**Appendix 1.**

***The utterances coding system***

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| **Cognitive demands** | | |
| ***Level*** | ***Event*** | ***Example*** |
| ***Low level*** | | |
| **Recalling** | Simple recall of story events. | «Afterwards, the kitten went to the pig and the pig told it to look at the stars and then it went to the elephant.....». |
| **Labelling** | Name the characters, without mentioning their actions. | «It was talking about teddy bears, for the cat and the pig and the sheep». |
| **Repetition** | Repetition of a story part. | «Then, it went to the second, which was…, ah!... What is it called? … the little elephant… and… little hen». |
| ***Middle level***  ***Middle level*** | | |
| **Clarification** | Clarification of character´s action. | «Take this little elephant to sleep better». |
| **Generalization** | Generalization of a specific behavior or integration of a specific behavior in a broader social context. | «Why are you here at this time? Everyone is asleep». |
| **Comparison** | Data comparison for a purpose. | «I cannot come myself to your bed, because I am too big, take your doll». |
| ***High level*** | | |
| **Statement** | Expression of a concrete view on an event or text information. | «You have to sleep, because everyone is asleep». |
| **Reasoning** | Interpretation and justification of characters´ behavior. | «Why don´t you sleep? Is Isn’t your pillow soft? I will give you one». |
| **Prediction** | Prediction of an event that is not explicitly mentioned in the text. | «Come and get a leaf that will make you fall sleep». |
| **Inference** | Reference to something that is not mentioned in the text but is inferred from the context. | «Oh! Now… my babies are sleeping and fretful the hen gave the kitten a leaf» (the word ‘fretful’ is not mentioned anywhere in the text). |
| ***Comments about characters/character development***  **Comments about characters** | | |
| ***Code*** | ***Event*** | ***Example*** |
| **Thoughts** | Characters´ thoughts. | *«*It remembered what the pig had told it and slept».  «It watched the stars and imagined that they were the faces of its friends». |
| **Reactions** | Characters´ reactions as a result of an internal or external stimulus. | «The sheep after having heard Norris’s story gave it a pillow». |
| **Feelings** | Interpretation of characters feeling. | «I cannot sleep, I am alone and I cannot». |
| **Beliefs** | Statement for characters´ aims and beliefs for themselves or for other characters´ actions. Statement for story theme. | «In order to sleep the kitten had every day with it a toy that it was given to it».  «I know what you want, take a magic feather to sleep». |
| ***Narrative techniques*** | | |
| ***Code*** | ***Event*** | ***Example*** |
| **Dialogues** | Transfer text dialogues verbatim. | «The kitten went to the hen and said: «I cannot sleep, can I play with my friends? ». |
| **Direct - indirect speech** | Switching from direct to indirect speech. | «It went to its friend the hen and said to it:  - What are you doing in the middle of the night?  - Can I play with my friends, the first, the second and the third? ». |
| **Intonation** | Pauses to emphasize a particular element of the story. | «Oh! Now my chickens are sleeping (with low tone of voice, whispering) and when you sleep you grow up. And why you are aren’t you in your own bed? (with a strong tone of voice). |
| **Dramatization** | Conscious change of children’s voice in order to make their retellings more stirrings, more “alive” | “oink –oink look at the stars, only those can tell you a story so that you can have a peaceful sleep” |
| **Phrases for story beginning and ending** | Use of specific traditional fairytale phrases. | «Once upon a time there was a kitten that it could not sleep».  «Then it went to his bed and slept and they lived well and we better». |
| ***Personal remarks*** | | |
| ***Code*** | ***Event*** | ***Example*** |
| **Personal comments** | Enriching retelling with personal opinions that do not alter the story plot. | The little pig said: «Why don’t you sleep? I am telling you to sleep with the gifts that your friends brought you». |

(The story, in short, is about a kitten that cannot sleep, so it goes around visiting its friends and asking for their help. Each animal gives the kitten some advice and a toy that will function as a pacifier. Having gathered all its friends’ gifts, the kitten manages to sleep peacefully).