

# PIRLS

## Appendix D

A large, white, serif capital letter 'D' is centered on a blurred, warm-toned background. The background features soft, out-of-focus patterns in shades of brown and tan, suggesting a textured surface like wood or fabric. The letter 'D' is a classic, elegant serif font with a pointed top and a slightly flared bottom.

# Appendix D

## Reading Items Used for Describing Each Benchmark\*

\* Not all items were used. Some anchored above the Top 10% Benchmark.

## Lower Quarter Benchmark Items

### Literary

	Credit Awarded Constructed Response
F02 Combines, retrieves, and visualizes concrete descriptive information and identifies matching picture	
F04 Retrieves concrete, relevant, explicitly-stated detail in the text	
F09 Reproduces one (of two) explicitly stated character actions	Full
F03 Identifies and deduces reason for an action from a conversation	
F10 Gives a simple statement about a character's feeling that is clearly suggested at a particular point of the story	Full
H01 Retrieves a relevant explicitly-stated detail	
H02 Recognizes the cause of an explicitly-stated event	
H04 Reproduces one detail/request explicitly-stated (through dialogue) by a character	Full
H05 Identifies the intention behind the central action of the character	
H06 Identifies the feeling of a major character at a particular point in the story	
H07 Given a character's intention, produces one (of two) of a range of clearly-stated actions related to the intention	Partial
H09 Gives a simple statement about a main character's feeling that is clearly suggested at one particular point in the story, and then identifies the cause of the feeling	Partial
M01 Recognizes the cause/reason/motivation for the main character's action when it is strongly implied	Full
M02 Retrieves explicitly stated detail	
M06 Reproduces one (of two) explicitly stated idea of the character's presented in dialogue	Partial
M07 Copies one sentence conveying the feelings of the primary characters	Full
M10 Reproduces one explicitly stated action by a (main) character	Full

### Informational

A01 Reproduces explicitly-stated information	Full
A03 Reproduces explicitly-stated information	Full
A04 Produces a simple inference	Partial
A05 Recognizes a simple inference	

## Lower Quarter Benchmark Items (Continued)

### Informational (Continued)

	<b>Credit Awarded Constructed Response</b>
A06 Recognizes explicitly-stated information	
A07 Makes a low-level inference	Partial
A08 Reproduces explicitly-stated information	Partial
L01 Retrieves explicitly-stated information	
L04 Reproduces explicitly-stated information	Partial
N03 Recognizes explicitly stated information	
R03 Recognize explicitly-stated information	Full
R04 Sequences explicitly-stated information	Full

## Median Benchmark Items

### Literary

C01 Establishes the sequence of key (main) events	Full
C03 Given a particular point in the story (beginning), infers the character's aims from narration/description of events and the character's reaction to the events	Full
C05 Classifies the character's actions by recognizing consequences of the action from narration and dialogue	
C06 Makes connections between clearly related sentences that state the immediate problem of the character	Full
C07 Identifies the main character's feelings at a particular point in the story	
C08 Reproduces an event by making connections between clearly related sentences	Partial
C10 Gives a simple statement about a main character's feeling that is clearly suggested at one particular point in the story	Partial
C11 Gives a main character's importance to the plot	Partial
F01 Identifies the narrator (in a first person story) from a range of clues in the first part of the story and confirmed by the text and pictures	
F06 Explains a character's reaction by making connections between clearly related sentences	Full
F08 Infers the significance of a character's action from subsequent events	Full

## Median Benchmark Items (Continued)

### Literary (Continued)

		Credit Awarded Constructed Response
F09	Reproduces explicitly-stated actions of a character in relation to a particular objective/aim/goal (broader understanding)	Full
F13	Recognizes lesson to be learned from the story	
H03	Examines a particular part of the story to find one word that expresses the quality of "quickness"	Partial
H08	Gives an interpretation of a relationship between characters and supports it with events from the story	Full
H09	Contrasts the clearly-suggested feelings of the character at the beginning and end of the story and explains each of them	Full
H11	Recognizes lesson to be learned from the story	
M05	Recognizes explicitly-stated supporting detail	
M06	Reproduces two explicitly-stated and related ideas of the character's presented in dialogue	Full
M09	Recognizes the cause of an event by making connections between two clearly related sentences	
M12	Identifies (various) character traits in response to a complex question	Partial
M13	Recognizes the overall intended effect of the story	

### Informational

A07	Produces two (low-level) simple inferences	Partial
A08	Reproduces two explicitly-stated pieces of information	Full
A09	Supports reaction to information in text with specific information from the text (sentence-level)	Partial
L03	Reproduces explicitly stated information (low-level inference)	Full
L08	Locates and uses information in two closely related sentences to extract a specific fact or detail (fact/piece of information)	Partial
L09	Retrieves explicitly stated information	
L11	Recognizes a general characterization/description of text by combining information (topic covered) across text	
L12	Gives a broad statement or specific example of author's view of subject based on whole text (provide a general conclusion of the positive intention of the text)	Partial

## Median Benchmark Items (Continued)

### Informational (Continued)

		Credit Awarded Constructed Response
N01	Makes low-level inference to recognize explicitly-stated information	
N09	Locates specific (explicit) information imbedded in continuous text	
N12	Integrates information across text to provide an interpretation of a person's feelings and gives text-based support	Partial
R05	Locates appropriate section of leaflet and extract information from a two-way table	Full
R06	Locates and reproduce one piece of explicitly stated piece of information	Partial
R08	Based on low-level inference, locates appropriate section of leaflet and extract some relevant information	Partial
R09	Based on low-level inference, locates appropriate section of leaflet and extract some relevant information	Partial
R10	Makes a straightforward inference to match two specific pieces of information	Partial
R11	Locates specific information from leaflet from a specific section	Partial

## Upper Quarter Benchmark Items

### Literary

C02	Explains the cause of an event by making connections between two clearly related sentences	Full
C04	Recognizes pretty explicit information (last to be chosen)	
C09	Recognizes language that is needed to describe interpretations of character's actions drawing on different parts of the story	
C10	Contrasts clearly suggested feelings of a character at the beginning and end of the story and gives an explanation for the change (plot-based)	Partial
C12	Recognizes the idea of personification	
C13	Recognizes main "message" (abstract norms, higher level of generality, judgments)	
F11	Recognizes the idea of ending a story with a joke	
H07	Given a character's intention, produces two of a range of clearly stated actions related to the intention	
H10	Contrasts action/traits of two characters	Partial

## Upper Quarter Benchmark Items (Continued)

### Literary (Continued)

	<b>Credit Awarded Constructed Response</b>
M03 Recognizes the cause of the event by making connections between two clearly related sentences	
M11 Makes interpretation and support with text-based reason	Full

### Informational

A02 Retrieves and matches two explicitly stated pieces of information	
A07 Makes three low-level inferences (across two sentences)	Full
A10 Locates embedded information and recognize its section heading	
A11 Provides a distinguishing feature of a text type to support a preference	Full
L05 Recognize the meaning of a simple metaphor (understanding of figurative language)	
L06 Uses information in the text to make an inference about the importance of the information for today (inference, judgment, supporting statement)	Full
L07 Integrates ideas and information (dates) across text and personal knowledge to recognize a reason for an event	
L10 Demonstrates an understanding of the information conveyed in an abstract title by giving an example from the text (make an appropriate interpretation of an abstract concept and support with an example from the text)	Partial
N02 Retrieves explicitly stated information that seems counter-intuitive	
N04 Makes an inference based on connections across several sentences	
N05 Retrieves explicitly stated information	
N11 Makes an inference based on connections across several sentences	
N13 Gives a general reaction to text and gives an example	Full
R01 Recognizes correct description of purpose of text	
R02 Recognizes correct description of purpose of text	
R06 Locates appropriate section of leaflet and reproduces two explicitly-stated pieces of information	Full
R07 Makes straightforward inference based on embedded information	Full
R09 Makes an interpretation to justify a choice based on information in the text	Full

## Upper Quarter Benchmark Items (Continued)

## Informational (Continued)

		Credit Awarded Constructed Response
R10	Makes connections among three different representations (text and graphic) to match information	Partial
R11	Makes inferences to locate an embedded piece of information in a recreational activities leaflet	Partial

## Top 10% Benchmark Items

## Literary

C08	Describes cause-and-effect relationship	Full
C10	Contrasts clearly stated feelings at beginning and end and gives interpretation/larger significance of reasons for change (use of background knowledge, integrate, and interpret ideas from across the text)	Full
C11	Describes abstract/larger significance function of character in developing theme	Full
H10	Integrates and interpret information to contrast characters traits and give textual support	Full
F07	Integrates ideas across text to interpret the character's feelings about the setting	Full
F12	Interprets initial feelings and contrasts with feeling at the end or supports feelings	Full
M04	Integrates and interprets information to explain character's intentions	Full
M08	Recognizes some elements of narrative technique	
M12	Integrates and interprets to describe a character's trait and gives textual support	Partial

## Informational

A09	Integrates information across two different texts to justify a preference	Full
N06	Makes an interpretation about a cause and effect relationship and recognizes how an outcome could be changed	
N10	Gives a reason based on having made an interpretation about a cause and effect relationship (understanding the same cause/effect relationship)	Full
N12	Integrates information across text to provide an interpretation of two different feelings a person might have and gives text-based support	Full
R08	Given a real-world problem situation, locates appropriate section of recreational activities leaflet, and determines a plausible/suitable solution	Full