

Appendix D: Sample dialogue in which the experimenter could help the child arrive at the target structure without providing it.

Experimenter: Good job, but it looks like you two have different ideas. Let's find out about Mork. Can you ask Mindy about Mork?

Child (attempt 1): Mindy, what about Mork?

Experimenter (as Mindy): What should I find out?

Child (attempt 2): Who can fix the engine?

Experimenter: Remember, we know Mindy thinks Farmer Bob can fix the engine, but we need her to find out about Mork's ideas.

Child (attempt 3): Mindy, can you find out about Mork's ideas?

Experimenter: Remember earlier when we wanted to find out "where should we look?" you asked Mindy "Where does Mork think we should look?" Can you ask a question like that about who can fix the engine? It starts "Who does Mork think..."

Child (attempt 4): Who does Mork think can fix the engine? (target)