FICTIONAL STORY DATA SHEET		
Name: /ar		
Age:	Date:	4/15
Method: Story Generation	Story Re	etelling
Story Grammar		
Identify which CUs or T-units are the fol	lowing story grammar parts:	
Setting (S):		<u> </u>
Initiating event (IE) / Problem (P):	3, 4	
Internal response (IR): 2,8 (loved it,	/	(V),
Internal plan (IP):		<b>D</b> , v
Attempt (A): 5, 6	DK-	
Consequence (C): 8 (got stopped, got  Resolution (R)/Reaction (R): None	thrown in prison)	
Resolution (R)/Reaction (R):	:0	
Ending (E)	yel,	
Story Structure	dra	
Circle the Story Structure Level that bes	et classifies the fictional story:	
1. Descriptive Sequence	5a. Incomplete Episode	6. Complex Episode
2. Action Sequence	b. Complete Episode	7a. Embedded Episode
3. Reactive Sequence  4. Abbreviated Episode	c. Multiple Episodes	b. Interactive Episode
Comments: The story has goal-directed	(behavior (desire to go to France)	, but planning is not explicit; thus, the level
is abbreviated episode. Even though the story	y has an IE, A, and C, it is not a co	amplete episode because planning is not
explicit,		