

# En

YEAR  
**7**

LEVELS  
**3-4**

**2006**

# Reading answer booklet



Page	Marks
3	
5	
7	
9	
11	
13	
15	
<b>Total</b>	

## Making Cartoons

First name \_\_\_\_\_

Last name \_\_\_\_\_

School \_\_\_\_\_

Date \_\_\_\_\_

### Remember

- Your teacher will tell you how long you have for this test, including reading time.
- You should wait until you are told to start work in this booklet.
- The booklet contains different types of questions. The spaces for answers and the number of marks indicate how much you need to write.
- When a question includes a page reference, you should refer to the text on that page to help you with your answer.
- Ask your teacher if you are not sure what to do.



## Part 1

Questions 1–11 are about *The Cartoonist* (pages 2–5).

1. What was Alfie doing at the beginning of the story?

Tick **one**.

eating

watching tv

drawing

studying

(1 mark)



Q1

2. What did Alfie's mother think he was doing at the beginning of the story?

\_\_\_\_\_ (1 mark)



Q2

3. Put the pictures that Alfie was drawing in the correct order.

The first one has been done for you.

Big birds eating seeds

Giant bird eating man

Little birds eating seeds

Man scattering Little Bird Seed  **1**

Man scattering Giant Bird Seed

(2 marks)



Q3

please turn over



Total

4. *There was a smile on Alfie's face as he looked at what he had done.* (page 3)

Why did Alfie smile?

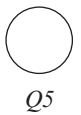
\_\_\_\_\_ (1 mark)



5. What was Alfie hoping to do with 'Super Bird'?

Write **two** things.

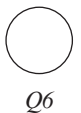
1 \_\_\_\_\_  
2 \_\_\_\_\_ (2 marks)



6. Look at page 4.

In the last square of 'Super Caterpillar', why was Super Caterpillar's stomach *a big round ball*?

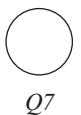
\_\_\_\_\_  
\_\_\_\_\_ (1 mark)



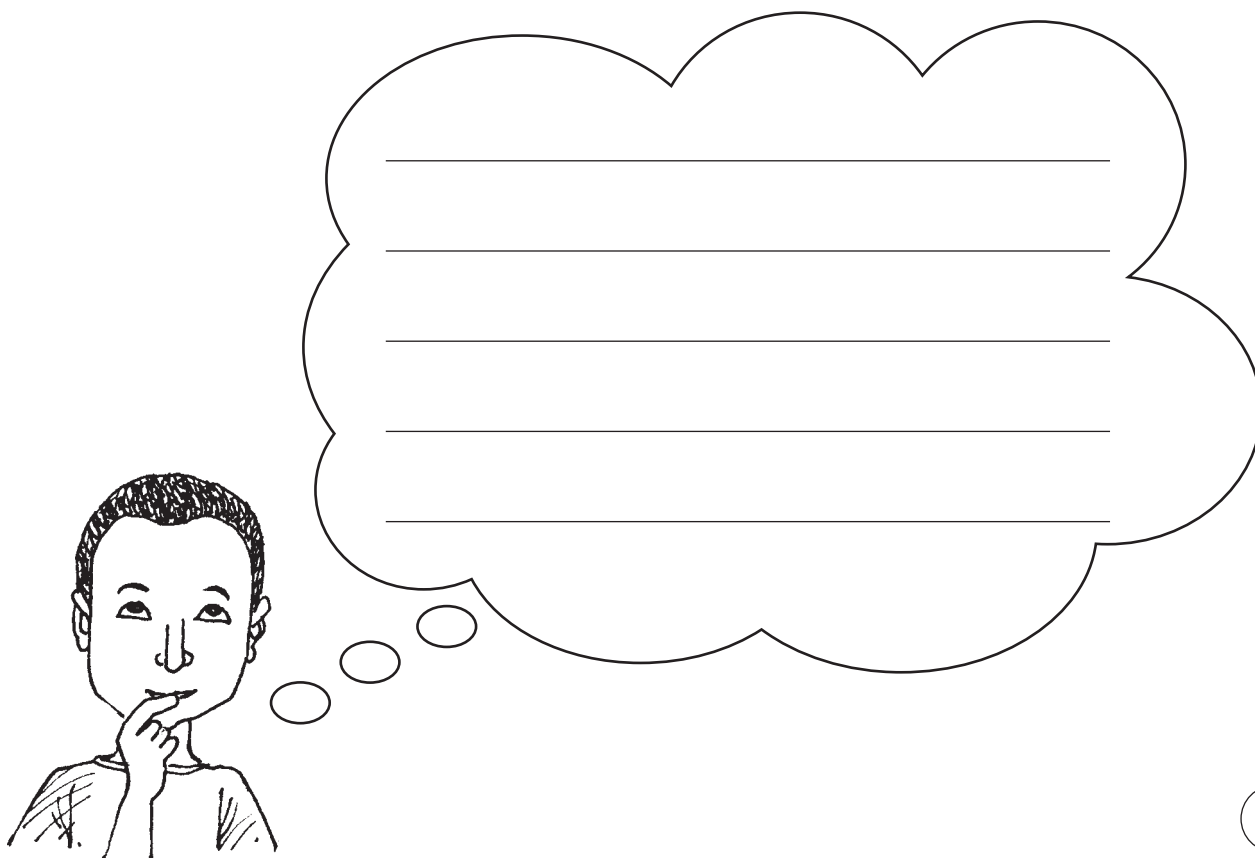
7. What was similar about Alfie's two cartoon strips?

Give **two** things.

1 \_\_\_\_\_  
2 \_\_\_\_\_ (2 marks)



8. Fill in the thought bubble to show what Alfie might have been thinking as his mother shook the ladder.



(3 marks)



Q8

9. Why did Alfie turn *his papers face down on the table?* (page 5)

\_\_\_\_\_

\_\_\_\_\_

(1 mark)



Q9

10. What was it about Alfie's house that reminded him of the rhyme about the crooked man?

\_\_\_\_\_

\_\_\_\_\_

(1 mark)



Q10

please turn over



Total

11. How did Alfie feel about the attic?

Explain your answer as fully as you can.

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(2 marks)



Q11

**Part 2**

Questions 12–16 are about *Moving pictures* (pages 6–9).

12. What is **animation**?

\_\_\_\_\_ (1 mark)



Q12

13. Look at the sentence in the box below.

Underline the **noun** that tells you that artists need to be creative.

*Cartoon films are sometimes based on books, but it is the artist's imagination that creates the characters.*

(1 mark)



Q13



14. Look again at the *Storyboard* and *Soundtrack* sections.

Imagine you are making a cartoon film. In one scene a mouse is being chased by a bulldozer.

Use the information to help you decide:

a) What viewing angle you would use and why.

long shot

close-up

looking up

looking down

I would use this shot because \_\_\_\_\_

\_\_\_\_\_ (1 mark)

  
Q14a

b) What type of music you would use and why.

I would use \_\_\_\_\_

because \_\_\_\_\_

\_\_\_\_\_ (1 mark)

  
Q14b

15. Look at page 9.

Why does the animator only have to draw the first and last pictures of a movement?

\_\_\_\_\_ (1 mark)

  
Q15



16. Look again at pages 6–9.

**Tick** to show if the following are true or false.

The first one has been done for you.

	<b>T</b>	<b>F</b>
Soundtracks can include silence.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
A flick-book is a simple animation.	<input type="checkbox"/>	<input type="checkbox"/>
Cartoons are always about animals.	<input type="checkbox"/>	<input type="checkbox"/>
An animated film combines soundtrack and pictures.	<input type="checkbox"/>	<input type="checkbox"/>
The director creates the characters.	<input type="checkbox"/>	<input type="checkbox"/>

(2 marks)



Q16



Questions 17–22 are about *Some highlights from the history of animation* (pages 10–11).

17. Put a letter in each box to label the different parts of the text.

The first one has been done for you.

A – Title

B – Timeline

C – Fact box

D – Introduction

(1 mark) Q17

18. What **two** things did Mickey Mouse do in 1928?

1 \_\_\_\_\_

2 \_\_\_\_\_

(2 marks)



Q18

19. About how many drawings were needed to make *Snow White and the Seven Dwarfs*?

Tick **one**.

200

3

82

2 million

(1 mark)



Q19

20. Match the following:

1925 ●

● First animated sitcom

1954 ●

● First talking cartoon

1960 ●

● First full-length computer-generated animation

1995 ●

● First animated feature film in Britain

(2 marks)



Q20

please turn over



Total

21. Tick to show if the following are true or false.

The first one has been done for you.

	T	F	
Gertie the Dinosaur appeared in 1909.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
In <i>Mary Poppins</i> an actor danced with cartoon penguins.	<input type="checkbox"/>	<input type="checkbox"/>	
<i>The Simpsons</i> was the first animated sitcom.	<input type="checkbox"/>	<input type="checkbox"/>	
<i>Toy Story</i> was all computer-generated.	<input type="checkbox"/>	<input type="checkbox"/>	
<i>The Flintstones</i> appeared before Bimbo.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		(2 marks)	Q21

22. How does the timeline make it easier to understand the information?

Tick **one**.

It shows you how long it takes to make a film.	<input type="checkbox"/>	
It shows you the order in which things happened.	<input type="checkbox"/>	
It shows you how many films there were.	<input type="checkbox"/>	
It shows you what will happen next.	<input type="checkbox"/>	<input type="checkbox"/>
		(1 mark)
		Q22

**Questions 23–27 are about *Animators required* (pages 12–13).**

**23.** Look at advert **number 1**.

Why does the advert use a question at the beginning?

Tick **one**.

because the writer does not know the answer

because the writer wants the job

because the writer wants to interest you in the job

because the writer is an animator

(1 mark)



Q23

**24.** Look at advert **number 1**.

Match the following to show why some parts of the text have appeared in **bold**.

Thinking about a career in animation?

Important information about applying

May 20th

To draw attention to the advert

What you have to do:

Deadline for applications

(1 mark)



Q24

please turn over



Total

25. Look at advert **number 2**.

**Tick** to show which parts of the advert are **factual information** about the job and how to apply for it and which parts are **persuasive information**.

The first one has been done for you.

	<b>Factual information</b>	<b>Persuasive information</b>
see your name on the credits		✓
open day on 2nd June		
you could help create the next big blockbuster		
Now is <u>your</u> chance		
<u>l.harris@animationstudios.uk</u>		

(2 marks)



Q25

26. Look at advert **number 4**.

**Find** and **copy** a word or phrase that shows that the company wants someone to start work straight away.

\_\_\_\_\_ (1 mark)



Q26

27. Match the following people to the advert that would interest them the most.

I'm willing to travel.

**Job 1**

I work for a TV company.

**Job 2**

I'd like to do my work experience in the film industry.

**Job 3**

I've got good computer skills.

**Job 4**

(2 marks)



Q27



