

## Who, What & Where Questions **Buildable Scenes**

Scene construction and deconstruction: Activities that allow a learner to ask or answer Who, What and Where questions by manipulating the objects in a visual scene. This can be accomplished using "buildable displays." Graphic symbols representing Who, What, and Where question forms should be distinct. We recommend using color, shape, and text as distinctive features to help make this differentiation. Scenes used for this instruction should contain:

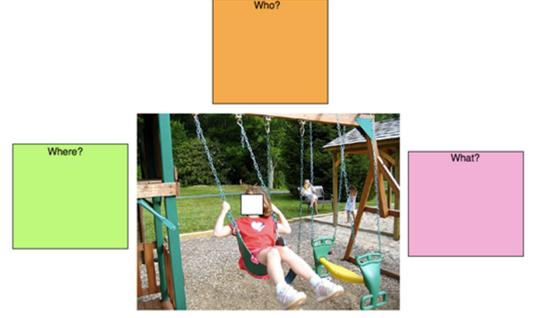
- Distinct people to represent *Who*
- Distinct and familiar activities to represent *What*
- Distinct locations (imbedded in the background of the scene) to represent Where





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**Deconstructing a Scene:** The example below is a scene in which the **Who** (child), **What** (swinging) and **Where** (at the playground) are clearly represented. The task is for the learner is to deconstruct elements within the scene and place them in the boxes that correspond to each question form. When *deconstructing* the scene (comprehension), the learner extracts the girl symbol and drags it to the "Who" area, moves the swing to the "What" area, and extracts the background of the scene (playground) in response to the "Where".

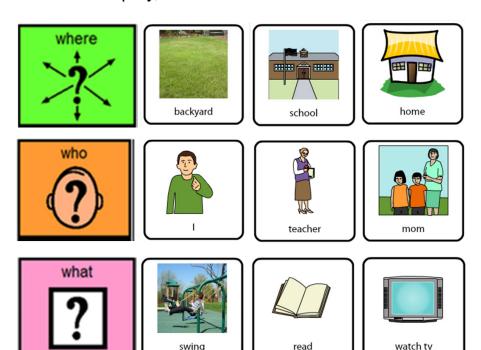


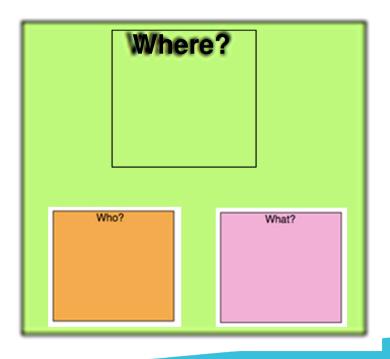


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When *constructing* a visual scene, the learner answers Wh-questions with buildable displays as well. For example, when the mentor displays the Where, Who and What symbols, the learner places people, activity and background onto the display by selecting icons from a menu contained within each question box. The order in which scenes are constructed is:

- Where: The learner initially selects a scene in which the action will occur
- Who: The learner selects a desired character (or characters) to perform the action
- What: The learner selects an action for the character to perform. If presented on an electronic display, the scene animates to illustrate the learner's constructed message (where, who, what).







climb

ladder

smoke

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