

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?



1 mark

(page 5)

4 What do the words *Oonch Neech* mean?



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*?



1 mark

(b) *Kangaroo Skippyroo*?



1 mark

(pages 4–6)

6

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

<i>Oonch Neech</i>	energy
<i>Pilolo</i>	speed
<i>Statues</i>	luck
<i>Pass the Parcel</i>	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?



1 mark

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



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

(page 8)

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

(page 9)

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

Write **two** reasons.

1. _____

2. _____



2 marks

(page 9)

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

(pages 8–9)

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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