

Questions 30–40 are about *Albion's Dream* (pages 8–10)

30 Look at the first paragraph.

What suggests that the inside of the old farmhouse was not very well looked after?

Give **two** things.

1. _____

2. _____

1 mark

31 Look at the first two paragraphs.

Which sentence below **best** describes the farmhouse?

Tick **one**.

It had always been a lifeless place.

☐

No one ever went there by choice.

☐

It seemed stuck in the past.

☐

The outside was better looked after than the inside.

☐

1 mark



32

Look at page 9.

Find and **copy one** word which shows that Em Sharp was in charge of the house.

1 mark

33

Look at the second paragraph on page 9.

Left to my own devices...

This means that Edward...

Tick **one**.

had lost something.

☐

was confident with equipment.

☐

had a good imagination.

☐

was free to do what he wanted.

☐

1 mark



G 0 0 0 5 0 A 0 1 7 2 4

34

When Edward was exploring the bookcase, he noticed *something in the dark **recesses** of the shelf.*

Which of the following words is closest in meaning to *recesses*?

Tick **one**.

wood

☐

spaces

☐

contents

☐

design

☐

1 mark

35

*...it **dawned on me** that the dice ought to belong to a game...*

Which of the following is closest in meaning to *dawned on me* as it is used here?

Tick **one**.

began to worry me

☐

became clear to me

☐

made me feel better

☐

puzzled me

☐

1 mark



36

How do you know that the bookcase had not been moved for a long time?

Give **two** ways.

1. _____

2. _____

1 mark

37

How can you tell that Edward was determined to find the game?

Give **one** piece of evidence that shows his determination.

1 mark



G O O O 5 O A O 1 9 2 4

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
<hr/>	<hr/> <hr/> <hr/>
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3 marks



39

In the last paragraph, Edward does not want to give the game to Em Sharp.

Give **two** reasons why he does **not** want to part with it.

1. _____

2. _____

2 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



G O O O 5 O A O 2 1 2 4