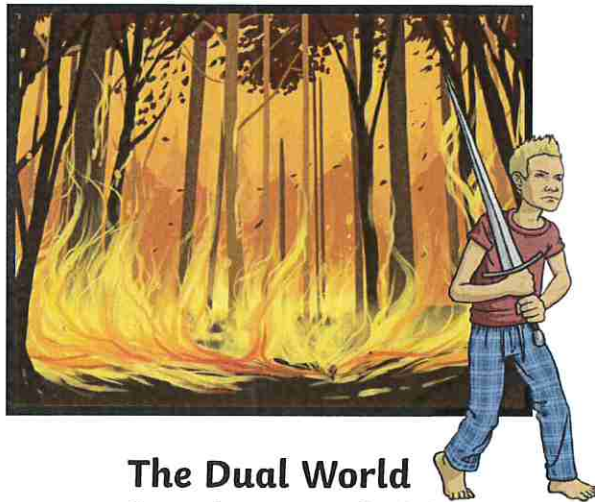


# Reading Booklet

Sample 2016 Key Stage 2 English Reading Booklet - Fiction



**The Dual World  
of Anders Arnfield**

# The Dual World of Anders Arnfield

*This is an extract from a fantasy story about a young boy who lives in another world during his dreams. His experiences there are influenced by his ordinary waking life and the clues of his dream world guide his actions in the normal life he leads during his daytime reality.*

Fuelled by rage and revenge, Anders Arnfield stood in front of the giant gates of Pengreg Hall and raised his sword to face the snarling creature ahead. In front of him, and for miles beyond, lay the ruins of the ancient Gunders Wood, which were now just smouldering ashes as the once tall trees lay forlorn on the forest floor. Behind the great house over his shoulder, he could sense the path to freedom but he was determined not to take the easy way out.

There was no doubt in Anders' mind that the creature bearing down on him was the same klingenot he had encountered in his previous dreams - a creature that he had so often doubted could be real. It sure looked real right now as he found himself not only prey to this huge four-legged beast, but with the sole responsibility to defeat it. Over many months, he had become used to the dual world that he had gradually found himself living in: by night, the strange and mysterious happenings of Gunders Wood, overlooked by the marvellous Pengreg Hall; by day, trying to fathom how those happenings linked to and influenced his ordinary school life.

Casting his mind back two years, the young boy thought of the precious box given to him by his late grandmother after she returned to Norway. How he wished she was still alive to answer his millions of questions. Was there a vital clue in the box that

he was missing, right now? Every part of the contents had turned out to be a clue to something or other. Some days he cursed the gift that his grandmother had given him: not the gift of the box, but the gift that she had passed down in some other way. As often as he may curse it, however, he couldn't imagine life being any different to the way that it had become.

Unfortunately, he had little time to ponder his many burning questions. All that imminently mattered was how to hold off the baying beast ahead. With its arched, stegosaurus-like spine and flaring nostrils, the klingenot was close enough for Anders to smell its stale breath. He told himself that the creature must represent something or someone in the real world – that's how everything had been so far in all of Anders' adventures around Gunders Wood. Although he was furious to see the destruction of the once beautiful woodland that he had grown to love, Anders could see that the creature in front of him was angry too.

Glowing brightly like a neon sign, the word 'angry' burned into his mind, his consciousness, but it did not feel complete. The word was missing something. The creature was not just angry; it was hangry. As always, the word didn't make any sense to Anders. Holding the gaze of the bulging eyes and writhing head, he desperately tried to make time for himself to think, as he simultaneously tossed the words around in his mind. Angry. Hangry. Hungry. Finally, the realisation began to dawn on him. Anders' mind felt as foggy as the thick air that hung over the rough, open landscape around him, and he was almost certain that the two were linked – but he felt a certainty that he was on the verge of solving something. Like a clearing of the mist, he could see the swirls of an explanation forming through his muddled mind. Hangry: the creature's anger was driven by hunger.





Visions from the past flashed into his brain, featuring contented klingenots roaming peacefully in pairs through the surrounding Gunders Wood. In every image, they were eating the leaves and foliage from the branches. Creatures of other varied shapes and sizes wandered amongst them, unharmed and in no anticipation of any danger. Anders had felt these images before – not necessarily been there, but felt them. Only snapshots and sections of this wonderful world had been revealed to him, but he recognised some of the unusual beings that lurked around both then and now. There were the squibs, which reminded him of jellyfish but shuffled around awkwardly on land, and the belchers, easily identified by their burping, gurgling sound. As wonderful as these creatures were and as privileged as Anders felt to frequent their world, right now, they didn't absorb his focus. The important part of the images flickering past him were definitely the klingenots and most importantly of all, he was drawn to the way they lifted their old-looking heads and plucked their food purposefully from the trees.

It is hard enough for a normal person to try to make sense of a dream after they had woken up, let alone trying to figure out disguised meanings and messages while still immersed in them. Yet thoughts and reasoning seemed to be falling into place. Anger would only fuel more anger. Instinctively, the boy knew that he had to put down his sword. As he did so, the roar of the creature distorted in pitch and volume, changing into a groan. Anders still felt vulnerable. Overwhelmingly aware that he was not yet safe, if he could just distract the beast momentarily then he might get a chance in the waking world to influence what happened next.

Turning tentatively to the right, Anders focused all his energy onto the misty window at the far end of the hall's front. Once before, he had been able to pull off something like this but the effort and concentration was so great right now that he felt a knot forming in his forehead. Could he do it? Through the strain came a single quiet tap. It was working. *Tap, tap* – louder. Squeezing his eyes tightly shut, he willed his thoughts all into the single direction. *Tap, tap, tap*. The noise he was creating on the window was enough to gain the attention of the klingenot. In an instant, the beast's large,

pointed ears twitched and rotated. It swung its head to the left and narrowed its eyes to focus on the far window. Anders knew that this was his chance and he seized it.

English

KS2

2016

# Year 6 Reading Assessment Answer Booklet - Fiction

<b>First Name</b>						
<b>Middle Name</b>						
<b>Last Name</b>						
<b>Date of Birth</b>	<b>Day</b>		<b>Month</b>		<b>Year</b>	
<b>School Name</b>						
<b>DfE Number</b>						

1. Look at the paragraph beginning '*Fuelled by rage...*'

Find and copy two phrases which suggest the destruction of the landscape.

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

2 marks

2. Look at the paragraph beginning 'There was no doubt...'

Find and copy a word which means 'met unexpectedly' or 'been faced with'.

\_\_\_\_\_

1 mark

3. Which word is closest in meaning to 'fathom'? Tick one.

create

☐

understand

☐

hear

☐

describe

☐

1 mark

total for this page

4. Look at the paragraph beginning 'Casting his mind back...'

'Some days he cursed the gift that his grandmother had given him: not the gift of the box, but the gift that she had passed down in some other way.'

What is the meaning of the word 'gift', the last time that it is used?

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5. Tick to show which statements are **true** and which are **false**.

Statement	True	False
Anders was angry about the destruction of the woodland.		
Anders was hungry because he had no food.		
The creature was both angry and hungry.		

6. Number these events (1-5) from the story to order them chronologically.  
The first one has been done for you.

Anders created a tapping noise on the window to distract the creature	<input type="checkbox"/>
Anders was given a box by his grandma	1
Anders decided to put down his sword	<input type="checkbox"/>
Gunders Wood was destroyed	<input type="checkbox"/>
Anders came face to face with the klingenot	<input type="checkbox"/>

total for  
this page



7. Using evidence from the text, complete the table with phrases to describe each of these creatures in the story.

Creature	Description
squib	
belcher	

2 marks

8. Using evidence from **two or more** different paragraphs, describe the physical appearance of the creature in the story known as a klingenot.

2 marks

9. Look at the paragraph beginning: 'Visions from the past flashed into his brain...'

1 mark

**Find and copy** one phrase which suggests the other creatures were not afraid of the presence of the klingenots.

10. Look at the paragraph beginning: '*Turning tentatively to the right...*'

1 mark

What does the word 'tentatively' suggest about the way Anders moved?

total for this page

11. *'Anders focused all his energy onto the misty window...'*

What was Anders trying to do?

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1 mark

12. Compare Anders' feelings at the beginning of the extract with those at end. What is the difference between the way he acts? Use evidence from the text to support your answer.

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2 marks

13. Using evidence from the text, predict what has happened to the woods in the story and what Anders might do next.

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3 marks

total for this page

14. How do you think Anders feels about his surroundings in the extract?  
Give two feelings, with evidence from the text to support your answer.

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

\_\_\_\_\_

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

\_\_\_\_\_

2 marks

.....

\*\*END OF TEST\*\*

total for  
this page

English

KS2

2016

# **Year 6 Reading Assessment Marking Scheme - Fiction**



question	answer	marks	notes
1.	Look at the paragraph beginning ' <i>Fuelled by rage...</i> ' <b>Find and copy two</b> phrases which suggest the destruction of the landscape.		
	<ul style="list-style-type: none"> <li>• ruins of the ancient Gunders Wood</li> <li>• smouldering ashes</li> <li>• (once tall trees) lay forlorn on the forest floor</li> </ul>	up to 2 marks	<b>Content domain:</b> 2d—make inferences from the text /explain and justify inferences with evidence from the text <b>Award 1 mark</b> each for any two of the correct answers.
2.	Look at the paragraph beginning ' <i>There was no doubt...</i> ' <b>Find and copy</b> a word which means 'met unexpectedly' or 'been faced with'.		
	encountered	1	<b>Content domain:</b> 2a—give /explain the meaning of words in context <b>Award 1 mark</b> for the correct answer.
3.	Which word is closest in meaning to ' <i>rathom</i> '?		
	understand	1	<b>Content domain:</b> 2a—give /explain the meaning of words in context <b>Award 1 mark</b> for the correct answer.
4.	Look at the paragraph beginning ' <i>Casting his mind back...</i> ' ' <i>Some days he cursed the gift that his grandmother had given him: not the gift of the box, but the gift that she had passed down in some other way.</i> ' What is the meaning of the word ' <i>gift</i> ', the last time that it is used?		
	An answer that indicates reference to something that is not a physical gift like the box, but a power /ability /talent that Anders has inherited from his grandmother.	1	<b>Content domain:</b> 2d—make inferences from the text /explain and justify inferences with evidence from the text <b>Award 1 mark</b> for a correct answer.

5.	Tick to show which statements are <b>true</b> and which are <b>false</b> .								
	<p>Anders was angry about the destruction of the woodland. <b>True</b></p> <p>Anders was hungry because he had no food. <b>False</b></p> <p>The creature was both angry and hungry. <b>True</b></p>	1	<p><b>Content domain:</b> 2b—retrieve and record information/identify key details from fiction and non-fiction</p> <p><b>Award 1 mark</b> for all three statements ticked correctly.</p>						
6.	Number these events (1-5) from the story to order them chronologically. The first one has been done for you.								
	<p>1. Anders was given a box by his grandma</p> <p>2. Gunders Wood was destroyed</p> <p>3. Anders came face to face with the klingenot</p> <p>4. Anders decided to put down his sword</p> <p>5. Anders created a tapping noise on the window to distract the creature</p>	1	<p><b>Content domain:</b> 2b—retrieve and record information/identify key details from fiction and non-fiction</p> <p><b>Award 1 mark</b> for all four boxes numbered correctly.</p>						
7.	Using evidence from the text, complete the table with phrases to describe each of these creatures in the story.								
	<p><b>squib</b> like a jellyfish but shuffled awkwardly on land</p> <p><b>belcher</b> identified by burping, gurgling sound</p>	up to 2 marks	<p><b>Content domain:</b> 2b—retrieve and record information/identify key details from fiction and non-fiction</p> <p><b>Award 1 mark</b> for each correct phrase.</p>						
8.	Using evidence from two or more different paragraphs, describe the physical appearance of the creature in the story known as a klingenot.								
	<table><tr><td>four-legged / four legs</td></tr><tr><td>stegosaurus-like spine</td></tr><tr><td>flaring nostrils</td></tr><tr><td>bulging eyes</td></tr><tr><td>writhing head</td></tr><tr><td>large pointed ears</td></tr></table>	four-legged / four legs	stegosaurus-like spine	flaring nostrils	bulging eyes	writhing head	large pointed ears	up to 2 marks	<p><b>Content domain:</b> 2c—Summarise main ideas from more than one paragraph</p> <p><b>Award 2 marks</b> for any two of the evidence, but no more than one piece of evidence from the same section (as noted opposite)</p>
four-legged / four legs									
stegosaurus-like spine									
flaring nostrils									
bulging eyes									
writhing head									
large pointed ears									

9.	Look at the paragraph beginning: <i>'Visions from the past flashed into his brain...'</i> <b>Find and copy</b> one phrase which suggests the other creatures were not afraid of the presence of the klingenots.		
	(Creatures of other varied shapes and sizes wandered amongst them), unharmed and in no anticipation of any danger.	1	<b>Content domain:</b> 2d—make inferences from the text / explain and justify inferences with evidence from the text <b>Award 1 mark</b> for the correct answer.
10.	Look at the paragraph beginning: <i>'Turning tentatively to the right...'</i> What does the word <i>'tentatively'</i> suggest about the way Anders moved?		
	<b>e.g.</b> he was hesitant / not confident / worried about taking his eyes off the creature / uncertain whether he was doing the right thing / cautious about turning his head	1	<b>Content domain:</b> 2d—make inferences from the text / explain and justify inferences with evidence from the text <b>Award 1 mark</b> for an answer which acknowledges Anders' uncertainty, caution or lack of confidence in turning his head away.
11.	<i>'Anders focused all his energy onto the misty window...'</i> What was Anders trying to do?		
	create a tapping noise to distract the creature / make it look away	1	<b>Content domain:</b> 2a—give / explain the meaning of words in context <b>Award 1 mark</b> for the correct answer.
12.	Compare Anders' feelings at the beginning of the extract with those at end. What is the difference between the way he acts? Use evidence from the text to support your answer.		
	<b>e.g.</b> At the beginning of the text Anders was 'fuelled by rage and revenge'. He was not thinking clearly due to his overwhelming anger. However at the end of the extract, he was thinking more clearly and planning his actions. He 'put down his sword' and concentrated on trying to distract the creature rather than attack it.	2	<b>Content domain:</b> 2h <b>Award 1 mark</b> for identifying a contrast in Anders' actions from aggression / anger to being more methodical / in control. <b>Award 1 mark</b> for appropriate supporting evidence from the text.

13.	Using evidence from the text, predict what has happened to the woods in the story and what Anders might do next.		
	<p>Any appropriate predictions linked to the text.</p> <p><b>e.g.</b> The woodlands might have been destroyed by the creature, as it was 'huge' and 'angry'. After Anders has tricked the creature into turning its head away, he may pick up his sword again as the extract says he had 'the sole responsibility to defeat it'.</p> <p><b>Or</b></p> <p>The woodlands may have been destroyed by other people or enemies of the klingenots as the text says that the klingenots had been 'roaming peacefully in pairs through the surroundings ... eating the leaves and foliage from the branches'. Anders may try to escape from the creature after distracting it as it says he 'knew that this was his chance and he seized it'.</p>	up to 3 marks	<p><b>Content domain:</b> 2e—predict what might happen from details stated and implied</p> <p><b>Award 1 mark</b> for a prediction of what had already happened to the woodlands; <b>1 mark</b> for a prediction as to what Anders might do next and <b>1 mark</b> for use of relevant evidence for each prediction. Answer must include all three elements to achieve all three marks.</p>



14.	How do you think Anders feels about his surroundings in the extract? Give two feelings, with evidence from the text to support your answer.	
<p><b>e.g.</b></p> <p>angry ('furious to see the destruction of the once beautiful woodland')</p> <p>confused ('trying to fathom how those happenings linked to and influenced his ordinary school life' / 'to answer his millions of questions')</p> <p>happy ('he couldn't imagine life any different to the way that it had become' / 'this wonderful world had been revealed to him')</p> <p>annoyed ('some days he cursed the gift that his grandmother had given him')</p> <p>privileged ('as privileged as Anders felt to frequent their world')</p> <p>determined ('focused all his energy onto the misty window' / 'knew that this was his chance and he seized it')</p>	up to 2 marks	<p><b>Content domain:</b> 2d—make inferences from the text / explain and justify inferences with evidence from the text</p> <p><b>Award 1 mark each</b> for appropriate inference of any two feelings, linked to evidence in the text.</p>
	Total 21	