

2018 national curriculum tests

Key stage 1

ENGLISH

Modified large print

Reading

Paper 2: reading answer booklet

First name

Middle name

Last name

Note for marking:

This paper should be marked using the standard mark schemes for KS1 English reading: Paper 2. There is additional guidance in the Key stage 1 English reading amendments to mark schemes – MLP document.

Questions 1 – 8 are about Games From Around the World (pages 4 – 9)

1. Children around the world ... (page 4)

Tick one.

☐

do not like playing games.

☐

only play one game.

☐

play many games.

☐

must have very expensive games.

2. Look at page 4.

What does the text say you need to play games?

Tick to show if you **need** or **do not need** the following things.

	Need	Do not need
expensive toys		
imagination		
lots of space		
a quiet room		

3. Find and copy two things that could be hidden in **Pilolo**. (page 5)

1. _____

2. _____

4. Look at the **Statues** section. (page 6)

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

5. What do the words **Oonch Neech** mean? (page 7)

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

What are they doing differently in ...

(a) **Pilolo?** (page 5)

(b) **Kangaroo Skippyroo?** (page 8)

7. Look at pages 5 – 9.

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

8. Look at pages 5 – 8.

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

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

Questions 9 – 15 are about **A New Home**
(pages 10 – 13)

9. What other creatures lived by the pond? (page 10)

Write **two** answers.

1. _____

2. _____

10. **One day, huge, rumbling, grumbling machines crawled towards the pond.**
(page 11)

What does this sentence tell you about the machines?

Tick one.

☐

They moved quickly.

☐

They were noisy.

☐

They were small.

☐

They were silent.

11. Why did the ducks leave their home? (page 11)

Tick one.

☐

It was too small.

☐

It was destroyed.

☐

They wanted to live in the sea.

☐

They wanted to explore.

12. Look at pages 10 – 11.

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

Sentence	True	False
The pond was past the factory gates.		
The ducks felt safe in the pond.		
Wild animals destroyed the pond.		
The pond was precious to the ducks.		

13. The ducks did not like the sea. Why not? (page 12)

Write *two* reasons.

1. _____

2. _____

14. Why did someone put the ducks in a box? (page 12)

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

15. Think about what you have read in the story.

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.

End of test

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Total marks	
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**Standards
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2018 key stage 1 English reading

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

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