

# ONQ SCORING GUIDE



## INTRODUCTION

There are many ways to add hand-scored analyses to your language samples. The Oral Narrative Quality (ONQ) is one example. The ONQ scoring was applied to the AGL (Ana Gets Lost) samples in the NZ-AU Story Retell database.

## SCORING GUIDELINES

### **Assigning ONQ Scores**

The ONQ is scored using a 0 - 5 point scale for each of eight categories. Five (5) points are given for “proficient” use, 3 points for “emerging” or “inconsistent” use, and 1 point for “minimal or “immature” use. An overall score of zero (0) is given if the story is not the same as the original at all. A score of NA (non-applicable) is given for Mechanical/Examiner/Operator Errors (i.e., interference from background noise, issues with recording (cut-offs, interruptions), examiner quitting before child does, examiner not following protocol, examiner asking overly specific or leading questions rather than open-ended questions or prompts). The scores for each characteristic can be considered individually or combined into a total composite score (highest possible score being 40). Note that if any individual ONQ scores are NA, the composite score cannot be computed.

The ONQ consists of the following eight story characteristics:

- Introduction : Scores are determined by the presence, absence, and qualitative depiction of character and setting components.
- Theme:
- Main Character : Scores are based on the acknowledgement of the main character and the significance of this character throughout the story.
- Supporting Character(s) : Scores are based on the acknowledgement of the supporting characters and their significance throughout the story.
- Conflict: Scores are based on the presence/absence of conflicts required to express the story as well as how thoroughly each is described.
- Coherence : The sequencing of, details given to, and transitions between each event are examined.
- Resolution: Scores are based on the presence/absence of resolutions required to express the story as well as how thoroughly each is described.
- Conclusion : Scores are based on the conclusion of the final event as well as the wrap-up of the entire story.

**ONQ SCORING RUBRIC – Ana Gets Lost Story**

Characteristic	Content	Proficient (5 points)	Emerging (3 points)	Minimal/Immature (1 point)
<b>Introduction</b>	<ul style="list-style-type: none"> <li>• <i>Stay at home/ couldn't go</i></li> <li>• <i>Parents go out</i></li> <li>• <i>Ana is sick</i></li> <li>• <i>Brother looks after her</i></li> </ul>	Setting stated; At least 3 setting points are mentioned.	Setting stated minimally, i.e., no more than 2 setting points are provided.	Only 1 info point provided. Launches into the story with no attempt to provide setting or story theme.
<b>Theme</b>	<i>Gets lost</i>	Story theme stated at the right moment in the story.	Mentions "lost" in title or first sentence, not in story retell, or mentions at the end "don't get lost again".	Says "can't find them". No story theme stated.
<b>Main Character</b>	<i>Ana</i>	Main character introduced to listener by name in the first sentence. All further references are appropriate.	"Ana" in title, later just "her" or a different name. Story does not start with Ana. E.g., "her parents go out. Ana is not allowed to go....."	Main character consistently referred to by pronoun.
<b>Supporting Character/s</b>	<i>Mum and dad big brother or (big) Brother Tom A Policeman</i>	All supporting characters are mentioned. They are introduced appropriately. All further references are appropriate.	No name for brother. Or just "Tom" and no explanation. Policeman introduced with <u>The</u> policeman. Parents introduced with "them", later "mum and dad."	No mention of brother. Consistent use of <u>The</u> mum and dad OR Only 1 parent mentioned OR Parents not mentioned. No mention of police(man).
<b>Conflict</b>	<u>Bored</u> . Includes rationale for character's behaviour. Ana goes out to find her parents <u>because</u> she is bored. Provides the relationship connecting events and actions.	This can be implied: "There was nothing to do/ no one to play with." So, when Tom fell asleep, she went out..... Needs to be clear that Ana went out because she had nothing to do.	Vague rationale or statement for the character's behaviour. E.g., "asked brother to play, <u>brother said no</u> . When he fell asleep, she went out" Or "Ana <u>wants/decides</u> to go out."	No rationale for character's behaviour. E.g., "Asked her brother if he wanted to play. When he fell asleep she went out looking for mum and dad." (It is not clear that the brother said no, or why she went out.) No mention that she wanted to play or was bored.

<b>Coherence</b>	<p>Critical Events:</p> <ul style="list-style-type: none"> <li>• <i>Parents have gone out.</i></li> <li>• <i>Leaves the house to look for mum and dad.</i></li> <li>• <i>Gets lost /or/ not know what to do and cry</i></li> <li>• <i>Policeman finds her</i></li> <li>• <i>Policeman takes her home</i></li> </ul>	Events follow a logical order. All critical events are included. Smooth transitions provided between events.	Events follow a logical order. 1 critical event missing. Not clear why she left the house.	Story is missing 2 or more critical events. Events are provided in random order. Minimal or no connection between events. Transitions between events are lacking.
<b>Resolution</b>	<p>Resolutions:</p> <p><i>Home (safely)</i> <i>Parents happy OR</i> <i>Parents thank the police.</i></p>	Clear resolution regarding characters, conflicts and events. Both resolutions are mentioned.	One resolution provided for characters, conflicts or events. Only one mentioned. Or out of sequence.	Poor resolution provided, some mention of the policeman. No resolution provided.
<b>Conclusion</b>	<p>Endings:</p> <p><i>Policeman told her not to get lost again AND/OR</i> <i>Policeman drove away OR good alternative, e.g.,</i> <i>“mother said she wouldn’t get lost again.”</i></p>	Smooth transition to conclusion. At least one “ending” is mentioned.	Story finishes with parents are happy or policeman took her home (i.e., the resolution/s) without mentioning one of the endings.	No conclusion is provided. Story stops halfway. Child stops talking and it’s not clear that that is the end of the story.

### Helpful Scoring Tips

- Be familiar with the story that has been narrated. It is recommended that the scorer have a copy of the story to reference while scoring.
- Print the narrative transcript.
- Read the transcript as fluidly/inclusively as possible, ignoring the codes.
- Write comments and circle or flag key words/utterances.
- For *each* characteristic, review the ONQ before assigning a score. Read the criteria along the continuum of points. Determine what is present in the transcript and score accordingly. This will insure intra- and inter-rater reliability.
- The characteristics Conflict, Coherence, and-Resolution are story grammar elements which are distributed across the entire narrative. They do not occur at one static point within the story. The scoring of these characteristics must take into account the story as a whole.
- Application of scores for the characteristics of Conflict and Resolution (CR) is based on the presence of CRs necessary for telling a complete story as well as the clarity and richness in which these story elements are expressed. A child who is missing elemental conflicts and/or resolutions will receive proportionately lower scores than a child who narrates all conflicts and resolutions necessary for

advancing that story. A child who expresses these CRs clearly and comprehensively receives proportionately higher scores than a child who narrates under-developed CRs.

- Frequently review what constitutes a score of 0 or NA. Refer to the explanations given previously.
- Proficiency in assigning scores will develop with experience.

**USING SALT TO ENTER ONQ SCORES**

Use **Edit menu → Insert Template → Oral Narrative Quality** to insert the ONQ plus line template at the bottom of your transcript. Then type the individual scores after each label.

ONQ Template	Example of NSS Scoring
+ Introduction:	+ Introduction: 3
+ Theme:	+ Theme: 2
+ MainChar:	+ MainChar: 5
+ SuppChar:	+ SuppChar: 1
+ Conflict:	+ Conflict: 3
+ Coherence:	+ Coherence: 3
+ Resolution:	+ Resolution: 3
+ Conclusion:	+ Conclusion: 4

**ANALYZING THE ONQ SCORES**

- Use the **Analyze menu → Oral Narrative Quality** report to list each individual ONQ score along with the composite score.
- Use the **Database menu → Oral Narrative Quality** to list each individual ONQ score along with the composite score. Scores are listed for your transcript and, if available, for the selected database samples.