

Appendix 14B: PIRLS 2021 Scale Anchoring – Literary Item Descriptions

Literary Items at Low International Benchmark (400)

Learning a New Language

R_01 Make a straightforward inference about the narrator

R_02 Locate explicitly stated information at the beginning of the text

R_03 Retrieve and reproduce an explicitly stated detail

Library Mouse

M_01 Locate explicitly stated information at the beginning of the text

M_05 Recognize and retrieve an explicitly stated detail

M_06 Recognize and reproduce explicitly stated information

M_08 Locate and reproduce explicitly stated information

The Summer My Father Was 10

U_01 Locate and reproduce explicitly stated information at the beginning of the text

U_02 Locate and recognize an explicitly stated action

U_11 Locate and reproduce 1 (of 2) pieces of explicitly stated information

U_13 Evaluate the whole story and recognize a central idea

Ostrich and the Hat

T_01 Retrieve and reproduce an explicitly stated detail

Pemba Sherpa

B_01 Retrieve and reproduce explicitly stated information about the central character

B_02 Retrieve the explicitly stated reason for a character's action

B_08 Make a straightforward inference about the purpose of a character's action

B_12 Make an inference to recognize the purpose of a character's action

The Empty Pot

M_02 Locate and reproduce an explicit detail embedded in the introductory paragraph

M_09 Reproduce a straightforward reason for an action

The Ink Drinker

D_01 Make a straightforward inference to support a given description of a character

Literary Items at Intermediate International Benchmark (475)

Learning a New Language

R_06 Make a straightforward inference about the reason for a character's feelings

R_07 Locate and reproduce an explicitly stated action of a character

R_08 Recognize a straightforward inference about a character's action

R_14 Recognize the explanation of an event

R_15 Determine the sequence of events of the whole story

Library Mouse

M_03 Locate and reproduce an explicitly stated action of a character

M_04 Locate and reproduce an explicitly stated detail

M_07 Make a straightforward inference about a character's reaction

M_09 Make an inference about the reason for an event

M_10 Locate and reproduce 2 explicitly stated feelings of a character

M_12 Locate and reproduce an explicitly stated detail

M_13 Locate and make a straightforward inference about a character's action

M_14 Integrate evidence to make a causal inference

M_16 Locate and reproduce an explicitly stated action

M_18 Evaluate the whole story and recognize the central idea

The Summer My Father Was 10

U_03 Make a straightforward inference about the reason for a situation

U_04 Locate and reproduce the reason for a situation

U_05 Locate and recognize an explicitly stated reason for a character's action

U_06 Locate and recognize the explicitly stated reason for a situation

U_09 Make a straightforward inference about the reason for a character's action

U_12 Determine the sequence of events of the whole story

Ostrich and the Hat

T_03 Recognize and retrieve an explicitly stated detail

T_04 Interpret the author's purpose for using repetition

T_08 Recognize the purpose of an image

T_12 Interpret and integrate story events to determine the main lesson

Pemba Sherpa

B_04 Make a straightforward inference about a reason for a character's action

B_05 Locate and recognize an embedded detail

B_06 Make a straightforward inference about the reason for an event

B_10 Recognize the meaning of a simile

B_11 Retrieve and recognize an explicitly stated cause of a character's action

B_13 Interpret story events to determine the cause of one of a character's stated feelings

B_17 Integrate ideas across the text to provide a character description or action

The Empty Pot

- M_01 Recognize explicit central information from the introductory paragraph
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- M_05 Retrieve, combine, and visualize a procedural sequence and recognize matching diagram
-
- M_11 Locate and retrieve an explicitly stated feeling
-
- M_13 Make a straightforward inference about a character's reaction to a situation
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- M_17 Locate and reproduce a straightforward story event as the cause of 1 (of 3) feeling
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The Ink Drinker

- D_06 Integrate and interpret story events to provide 1 (of 2) actions that illustrates a description
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- D_11 Interpret story events to provide evidence for a given explanation
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- D_12 Locate and reproduce a character's stated feelings from the beginning of the story
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Oliver and the Griffin

- O_01 Retrieve and recognize a character's expectations about a future event
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- O_02 Recognize and reproduce explicitly stated information
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Shiny Straw

- Y_07 Retrieve and recognize a character's plan of action
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- Y_09 Locate a central event and make a straightforward inference to provide 1 (of 2) character action
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- Y_13 Interpret and integrate story events and character actions to describe or illustrate a character trait
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Literary Items at High International Benchmark (550)

Learning a New Language

- R_04 Make a straightforward inference to support a character's reaction
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- R_05 Make straightforward inferences to identify 3 (of 5) reasons for a character's feelings
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- R_09 Interpret the author's purpose for using repetition
-
- R_11 Recognize an interpretation for a character's action
-

R_13 Integrate and interpret ideas to give a reason for a character's action

R_16 Interpret and integrate character actions to support a given character trait

The Summer My Father Was 10

U_08 Make a straightforward inference about the reason for a character's action

U_11 Locate and reproduce 2 pieces of explicitly stated information

Ostrich and the Hat

T_05 Make straightforward inferences to identify 3 (of 5) reasons for a character's feelings

T_06 Recognize a straightforward inference about the reason for a character's action

T_07 Recognize a straightforward inference about a character's reaction

T_09 Recognize the reason for a character's expectations

T_10 Make a straightforward inference about a character's thinking

T_11 Make a straightforward inference about the reason for an outcome

T_13 Interpret and integrate a character's actions to provide 1 (of 2) examples that supports a given feeling

T_14 Interpret and integrate information across the story to categorize 5 events

T_16 Integrate ideas across the text to provide a character description or trait

Pemba Sherpa

B_03 Retrieve the explicitly stated reason for a character's action

B_07 Retrieve and reproduce an explicitly stated detail about the reason for an event

B_09 Locate and reproduce an explicit action from a sequence

B_14 Locate and integrate evidence to recognize a character's reaction

B_16 Locate and reproduce 1 (of 2) action to give a reason for a character's change in thinking

The Empty Pot

M_03 Recognize the meaning of a metaphor central to the story

M_04	Make an inference from a specified point in the story to find evidence to support a given description of a character
M_06	Show understanding of a character by examining a series of the character's actions
M_07	Recognize the reason for characters' actions
M_08	Locate and retrieve an explicit action from a sequence
M_10	Interpret a possible motivation for characters' advice
M_14	Integrate evidence from across the text to interpret the reason for a situation
M_15	Evaluate a character's actions across the text to interpret his underlying values
M_16	Show understanding of the story plot by interpreting a character's hidden intention
M_17	Locate and reproduce events from different parts of the story as the cause of 2 (of 3) feelings

The Ink Drinker

D_03	Locate and reproduce evidence from the beginning of the story to recognize one similarity between two characters
D_04	Locate and retrieve an explicitly stated detail
D_05	Locate and retrieve an explicitly stated detail
D_08	Recognize an explicitly stated action of a character
D_13	Locate and reproduce an example of figurative language to make a comparison
D_14	Recognize an interpretation of an event in the story
D_16	Evaluate the appropriateness of a given title and give a text-based reason

Oliver and the Griffin

O_05	Locate and reproduce 1 (of 2) explicitly stated physical attribute of a character embedded in a longer description
O_06	Locate and retrieve dialogue that results in a given character emotion
O_07	Infer 2 physical characteristics from a description
O_08	Integrate ideas across text to interpret the reasons for a character's feelings

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- O_09 Interpret the reason for a character's reaction
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- O_10 Interpret and integrate a character's actions, including at least 1 character trait and 1 supporting action
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- O_12 Make a straightforward inference to recognize the reason for a character's action
-
- O_13 Interpret and integrate story events to do 1 of the following: determine the reason for a character's inability to perform an action, identify another character's action that changes this, and show understanding of how this action changes another character's feelings
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Shiny Straw

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- Y_01 Infer from complex imagery how a character's appearance suggests her name
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- Y_02 Interpret and generalize to recognize a summary of a character's attributes
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- Y_04 Locate and retrieve an embedded detail
-
- Y_05 Infer a character trait from a character's action
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- Y_06 Locate and retrieve information from a dialogue within a description of a character's actions
-
- Y_08 Locate a relevant point in the story and make an inference about an event
-
- Y_09 Locate a central event and make a straightforward inference to provide 2 character actions
-
- Y_11 Locate a relevant part of the text and recognize the meaning of a metaphor
-
- Y_12 Integrate story events to support a chosen character description with evidence
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Literary Items at Advanced International Benchmark (625)

Learning a New Language

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- R_10 Make a straightforward inference about a character's action
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- R_17 Interpret and integrate story events to determine why a character's feelings changed
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Ostrich and the Hat

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- T_02 Recognize a straightforward inference about the reason for a situation
-
- T_15 Evaluate the appropriateness of the story's title based on the events and characters' actions
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Pemba Sherpa

B_13 Interpret story events to determine the cause of two contradictory stated feelings

B_15 Interpret the reason for a character's words

B_16 Locate and reproduce 2 actions to give a reason for a character's change in thinking

B_17 Integrate ideas across the text to provide a character description and supporting action

The Empty Pot

M_12 Interpret a character's hidden motivation in the context of the whole story

M_17 Locate and reproduce events from different parts of the story as the cause of each of 3 feelings

The Ink Drinker

D_02 Recognize a straightforward inference about a character's reaction to a situation

D_06 Integrate and interpret story events to provide 2 actions that illustrate a description

D_07 Make a straightforward inference to support a character's reaction to a situation

D_09 Make a straightforward inference about a character's reaction to a situation

D_10 Evaluate the author's intent in putting part of the story in a different format

D_11 Interpret story events to provide evidence for a given explanation

D_12 Interpret and integrate story events to determine the reason for a character's change in feelings

Oliver and the Griffin

O_03 Recognize that the author's choice of words raises suspense

O_05 Locate and reproduce 2 explicitly stated physical attributes of a character embedded in a longer description

O_10 Interpret and integrate a character's actions, including at least 1 character trait and 2 supporting actions

O_11 Understand the meaning of figurative language

O_13 Interpret and integrate story events to fully explain the implications of the central character's problem and its resolution

Shiny Straw

Y_03 Infer an explanation by examining description and imagery

Y_10 Interpret the motivation for a character's words by providing an example from the story

Y_13 Interpret and integrate story events and character actions to describe a character with two supporting details from the text

Y_14 State a title preference based on evaluating story events and characters' actions and explain the choice in terms of the significance or central role of the character

Literary Items Above the Advanced International Benchmark (625)

Ostrich and the Hat

T_13 Interpret and integrate a character's actions to provide 2 examples that support a given feeling

T_16 Integrate ideas across the text to provide a character description and supporting action

The Empty Pot

M_09 Contrast two situations in the story to give a reason for characters' actions

The Ink Drinker

D_15 Evaluate the purpose of including a story within the story

Oliver and the Griffin

O_04 Evaluate and reproduce 2 examples of character's words that convey an emotion
