

Reading SATS

The 3-mark questions!

You can do this!

2016-2017-2018-2019

2016 Reading SATS

This story takes place in a huge grassland area in southern Africa. The grasslands there are called 'savannah'.

Wild Ride



Dawn was casting spun-gold threads across a rosy sky over Sawubona Game Reserve as Martine Allen took a last look around to ensure there weren't any witnesses. She leaned forward like a jockey on the track, wound her fingers through a silver mane, and cried, 'Go, Jemmy, go.'

The white giraffe sprang forward so suddenly that she was almost unseated, but she recovered and, wrapping her arms around his neck, quickly adjusted to the familiar rhythm of Jemmy's rocking-horse stride. They swept past the dam and a herd of bubble-blowing hippos, past a flock of startled egrets lifting from the trees like white glitter, and out onto the open savannah plain. An early morning African chorus of doves, crickets and go-away birds provided a soundtrack.

For a long time Martine had only ever ridden Jemmy at night and in secret, but when her grandmother had found out about their nocturnal adventures she'd promptly banned them, on the grounds that the game reserve's deadliest animals were all in search of dinner after dark and there was nothing they'd like more than to feast on a giraffe-riding eleven-year-old. For a while Martine had defied her, but after several close calls and one terrible row with her grandmother, she had come to accept that the old lady was right. When lions were on the hunt, the game reserve was best avoided.

Another of her grandmother's rules was that Martine ride sedately at all times. 'No faster than a trot and, in fact, I'd rather you stuck to a walk,' she'd counselled sternly.

Martine had paid almost no attention. The way she saw it, Jemmy was a wild animal and it was only fair that he should have the freedom to do what came naturally, and if that meant tearing across the savannah at a giraffe's top speed of thirty-five kilometres per hour, well, there wasn't a lot she could do about it. It wasn't as if she had reins to stop him. Besides, what was the point of riding a giraffe if the most he was permitted to do was plod along like some arthritic pony from the local stables?

Jemmy clearly agreed. They flew across the grassy plain with the spring breeze singing in Martine's ears. 'Faster, Jemmy!' she yelled. 'Run for your life.' And she laughed out loud at the heart-pounding thrill of it, of racing a wild giraffe.

Continued on the next page

A streak of grey cut across her vision, accompanied by a furious, nasal squeal: 'Mmwheeeh!'. Jemmy swerved. In the instant before her body parted company with the white giraffe's, Martine caught a glimpse of a warthog charging from its burrow, yellow tusks thrust forward. Had her arms not been wrapped so tightly around the giraffe's neck, she would have crashed ten feet to the ground. As it was, she just sort of swung under his chest like a human necklace. There she dangled while Jemmy pranced skittishly and the warthog, intent on defending her young, let out enraged squeals from below. Five baby warthogs milled around in bewilderment, spindly tails pointing heavenwards.



The pain in Martine's arms was nearly unbearable, but she didn't let go. She adored warthogs – warts, rough skin, ugly ears and all – but their Hollywood movie star eyelashes didn't fool her. In a blink of those lashes, their tusks could reduce her limbs to bloody ribbons.

'Jemmy,' she said through gritted teeth, 'walk on. Good boy.'

Confused, the white giraffe started to lower his neck as he backed away from the warthog.

'No, Jemmy!' shrieked Martine as the warthog nipped at the toe of one of her boots. 'Walk! Walk on!'

Jemmy snatched his head up to evade the warthog's sharp tusks, and Martine was able to use the momentum to hook her legs around his neck. From there, she was able to haul herself onto his back and urge him into a sprint. Soon the warthog family was a grey blur in the distance, although the mother's grunts of triumph took longer to fade.

Martine rode the rest of the way home at a gentle walk, a thoughtful smile on her lips. That would teach her to show off – even if it was only to an audience of hippos. At the game reserve gate, Jemmy dipped his head and Martine slid down his silvery neck as though she was shooting down a waterslide. That, too, wasn't the safest way of dismounting, but it was fun. She gave the white giraffe a parting hug, and strolled through the mango trees to the thatched house.

20

Do you think that Martine will change her behaviour on future giraffe rides?

Tick **one**.

yes ☐

no ☐

maybe ☐

Explain your choice fully, using evidence from the text.

3 marks

21

In what ways might Martine's character appeal to many readers?

Explain fully, referring to the text in your answer.

3 marks

Qu.	Requirement	Mark
20	<p>Do you think that Martine will change her behaviour on future giraffe rides?</p> <p>Tick one. (yes / no / maybe)</p> <p>Explain your choice fully, using evidence from the text.</p> <p>Content domain: 2e – predict what might happen from details stated and implied</p> <p>Acceptable points (yes):</p> <ol style="list-style-type: none"> 1. she had started to listen to / obey her grandmother 2. she got a fright / found herself in danger 3. she had learnt from the experience. <p>Acceptable points (no):</p> <ol style="list-style-type: none"> 4. she has been in danger before and not been hurt / got away with it 5. she is stubborn / defiant / does not listen to others 6. she had fun / she is adventurous / she is thrill-seeking. <p>Award 3 marks for three acceptable points or two acceptable points with at least one supported with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>because it says Martine rode the rest of the way home at a gentle walk. This explains that Martine had learnt her lesson and she won't go fast again. But then she has got into trouble before and didn't change [evidence + AP3, AP4]</i> • <i>even though she has just had a scare with the warthogs she has got through it unharmed and she may think she can do anything. However, because of this experience she may feel that that ride could have got her hurt and decided to play it safe [AP2, AP4, AP3].</i> <p>Award 2 marks for two acceptable points or one acceptable point supported with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>no because she seems very determined to have her own way like when she ignores her grandma [AP5 + evidence]</i> • <i>I think she will try for a little while because of the scare she got that day but I think she loves speed too much and that will get the better of her [AP2, AP6].</i> <p>Award 1 mark for one acceptable point, e.g.</p> <ul style="list-style-type: none"> • <i>yes, because the warthogs gave her a fright [AP2]</i> • <i>no because she likes the thrill of riding fast [AP6].</i> <p>Do not accept answers that speculate about Martine's future behaviour without reference to what has happened in the text to motivate the change.</p>	Up to 3m

Qu.	Requirement	Mark
21	<p>In what ways might Martine's character appeal to many readers?</p> <p>Explain fully, referring to the text in your answer.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <p>Acceptable points refer to Martine being:</p> <ol style="list-style-type: none"> 1. fun-loving / carefree 2. brave / risk-taking / adventurous 3. resilient / adaptable / calm under pressure 4. unconventional 5. strong-willed / defiant / determined / independent. <p>Also accept answers that recognise Martine has an affinity for / empathy with animals.</p> <p>Do not accept general answers relating to Martine liking / loving animals.</p> <p>Award 3 marks for three acceptable points or two acceptable points, with at least one supported with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>she likes doing fun things and she stands up for herself against the warthog and the grandma</i> [AP1, AP5 + evidence] • <i>she is adventurous as she rides giraffes. She is cheeky and defying because she doesn't always heed her grandmother's warnings</i> [AP2 + evidence, AP5 + evidence]. <p>Award 2 marks for two acceptable points or one acceptable point supported with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>she likes doing exciting things like riding into the game reserve at night when it's really dangerous</i> [AP2 + evidence] • <i>she does unusual things and stands up for her right to do them</i> [AP4, AP5]. <p>Award 1 mark for identifying one acceptable point, e.g.</p> <ul style="list-style-type: none"> • <i>because most people don't listen to grown ups</i> [AP5] • <i>she doesn't panic</i> [AP3]. 	Up to 3m

2017 Reading SATS

Michael is a young fisherman. He often takes out his boat, the 'Louisa May', for a day of fishing.

An Encounter at Sea

It was hot. Really hot. There wasn't the slightest breeze to cool the skin or make even a baby-finger crease on the surface of the sea. The *Louisa May* floated like a toy sitting on a glass table.

For the first time in over a week, Michael hadn't seen a dolphin all day. He was two miles offshore now, motoring along his daily survey course. The *Louisa May* pulled the reflection of the sky and the island into pleats behind her, and the *putt-putt* of her engine was lost in the big, quiet stillness of the afternoon.

Michael shut off the outboard motor and stopped. He leaned over the side to scoop up a bucket of seawater to cool himself, and looked down. Long fingers of sunlight slanted into the clear water, shifting slightly in arcs of radiating lines, and were swallowed up at last into the perfect blueness of the depths.

He poured the water over himself, savouring the delicious coolness.



Ppppppppwwwwraa! The sound came from close behind him, and made him spin round so fast he lost his balance and fell into the bottom of the boat.

Pppppppp – shorter and louder, even closer.

Michael picked himself up and looked over the side.

A black shape, much, much bigger than the biggest dolphin, showed about five metres from the boat. It was like a polished rock. On its rounded side was a slit like a flattened S, bigger than a man's two clenched fists, with a raised lip around it. As Michael watched, astonished, not understanding what he was seeing, the lips pinched together, the hole closed, and the black shape sank rapidly beneath the sluicing water.

A whale! Its dark head and blowhole! That's what he had seen.

Ppppppppwwwwraa!

Now it had surfaced on the other side of the boat. This second surfacing was hardly less shocking than the first, although Michael just managed to stay on his feet and cross the boat this time.

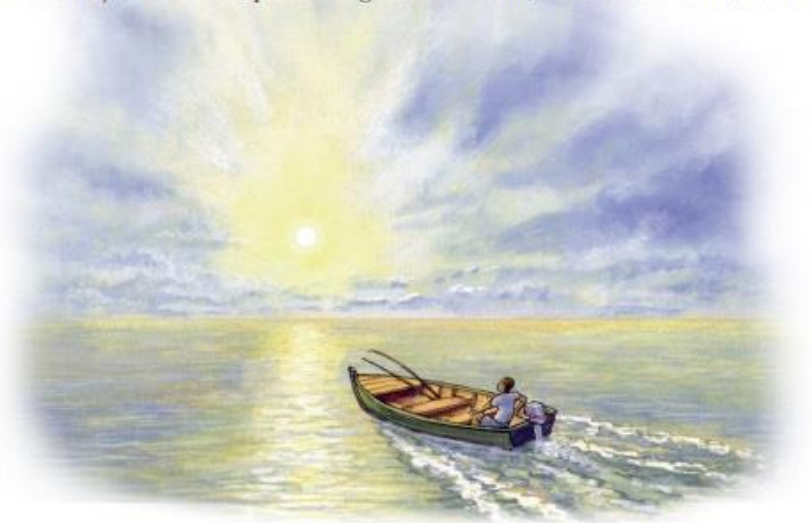
Carefully, Michael leaned over to look: on one side of the boat lay the whale's tapering tail; on the other side, the head with its scarred lines lay like a piece of huge, dark wreckage. This close, Michael could see that big sections of skin had peeled off in straight lines, giving the whale's head a patchwork look in greys and blacks. Closest of all to the boat, only just submerged, was the whale's eye. Michael looked right into it, and the whale looked back. It was so very, very close. He leaned out further and further, stretching his hand slowly towards it. The whale didn't draw away.

He reached down, until his fingertips touched the crease of skin that gave the whale a kind of eyebrow. It was cool and smooth, like a carved stone covered in a finely stretched coat of rubber.

And as his fingertips touched the whale, he looked into its eye. It was impossible to say what colour it was: dark but with rays of brightness. It was like a window into a whole galaxy, with stars and planets, comets and supernovae moving inside.

Effortlessly, as if movement and thought were the same thing, the whale submerged out of reach of Michael's hand. There was a last shushing sigh as the flipper caressed the boat one more time, and then they were separate again.

The setting sun made a path over the sea, bathing Michael in golden light. He felt as if he were lit up inside too. He had touched a whale and looked into its eye! Like a sleeper waking from a dream, he looked around, dazed.



33

Look at page 9.

How is the whale made to seem mysterious?

Explain **two** ways, giving evidence from the text to support your answer.

3 marks

36

Look at the paragraph beginning: *Carefully, Michael leaned...*

What does this paragraph tell you about Michael's character?

Explain **two** features of his character, using evidence from the text to support your answer.

3 marks

Qu.	Requirement	Mark
33	<p>Look at page 9.</p> <p>How is the whale made to seem mysterious?</p> <p>Explain two ways, giving evidence from the text to support your answer.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <p>Acceptable points:</p> <ol style="list-style-type: none"> unexpected / unidentified / unfamiliar sound it makes unexpected appearance / disappearance Michael's shock / confusion it describes parts of the whale / the whale is only partly visible it doesn't immediately say what it is it uses familiar things to describe the unrecognisable rules out what it is not rather than telling you what it is. <p>Award 3 marks for two acceptable points, with at least one supported with evidence, e.g.</p> <ul style="list-style-type: none"> <i>the whale is made mysterious because out of the blue, there is a 'ppppffffwwraa' noise. It is also mysterious as it seems to appear out of nowhere 'A black shape much, much bigger than the biggest dolphin, showed about five metres from the boat'. [AP1 + evidence, AP2 + evidence]</i> <i>because of the unusual sound it makes and it doesn't say it's a whale until Michael realises – a whale! That's what he had seen. [AP1, AP5 + evidence].</i> <p>Award 2 marks for either two acceptable points, or one acceptable point supported with evidence, e.g.</p> <ul style="list-style-type: none"> <i>a black shape much much bigger than the biggest dolphin. It doesn't tell you what the shape is but you know it isn't a dophin which creates mystery. [evidence + AP7]</i> <i>something takes Michael by surprise and he keeps you in suspense by not saying what it is yet. [AP3, AP5].</i> <p>Award 1 mark for one acceptable point, e.g.</p> <ul style="list-style-type: none"> <i>it only describes a bit of it so you don't know what it is [AP4]</i> <i>by describing it as being like something you know to help you understand. [AP6].</i> 	Up to 3m

Qu.	Requirement	Mark
36	<p>Look at the paragraph beginning: <i>Carefully, Michael leaned...</i></p> <p>What does this paragraph tell you about Michael's character?</p> <p>Explain two features of his character, using evidence from the text to support your answer.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <p>Acceptable points:</p> <ol style="list-style-type: none"> 1. curious / interested 2. observant 3. brave / daring 4. respectful / gentle 5. cautious / calm. <p>Award 3 marks for two acceptable points, at least one with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>He's careful because instead of screaming or running to the side of the boat, he went carefully and calmly. He's also very aware of the things around him. [AP5 + evidence, AP2]</i> • <i>Michael is daring because he tried to touch the whale not knowing what would happen. He is very interested. [AP3 + evidence, AP1].</i> <p>Award 2 marks for either two acceptable points, or one acceptable point with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>It tells you he is quite curious about things as a normal person would stay away, but he leaned over the boat so he could see it better. [AP1 + evidence]</i> • <i>It tells us that he is a gentle kind character and cautious. [AP4 + AP5].</i> <p>Award 1 mark for one acceptable point, e.g.</p> <ul style="list-style-type: none"> • <i>He is very inquisitive. [AP1]</i> • <i>He is very brave and adventurous. [AP3].</i> <p>Do not accept general responses relating to Michael liking animals.</p>	Up to 3m

2018 Reading SATS

Albion's Dream



There were rooms in the old farmhouse which I never saw used and which smelt of a past that held extraordinary fascination for me: little windows where unknown ancestors had sat on autumn evenings; old leather-lined bookcases with books that no one had handled for fifty years; dust that no one had bothered to remove; piles of candle wax in unlikely corners; huge chamber pots and cracked basins, and everywhere a great generosity of space.

Outside there was a big lawn hardly walked on, flowerbeds hardly looked at, a vegetable garden which always produced too much, a vast horse chestnut with enough conkers to satisfy the needs of a whole village of boys, a second lawn that nobody ever sat on, and the poignant smells of animals and harvests of a bygone age.

There also lived with Jack an elderly spinster called Em Sharp who was the true guardian of the place and of the memories of the family. The farmhouse never got any cleaner under her care, but it never got any dirtier either. In fact, she was determined that nothing should change, and nothing did.

There were times, as I grew older, when I went to stay with Jack on my own. I followed him on his work around the farm, or explored the empty rooms of the farmhouse. One day – I was twelve years old – it was raining and Jack had taken the car on business. Left to my own devices, I visited the dogs and young chicks, watched Em Sharp for a while as she prepared lunch, then made my way upstairs into the largest and most remote of the empty rooms, where one of the big bookcases had attracted my curiosity.

I pulled out some of the books, glancing idly at the contents, and then, as I went to return one of them to its place, my eye was caught by something in the dark recesses of the shelf. I reached in and drew it out. It was a large red dice, but like no other dice I had ever seen.

I took it to the window to inspect it. Each face had a symbol: a tower, a sword, a broken circle, something that looked like a pillar of stone. It was obvious that the dice had been fashioned by hand, for I could even make out the tiny blade marks, and none of the faces was precisely even.

As I sat and puzzled over the symbols, it dawned on me that the dice ought to belong to a game of some kind. So I returned to the bookcase to make a thorough search.

I looked behind every book and even used my hand to sweep out the shallow gap under the bottom shelf. There must have been ten years' worth of assorted debris under there. Finally I began to edge the entire bookcase away from the wall. It was extremely heavy and it took me some time to get it out far enough to look behind. There was a thick network of cobwebs and dust. I thought for a moment and plunged my hand in the gap.

There was something there, a flat box. It was covered with grime and falling apart. Opening it, I found a board, counters, cards, and a number of little figures. I wiped away the dirt from the lid and made out the title. *Albion's Dream* it said.

At that moment I heard Em Sharp's voice coming up the stairs.

"Edward. EDWARD!" she called. "What on Earth are you up to in there?"

The door opened.

It took her a few seconds to work out what I was doing; then she leapt towards me.



"Give me that immediately, Edward." I drew back cautiously. "That box is mine. It's nothing to do with you. It belongs to me." She came forward with frightening intensity, her hand reaching out for the box. I hesitated. If it really was hers, I had no right... But a stronger sense of justice broke out in me. I had found it by my own efforts. For the time being, at least, it should be mine.

38

Look at page 10.

What impressions do you get of Em Sharp at this point in the extract?

Give **two** impressions, using evidence from the text to support your answer.

Impression	Evidence

3 marks

40

Edward found a game. How can you tell that there was something strange about the game?

Explain **two** ways, using evidence from the text to support your answer.

1. _____

2. _____

3 marks

Qu.	Requirement	Mark																
38	<p>Look at page 10.</p> <p>What impressions do you get of Em Sharp at this point in the extract?</p> <p>Give two impressions, using evidence from the text to support your answer.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <table><tr><th>Acceptable points (impressions)</th><th>Acceptable evidence</th></tr><tr><td>1. she was angry</td><td><ul style="list-style-type: none">• <i>give me that immediately, Edward</i>• <i>that box is mine / it's nothing to do with you / it belongs to me</i>• <i>she leapt towards me</i>• <i>she came forward with frightening intensity</i></td></tr><tr><td>2. she was scary / mean</td><td><ul style="list-style-type: none">• <i>I drew back cautiously</i>• <i>she came forward with frightening intensity / her hand reaching out for the box</i>• <i>she leapt towards me</i>• <i>give me that immediately, Edward</i>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></td></tr><tr><td>3. she was bossy / demanding</td><td><ul style="list-style-type: none">• <i>give me that immediately, Edward</i></td></tr><tr><td>4. she was possessive</td><td><ul style="list-style-type: none">• <i>that box is mine / it's nothing to do with you / it belongs to me</i>• <i>give me that immediately, Edward</i></td></tr><tr><td>5. she was hiding something / secretive</td><td><ul style="list-style-type: none">• <i>that box is mine / it's nothing to do with you / it belongs to me</i></td></tr><tr><td>6. she was defensive / concerned about the game</td><td><ul style="list-style-type: none">• <i>give me that immediately, Edward</i>• <i>that box is mine / it's nothing to do with you / it belongs to me</i>• <i>she leapt towards me</i></td></tr><tr><td>7. she was quick</td><td><ul style="list-style-type: none">• <i>she leapt towards me</i></td></tr></table>	Acceptable points (impressions)	Acceptable evidence	1. she was angry	<ul style="list-style-type: none">• <i>give me that immediately, Edward</i>• <i>that box is mine / it's nothing to do with you / it belongs to me</i>• <i>she leapt towards me</i>• <i>she came forward with frightening intensity</i>	2. she was scary / mean	<ul style="list-style-type: none">• <i>I drew back cautiously</i>• <i>she came forward with frightening intensity / her hand reaching out for the box</i>• <i>she leapt towards me</i>• <i>give me that immediately, Edward</i>• <i>that box is mine / it's nothing to do with you / it belongs to me</i>	3. she was bossy / demanding	<ul style="list-style-type: none">• <i>give me that immediately, Edward</i>	4. she was possessive	<ul style="list-style-type: none">• <i>that box is mine / it's nothing to do with you / it belongs to me</i>• <i>give me that immediately, Edward</i>	5. she was hiding something / secretive	<ul style="list-style-type: none">• <i>that box is mine / it's nothing to do with you / it belongs to me</i>	6. she was defensive / concerned about the game	<ul style="list-style-type: none">• <i>give me that immediately, Edward</i>• <i>that box is mine / it's nothing to do with you / it belongs to me</i>• <i>she leapt towards me</i>	7. she was quick	<ul style="list-style-type: none">• <i>she leapt towards me</i>	Up to 3m
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<p>Award 3 marks for two acceptable points, at least one with evidence.</p> <p>Award 2 marks for either two acceptable points, or one acceptable point with evidence.</p> <p>Award 1 mark for one acceptable point.</p>																		

Qu.	Requirement	Mark
40	<p>Edward found a game. How can you tell that there was something strange about the game?</p> <p>Explain two ways, using evidence from the text to support your answer.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <p>Acceptable points:</p> <ol style="list-style-type: none"> 1. it was hidden / in an unusual location 2. the unusual dice 3. Em Sharp's unusual / negative reaction to the discovery of the game 4. the unusual / mysterious name of the game 5. it was split up 6. Edward's reaction to the game / Em Sharp. <p>Award 3 marks for two acceptable points, at least one with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>Because it was hidden behind the shelf and looked like it hasn't been opened. Em Sharp was very angry that he had that in his hands. [AP1 + evidence, AP3]</i> • <i>The dice had some very odd symbols on it that Edward had not seen before on a regular dice. The title of the game seems creepy. [AP2 + evidence, AP4].</i> <p>Award 2 marks for either two acceptable points, or one acceptable point with evidence, e.g.</p> <ul style="list-style-type: none"> • <i>It had weird symbols on the dice. Em Sharp was very determined to get it. [AP2 + AP3]</i> • <i>It had a weird name to it 'Albion's Dream'. [AP4 + evidence].</i> <p>Award 1 mark for one acceptable point, e.g.</p> <ul style="list-style-type: none"> • <i>Some of its parts were randomly placed on the bookshelf. [AP5]</i> • <i>Because he did not let go of the game even though he was told to. [AP6].</i> 	Up to 3m

2019 Reading SATS

This is an extract from an adventure story set in a different world. Micah, who earns money by finding things and selling them, goes to visit his 13-year-old friend, Piper.

Music Box

Micah brought the music box to her on the night of the meteor storm. Piper never slept on these nights, when debris from other worlds fell from the sky. Restlessness kept her awake in bed, staring at the slanted ceiling of her house. She counted the widening cracks in the grey scrub-pine planks and then counted the seconds as they ticked by on the tarnished silver watch she wore around her neck. Beneath her cotton nightdress, the metal lay warm and comfortable against her skin. Micah's knock made her lose count, but the watch ticked on steadily.

She pulled on a pair of her father's old boots, slung his brown coat over her nightdress, and opened the door. Wind blew a harsh breath of snow and ice crystals into her face. Piper wiped her eyes and fixed a look of annoyance on the boy huddled in the doorway.

'I must be seeing things,' Piper said. 'This can't be Micah Howell standing at my door, dragging me out of bed in the drop dead of night. Look at me – I'm stunned stiff. I'm speechless.'

Micah snorted. 'That'll be the day, then. Let me in, Piper, will ya?' He stomped snow off his boots. 'Stinks out here, and it's so cold my teeth are cracking together.'

'That's your own fault for being out on a storm night. Most scrappers have the sense to stay inside.' He was right, though. The air already reeked of brimstone. The storm was coming. Piper moved to let him in, then shut the door behind him. He immediately ran to the cast-iron stove to warm his hands. Piper nudged him aside and adjusted the controls. 'Hand me a log before you make yourself at home,' she said. It was her habit to pretend to be bothered by her friend, even though she was happy to see him.

Micah handed her a piece of wood from the basket near the stove and reached into the bulky sack he had slung over his shoulder. 'I brought it, just like I said I would.'

'That's great, kid, but I thought you were going to bring it a few hours ago – you know, before I made a comfortable nest in the middle of my bed.' Piper tended the stove, and then she went to the window and looked out at the sky, which had begun to lighten, though it was still several hours until dawn. The moon was a sickly greenish colour, as it always was before the meteors fell, making the clouds around it look like swelling bruises on the sky.

Piper's skin itched. She had the urge to go outside and watch the fields, to see the first of the meteors streak from the sky, but it was too cold, too dangerous. And besides, she'd promised to fix Micah's toy. A musical box – Piper rolled her eyes. Machines couldn't make proper music. You needed a person for that.

She lit an extra kerosene lamp and placed it on the small kitchen table. Piston rings, bolts, and cylinders littered its surface. Piper shifted these aside, wishing she had a bigger work space, one she didn't also have to eat at. 'Let's see it, then.'

Micah set the music box between them. 'Isn't she beautiful?' he said, his fingers lingering on the lid. It was decorated with a painted figure of a woman in a white silk robe. She reclined on a strip of grass, her long black hair falling around her waist. At her back grew a tree full to bursting with pink blossoms that hung over her like a veil.

Whoever had made the music box was a skilled artist. Piper could practically smell the flowers, each one hand-painted in white, coral, and cerise. In a few places, the paint had cracked and faded, but those were hardly noticeable. Overall, it was an incredible piece. Micah had been lucky to find it.

'But she won't sing?' Piper lifted the lid to get a look at the musical components. She'd seen contraptions like these before. A series of pins arranged on a metal cylinder struck the teeth of a steel comb while the cylinder turned, making the tinkling notes of a song. She'd heard this type of music and had always thought the sound was a little annoying. 'Did you clean the inside after you dug it out of the crater?'

'Course I did.' The boy was indignant. 'You think I'm stupid?'

Piper glanced up from the box and raised an eyebrow.

'Ha-ha. You watch – the coin I get from that thing will feed my family and me for a month. She'll look smart in one of those fancy mansions in Ardra. Don't you think she will, Piper?' His excitement faltered, and he looked at her anxiously.

'Yeah, it'll look smart. Just make sure you find a buyer with a stiff hip at the market,' Piper said. 'They're the ones who'll be looking for these kinds of pretties.' She felt the cylinder and its tiny pins. Micah had done a decent job cleaning it, but flecks of dirt still caked the comb, and something was keeping the cylinder from turning. She heard the soft, strangled notes of a song trying to play.

2 What impressions do you get of Piper's house?

Give **two** impressions, using evidence from the text to support your answer.

Impression	Evidence

39 What impressions do you get of the relationship between Piper and Micah?

Give **two** impressions, supporting your answer with evidence from the text.

1. _____

2. _____

3 marks

3 marks

Qu.	Requirement	Mark																
32	<p>What impressions do you get of Piper's house?</p> <p>Give two impressions, using evidence from the text to support your answer.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <table><tr><th>Acceptable points (impressions)</th><th>Likely evidence</th></tr><tr><td>1. it is rickety / old</td><td><ul style="list-style-type: none">there are widening cracks in the planks in the ceiling</td></tr><tr><td>2. it is small / tiny</td><td><ul style="list-style-type: none">she wishes she had a bigger work spaceshe has to eat at the same table that she works at</td></tr><tr><td>3. it is warm / cosy</td><td><ul style="list-style-type: none">there is a fire / stove<i>comfortable nest</i></td></tr><tr><td>4. it is untidy / cluttered</td><td><ul style="list-style-type: none"><i>Piston rings, bolts, and cylinders littered its surface</i></td></tr><tr><td>5. it is old fashioned</td><td><ul style="list-style-type: none">no electricity / kerosene lamps / cast-iron stove</td></tr><tr><td>6. it is isolated</td><td><ul style="list-style-type: none">it is situated among fields<i>to go outside and watch the fields</i></td></tr><tr><td>7. it is safe</td><td><ul style="list-style-type: none">the storm coming outside is dangerous</td></tr></table> <p>Award 3 marks for two acceptable points, at least one with evidence.</p> <p>Award 2 marks for either two acceptable points, or one acceptable point with evidence.</p> <p>Award 1 mark for one acceptable point.</p>	Acceptable points (impressions)	Likely evidence	1. it is rickety / old	<ul style="list-style-type: none">there are widening cracks in the planks in the ceiling	2. it is small / tiny	<ul style="list-style-type: none">she wishes she had a bigger work spaceshe has to eat at the same table that she works at	3. it is warm / cosy	<ul style="list-style-type: none">there is a fire / stove<i>comfortable nest</i>	4. it is untidy / cluttered	<ul style="list-style-type: none"><i>Piston rings, bolts, and cylinders littered its surface</i>	5. it is old fashioned	<ul style="list-style-type: none">no electricity / kerosene lamps / cast-iron stove	6. it is isolated	<ul style="list-style-type: none">it is situated among fields<i>to go outside and watch the fields</i>	7. it is safe	<ul style="list-style-type: none">the storm coming outside is dangerous	Up to 3m
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39	<p>What impressions do you get of the relationship between Piper and Micah?</p> <p>Give two impressions, supporting your answer with evidence from the text.</p> <p>Content domain: 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <p>Acceptable points:</p> <ol style="list-style-type: none"> 1. they know each other well / like each other 2. they pretend to be rude to each other 3. they work together 4. they trust each other 5. Piper is in charge <p>Award 3 marks for two acceptable points, at least one with evidence, e.g.</p> <ul style="list-style-type: none"> • 1. <i>They were best buddies because it says she was pretending to be bothered by him though she was happy to see him.</i> [AP1 + evidence] 2. <i>They like to tease each other.</i> [AP2] • 1. <i>They care about each other.</i> [AP1] 2. <i>They work together because he finds stuff and she fixes the stuff he finds.</i> [AP3 + evidence] • 1. <i>They are good friends who like to banter with each other she says at the beginning she's 'stunned stiff.'</i> [AP2 + evidence] 2. <i>Piper seems to be the mature one.</i> [AP5] <p>Award 2 marks for either two acceptable points, or one acceptable point with evidence, e.g.</p> <ul style="list-style-type: none"> • 1. <i>You get the impression they are very close friends.</i> [AP1] 2. <i>Piper acts like she's the boss.</i> [AP5] • 1. <i>They trust each other because he asked for her opinion about how his music box will sell at the market.</i> [AP4 + evidence] <p>Award 1 mark for one acceptable point, e.g.</p> <ul style="list-style-type: none"> • 1. <i>Piper and Micah work together to fix the music box.</i> [AP3] 	Up to 3m