

	Descriptor	Example Questions
Level 1	Level 1: <ul style="list-style-type: none"> ➤ is the most concrete level ➤ focuses on the whole object ➤ focuses on what the child can see ➤ focuses on objects in the 'here and now' or the immediate past. 	Pgs. 3-4: <ul style="list-style-type: none"> ➤ (Point to the fox) What is this? ➤ Show me the claws. ➤ Show me the mouse. ➤ (Point to the pine cone) Find one like this. ➤ What did the fox do?
Level 2	Level 2: <ul style="list-style-type: none"> ➤ still refers directly to an object but is specific on part of an object ➤ moves away from the most concrete questions ➤ is still about the 'here and now'. 	Pgs. 5-6: <ul style="list-style-type: none"> ➤ What does the owl use to fly? ➤ The mouse is walking on the ➤ An owl is a type of bird. Can you think of another bird? ➤ Find a small rock. ➤ Find a yellow flower. ➤ What is happening in this picture? ➤ What is different about an owl and a dragonfly? ➤ Who is flying? ➤ What is the mouse doing? ➤ Where does the owl live?
Level 3	Level 3: <ul style="list-style-type: none"> ➤ moves away from concrete perception to abstract thought ➤ talks about the 'here and now' as well as things in the future ➤ begins to think about ideas from another person's perspective ➤ can tap into the context of the child's pre-existing knowledge ➤ can require a child to predict what happens next. 	Pgs. 9-10: <ul style="list-style-type: none"> ➤ Point to the snake, the mouse and a leaf. ➤ Show me a frog that is not swimming. ➤ How are the mouse and the frog the same? ➤ Have you ever been for a walk in the woods? What did you do there? ➤ What might this frog say to the other frog? ➤ How might the mouse feel? ➤ How might the snake feel? ➤ What is a mushroom? ➤ What has happened in the story so far? ➤ What might happen next? (it's only prediction if the child doesn't know the story)
Level 4	Level 4: <ul style="list-style-type: none"> ➤ requires thinking about abstract concepts, drawing on knowledge and experiences not specifically related to the 'here and now' ➤ requires higher level problem solving and explanation. 	Using the whole book: <ul style="list-style-type: none"> ➤ Why does the Gruffalo want to eat the mouse? ➤ What made the fox run away from the mouse at the end of the book? ➤ What would you do if you met a Gruffalo? ➤ What do you think <insert reader's name> would do if they met a Gruffalo? How could they avoid being eaten? ➤ How can we tell that it's daytime in this story? ➤ What does the mouse in this story like to eat? ➤ Why can't the mouse fight the Gruffalo? ➤ Let's act out the story – what do we need?