

2018 national curriculum tests

# Key stage 1

## English reading

### Paper 2: reading answer booklet

First name	
Middle name	
Last name	

Total marks	
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Please do not write on this page.

Questions 1–7 are about *Games From Around the World*  
(pages 4–6)

(page 4)

**1** Children around the world...

Tick **one**.

do not like playing games.

only play one game.

play many games.

must have very expensive games.



1 mark

(page 4)

**2** Find and **copy two** things that could be hidden in *Pilolo*.

1. \_\_\_\_\_

2. \_\_\_\_\_



1 mark

(page 5)

3 Look at the *Statues* section.

Why is *Statues* a good name for this game?

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1 mark

(page 5)

4 What do the words *Oonch Neech* mean?

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1 mark

(pages 4–5)

5 One player does something different from the other players in all five games.

What are they doing differently in...

(a) *Pilolo*?

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1 mark

(b) *Kangaroo Skippyroo*?

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1 mark

(pages 4–6)

- 6 Draw **four** lines to match these games to what the text says you need to win each one.

Oonch Neech	energy
Pilolo	speed
Statues	luck
Pass the Parcel	balance



1 mark

(pages 4–5)

- 7 Put ticks in the table to show which sentences are **true** and which are **false**.

Sentence	True	False
In <i>Pilolo</i> , players try to find hidden items.		
In <i>Statues</i> , one child shouts, 'freeze'.		
In <i>Oonch Neech</i> , players must stand very still.		
<i>Kangaroo Skippyroo</i> is a game all about luck.		



2 marks

Questions 8–10 are about *Cobweb Morning* (page 7)

(page 7)

8 The children saw the cobwebs in...

Tick **one**.

a park.

a street.

a garden.

a playground.



1 mark

(page 7)

9 (a) What did the children usually learn on a Monday morning?

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1 mark

(b) What did the children learn about **this** Monday morning when they went outside?

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1 mark

**10** The poem explains how cold weather...

Tick **one**.

damages cobwebs.

changes how cobwebs look.

makes cobwebs stronger.

helps spiders to make webs.



1 mark

Questions 11–16 are about *A New Home* (pages 8–9)

(page 8)

**11** What other creatures lived by the pond?

Write **two** answers.

1. \_\_\_\_\_
2. \_\_\_\_\_



1 mark

(page 8)

**12** *One day, huge, rumbling, grumbling machines crawled towards the pond.*

What does this sentence tell you about the machines?

Tick **one**.

They moved quickly.

They were noisy.

They were small.

They were silent.



1 mark



**13** Why did the ducks leave their home?

Tick **one**.

It was too small.

It was destroyed.

They wanted to live in the sea.

They wanted to explore.



1 mark

**14** The ducks did not like the sea. Why not?

Write **two** reasons.

1. \_\_\_\_\_

\_\_\_\_\_

2. \_\_\_\_\_

\_\_\_\_\_



2 marks

**15** Why did someone put the ducks in a box?

Tick **one**.

to take them to a new home

to protect them from seagulls

to live in the box

to take them back to their old pond



1 mark

**16** Number the following from 1 to 5 to show the order things happen in the story.

The first one has been done for you.

Machines destroyed the pond.

The ducks lived happily in the pond.

The ducks were set free on a lake.

The ducks were rescued by a helper.

The ducks hid in some thick reeds.



1 mark

**End of test**



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**Cobweb Morning:** Taken from *The Jungle Sale*, Viking, 1998. Author: June Crebbin

**A New Home:** Adapted from *Refugees*, Lothian Books, 2004. Author: David Miller

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