

Fact Set:

1. Tomato:

- a. ISA
 - i. Living thing
 - ii. Plant
 - iii. Fruit
 - iv. Tomato
- b. IS
 - i. Living
 - ii. Red
 - iii. Juicy
- c. CAN
 - i. Grow
 - ii. Rot
- d. HAS
 - i. Skin
 - ii. Seeds
- e. NEEDS
 - i. Water
 - ii. CO₂

2. Grape

- a. ISA
 - i. Living thing
 - ii. Plant
 - iii. Fruit
 - iv. Grape
- b. IS
 - i. Green
 - ii. Living
 - iii. Juicy
- c. CAN
 - i. Grow
 - ii. Rot
- d. HAS
 - i. Seeds
 - ii. Skin
- e. NEEDS
 - i. Water
 - ii. CO₂

3. Hibiscus

- a. ISA
 - i. Living thing

- ii. Plant
 - iii. Flower
 - iv. Hibiscus
- b. IS
 - i. Living
 - ii. Pretty
- c. CAN
 - i. Grow
- d. HAS
 - i. Petals
- e. NEEDS
 - i. Water
 - ii. CO2

4. Sunflower

- a. ISA
 - i. Living thing
 - ii. Plant
 - iii. Flower
 - iv. Sunflower
- b. IS
 - i. Yellow
 - ii. Pretty
 - iii. Living
- c. CAN
 - i. Grow
- d. HAS
 - i. Petals
- e. NEEDS
 - i. Water
 - ii. CO2

5. Hummingbird

- a. ISA
 - i. Living thing
 - ii. Hummingbird
 - iii. Animal
 - iv. Bird
- b. IS
 - i. Living
 - ii. Diurnal
- c. CAN
 - i. Fly
 - ii. Grow

- iii. Hum
 - iv. Move
 - d. HAS
 - i. Feathers
 - ii. Wings
 - e. NEEDS
 - i. Water
 - ii. Oxygen
 - iii. Food
 - iv. Sleep
- 6. Owl
 - a. ISA
 - i. Living thing
 - ii. Animal
 - iii. Bird
 - iv. Owl
 - b. IS
 - i. Living
 - ii. Nocturnal
 - c. CAN
 - i. Grow
 - ii. Move
 - iii. Fly
 - iv. Hoot
 - d. HAS
 - i. Feathers
 - ii. Wings
 - e. NEEDS
 - i. Water
 - ii. Oxygen
 - iii. Food
 - iv. Sleep
- 7. Goldfish
 - a. ISA
 - i. Goldfish
 - ii. Living Thing
 - iii. Animal
 - iv. Water-borne
 - b. IS
 - i. Living
 - ii. Small
 - c. CAN
 - i. Move

- ii. Swim
 - iii. Grow
 - d. HAS
 - i. Fins
 - ii. Gills
 - iii. Scales
 - e. NEEDS
 - i. Water
 - ii. Oxygen
 - iii. Food
 - iv. Sleep
- 8. Octopus
 - a. ISA
 - i. Octopus
 - ii. Mollusk
 - iii. Living Thing
 - iv. Animal
 - v. Water-borne
 - b. IS
 - i. Living
 - c. CAN
 - i. Grow
 - ii. Move
 - iii. Swim
 - d. HAS
 - i. Tentacles
 - ii. Gills
 - e. NEEDS
 - i. Water
 - ii. Oxygen
 - iii. Food
 - iv. Sleep
- 9. Horse
 - a. ISA
 - i. Living Thing
 - ii. Horse
 - iii. Animal
 - iv. Land-Animal
 - b. IS
 - i. Living
 - ii. 4-legged
 - iii. Domestic
 - c. CAN

- i. Run
 - ii. Strut
 - iii. Neigh
 - iv. Grow
 - d. HAS
 - i. Mane
 - ii. Hooves
 - e. NEEDS
 - i. Water
 - ii. Oxygen
 - iii. Food
 - iv. Sleep
- 10. Dog
 - a. ISA
 - i. Living thing
 - ii. Animal
 - iii. Land-Animal
 - iv. Dog
 - b. IS
 - i. Living
 - ii. 4-legged
 - iii. Domestic
 - c. CAN
 - i. Run
 - ii. Bark
 - iii. Grow
 - d. HAS
 - i. Fur
 - ii. Paws
 - e. NEEDS
 - i. Water
 - ii. Oxygen
 - iii. Food
 - iv. Sleep
- 11. Car
 - a. ISA
 - i. Non-living thing
 - ii. Car
 - iii. Vehicle
 - b. IS
 - i. Motorized
 - ii. Non-Living
 - iii. Small

- c. CAN
 - i. Move
- d. HAS
 - i. 4 wheels
 - ii. Engine
 - iii. Horn
- e. NEEDS
 - i. Fuel

12. Bus

- a. ISA
 - i. Non-Living Thing
 - ii. Vehicle
 - iii. Bus
- b. IS
 - i. Non-Living
 - ii. Motorized
 - iii. Big
- c. CAN
 - i. Move
- d. HAS
 - i. 6 wheels
 - ii. Engine
 - iii. Horn
- e. NEEDS
 - i. Fuel

13. Bicycle

- a. ISA
 - i. Non-Living Thing
 - ii. Vehicle
 - iii. Bicycle
- b. IS
 - i. Non-Living
 - ii. Non-motorized
 - iii. Small
- c. CAN
 - i. Move
- d. HAS
 - i. 2 wheels
 - ii. Bell
- e. NEEDS

*** Does the last hierarchy come because of a differentiating feature or because of eg. - Grapes
'ISA' Grapes?? - Can be tested by removing the given feature (like ISA Grape for Grape) while
training.