-2 2 = 3 or more	0
15.	Introductory phrases and clauses Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3-5 3 = more than 5	1
16.	Noun-verb disagreements: Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	1
17.	Sentences in paragraphs) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	0
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	0
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	0
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	0
21.	Uses <i>a</i> and <i>an</i> appropriately 0 = uses neither <i>a</i> nor <i>an</i> 1 = uses <i>a</i> appropriately at least once 2 = uses <i>a</i> appropriately at least once	1

Total Raw Score **4**

Item	Scoring Criteria	Score
1.	Story beginning... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	1
3.	Story sequence... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	0
4.	Plot (storyline) 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	1
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	0
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	1
7.	Story ending... 0 = abrupt, weak 1 = logical, definite ending 2 = clever, inventive	0
8.	Writing style is... 0 = immature, dull, undistinguished 1 = serviceable, matter-of-fact 2 = artful, stylish, exceptional	0
9.	Story is... 0 = immature; merely describes picture 1 = straightforward, coherent, interesting 2 = engaging, unique, grabbing	1
10.	Story vocabulary - one point for each of the 14 choices 0 = 0-3 1 = 4-7 2 = 8 or more items	1
11.	Overall vocabulary used in story 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	1

Total Raw Score **7**

Form A (accident)	Form B (storm)
street/road	gray/yard/backyard
car/SUV/truck	tenes/sidewalk/hydrant
fire escape/rail	house/porch/window
fire hydrant	fire hydrant/awning
water	dog/leash/cat
driver, sed instructor/teacher	bridge/age/bird
dog (or specific breed)	cloud/storm cloud
teeth	lightning
sidewalk/grass	rain/autumn/storm
student driver/driver	door/water hose
police officer/many/woman	coat/roof/woman
ticketer/palace report	boy/girl
	cat(d)/auto(s)
	people/men/men/neighbors

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)																																
Subtest 6. Contextual Conventions																																
Item	Scoring Criteria	Score																														
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	0																														
2.	Paragraphs (clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	0																														
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	1																														
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." Mary said ", Hello." 0 = no 1 = yes	0																														
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	0																														
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	0																														
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	0																														
8.	Capitalizes proper nouns including those in story's title Ex: Cheryl, Mr. Jones, Elm Street 0 = no or no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	0																														
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	0																														
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... () [] 0 = no 1 = yes	0																														
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb Ex: When I saw the dog, Looking happy and rested. 0 = yes 1 = no	0																														
Total Raw Score		4																														
Subtest 7. Story Composition																																
Item	Scoring Criteria	Score																														
1.	Story beginning..... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	1																														
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	0																														
3.	Story sequence..... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	0																														
4.	Plot (storyline)..... 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	1																														
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	0																														
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	0																														
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Practice Story Scoring Form

Section 5. Story Scoring (Note: The Story Composition subtest should be scored according to adult standards for composition rather than age or grade standards.)

Item	Scoring Criteria	Score
1.	Sentences begin with a capital letter. 0 = 3 or more mistakes 1 = 1-2 mistakes or printed in all capital letters 2 = no mistakes	<input type="text"/>
2.	Paragraphs (Clearly indicates paragraphs with indentations or spaces between) 0 = none, 1 1 = 2 2 = 3-4 3 = 5 or more	<input type="text"/>
3.	Uses quotation marks Must have both opening and closing quotation marks. Ex: "You saw him." It was very "retro." 0 = no 1 = yes	<input type="text"/>
4.	Uses comma to set off a direct quotation Ex: Mary said, "Hello." "Mary said", "Hello." 0 = no 1 = yes	<input type="text"/>
5.	Correctly uses an apostrophe at least once Ex: can't, the dog's, students' 0 = no 1 = yes	<input type="text"/>
6.	Uses a question mark (?) (need not be used correctly) 0 = no 1 = yes	<input type="text"/>
7.	Uses an exclamation point (!) (need not be used correctly) 0 = no 1 = yes	<input type="text"/>
8.	Capitalizes proper nouns including those in story's title Ex: Chevy, Mr. Jones, Elm Street 0 = no or uses no proper nouns 1 = sometimes or printed in all capital letters 2 = always clearly indicates upper-case	<input type="text"/>
9.	Number of nonduplicated misspelled words 0 = 6 or more 1 = 3-5 2 = 0-2	<input type="text"/>
10.	Uses asterisk, ellipsis, hyphen, parentheses, brackets (need not be used correctly) * ... () [] 0 = no 1 = yes	<input type="text"/>
11.	Fragmentary sentence - Usually a sentence without both a subject and a verb. Ex: When I saw the dog. Looking happy and rested. 0 = yes 1 = no	<input type="text"/>

Item	Scoring Criteria	Score
12.	Run-on/Rambling sentence. 0 = yes 1 = no	<input type="text"/>
13.	Compound sentences - Two complete sentences connected by a conjunction, colon, or semicolon; both sentences must have a subject and a verb. 0 = none 1 = 1 2 = 2-3 3 = 4 or more	<input type="text"/>
14.	Uses coordinating conjunctions other than <i>and</i> (<i>but</i> , <i>or</i> , <i>not</i> , <i>for</i> , <i>yet</i> , <i>so</i>) when forming compound sentences; count each conjunction only once. Ex: Ian but he caught me. 0 = no 1 = 1 2 = 2 or more	<input type="text"/>
15.	Introductory phrases and clauses. Two or more words introducing a sentence; need not be set off by a comma. Ex: Of course... When I look back... 0 = none 1 = 1-2 2 = 3 or more	<input type="text"/>
16.	Noun-verb disagreements. Ex: They was running. 0 = more than one error 1 = 1 error 2 = perfect, no errors	<input type="text"/>
17.	Sentences in paragraphs(s) 0 = 1 paragraph, 1 sentence 1 = 1 paragraph, 2 or more sentences 2 = 2 or more paragraphs, 2 or more sentences in at least 1 paragraph 3 = 2 or more paragraphs, 2 or more sentences in at least 2 paragraphs	<input type="text"/>
18.	Sentence composition 0 = many badly constructed sentences 1 = mostly simple sentences with some introductory and concluding phrases 2 = a variety of well-constructed compound and complex sentences	<input type="text"/>
19.	Number of correctly spelled words having seven or more letters (count a word only once); an apostrophe counts as a letter. 0 = 0-3 1 = 4-7 2 = 8-14 3 = 15 or more	<input type="text"/>
20.	Number of words with three syllables or more that are spelled correctly (count a word only once). 0 = 0-2 1 = 3-4 2 = 5 or more	<input type="text"/>
21.	Uses <i>and</i> or <i>an</i> appropriately. 0 = uses neither <i>and</i> nor <i>an</i> 1 = uses <i>and</i> appropriately at least once 2 = uses <i>and</i> appropriately at least once	<input type="text"/>

Form A (accident)	Form B (storm)
street/road car/SUV/truck fireplace postcard hydrant water driver's ed instructor/teacher	grass/yard/backyard fence/sidewalk/hydrant house/porch/window tree/flower/house dog/leaf/cat bricks/ice/hnd cloud/storm cloud

Item	Scoring Criteria	Score
1.	Story beginning... 0 = abrupt, weak 1 = serviceable, somewhat interesting 2 = grabbing, exceptionally engaging	<input type="text"/>
2.	Definitely refers to a specific event occurring before or after the picture 0 = no 1 = yes	<input type="text"/>
3.	Story sequence... 0 = a series of random, disjointed, or rambling statements 1 = has some sequence 2 = moves smoothly and coherently from start to finish	<input type="text"/>
4.	Plot (storyline) 0 = uninteresting, dull, flat 1 = interesting, logical, acceptable 2 = intriguing, well-crafted	<input type="text"/>
5.	Characters show feelings/emotions 0 = no 1 = some mild or subtle emotion (upset, smiling, laughing, excited, happy) 2 = strong emotion evident in at least one character (anger, love, terror, ecstasy)	<input type="text"/>
6.	Story action or energy level (pace) 0 = plodding, stumbling, none 1 = interesting, sustained 2 = exciting, compelling, exceptional	<input type="text"/>
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10.	Story vocabulary - one point for each of the 14 choices... 0 = 0-3 1 = 4-7 2 = 8 or more items	<input type="text"/>
11.	Overall vocabulary used in story... 0 = sparse, immature 1 = serviceable, adequate, competent 2 = rich, mature, figurative	<input type="text"/>

Form A (accident)	Form B (storm)
dog (or specific breed) leash fireworks/gas driver student driver/driver police officer/man/woman ticket/police report	lightning rain/rainstorm/storm car/pedestrian cup/beer/hose cloud/human boy/girl bricks/ice/hnd people/man/men/neighbors

Story: _____ This form can be photocopied for training purposes only.