

## Section 3: Albion's Dream

Qu.	Requirement	Mark
30	<p>Look at the first paragraph.</p> <p>What suggests that the inside of the old farmhouse was not very well looked after?</p> <p>Give <b>two</b> things.</p> <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</b> for reference to any <b>two</b> of the following:</p> <ol style="list-style-type: none"> <li>1. dusty, e.g. <ul style="list-style-type: none"> <li>• <i>the house had dust everywhere.</i></li> </ul> </li> <li>2. piles of candle wax, e.g. <ul style="list-style-type: none"> <li>• <i>no-one had bothered moving the candle wax that was in all the corners.</i></li> </ul> </li> <li>3. cracked basins, e.g. <ul style="list-style-type: none"> <li>• <i>there were basins that were cracked.</i></li> </ul> </li> <li>4. smells old / of the past</li> </ol> <p><b>Also accept</b> reference to untouched books, e.g.</p> <ul style="list-style-type: none"> <li>• <i>books which hadn't been handled for a very long time.</i></li> </ul> <p><b>Also accept</b> reference to unused rooms, e.g.</p> <ul style="list-style-type: none"> <li>• <i>there were rooms he never saw used.</i></li> </ul>	1m
31	<p>Look at the first two paragraphs.</p> <p>Which sentence below <b>best</b> describes the farmhouse?</p> <p>Tick <b>one</b>.</p> <p><b>Content domain:</b> 2c – summarise main ideas from more than one paragraph</p> <p><b>Award 1 mark</b> for:</p> <p>It had always been a lifeless place. <input type="checkbox"/></p> <p>No one ever went there by choice. <input type="checkbox"/></p> <p>It seemed stuck in the past. <input checked="" type="checkbox"/></p> <p>The outside was better looked after than the inside. <input type="checkbox"/></p>	1m

## Section 3: Albion's Dream

Qu.	Requirement	Mark
32	<p>Look at page 9.</p> <p><b>Find and copy one</b> word which shows that Em Sharp was in charge of the house.</p> <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 for:</b></p> <ul style="list-style-type: none"> <li>■ <i>guardian</i>.</li> </ul>	1m
33	<p>Look at the second paragraph on page 9.</p> <p><i>Left to my own devices...</i></p> <p>This means that Edward...</p> <p>Tick <b>one</b>.</p> <p><b>Content domain:</b> 2a – give the meaning of words in context</p> <p><b>Award 1 mark for:</b></p> <ul style="list-style-type: none"> <li>had lost something. <input type="checkbox"/></li> <li>was confident with equipment. <input type="checkbox"/></li> <li>had a good imagination. <input type="checkbox"/></li> <li>was free to do what he wanted. <input checked="" type="checkbox"/></li> </ul>	1m
34	<p>When Edward was exploring the bookcase, he noticed <i>something in the dark recesses of the shelf</i>.</p> <p>Which of the following words is closest in meaning to <i>recesses</i>?</p> <p>Tick <b>one</b>.</p> <p><b>Content domain:</b> 2a – give the meaning of words in context</p> <p><b>Award 1 mark for:</b></p> <ul style="list-style-type: none"> <li>wood <input type="checkbox"/></li> <li>spaces <input checked="" type="checkbox"/></li> <li>contents <input type="checkbox"/></li> <li>design <input type="checkbox"/></li> </ul>	1m

## Section 3: Albion's Dream

Qu.	Requirement	Mark
35	<p>...it <b>dawned on me</b> that the dice ought to belong to a game...</p> <p>Which of the following is closest in meaning to <i>dawned on me</i> as it is used here?</p> <p>Tick <b>one</b>.</p> <p><b>Content domain:</b> 2a – give the meaning of words in context</p> <p><b>Award 1 mark for:</b></p> <p>began to worry me <input type="checkbox"/></p> <p>became clear to me <input checked="" type="checkbox"/></p> <p>made me feel better <input type="checkbox"/></p> <p>puzzled me <input type="checkbox"/></p>	1m
36	<p>How do you know that the bookcase had not been moved for a long time?</p> <p>Give <b>two</b> ways.</p> <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 reference to any <b>two</b> of the following:</p> <ol style="list-style-type: none"> <li>1. cobwebs / dust, e.g. <ul style="list-style-type: none"> <li>• <i>the cobwebs were very thick</i></li> <li>• <i>there was dust all over it.</i></li> </ul> </li> <li>2. old / assorted debris, e.g. <ul style="list-style-type: none"> <li>• <i>there was piles of stuff on the floor behind it.</i></li> </ul> </li> <li>3. the grimy box / things behind the bookcase being grimy, e.g. <ul style="list-style-type: none"> <li>• <i>the game from behind it was all grimy.</i></li> </ul> </li> </ol> <p><b>Also accept</b> reference to the quotation <i>old leather-lined bookcases with books that no one had handled for fifty years.</i></p>	1m

### Section 3: Albion's Dream

Qu.	Requirement	Mark
37	<p>How can you tell that Edward was determined to find the game?</p> <p>Give <b>one</b> piece of evidence that shows his determination.</p> <p><b>Content domain:</b> 2d – explain and justify inferences with evidence from the text</p> <p><b>Award 1 mark</b> for reference to any of the following:</p> <ol style="list-style-type: none"> <li>1. conducting a thorough search / looking everywhere, e.g. <ul style="list-style-type: none"> <li>• <i>he's searching in every nook and cranny</i></li> <li>• <i>he looked behind every single book</i></li> <li>• <i>it took me some time.</i></li> </ul> </li> <li>2. ignoring the dirt / cobwebs behind the bookcase, e.g. <ul style="list-style-type: none"> <li>• <i>he even stuck his hand in all the dirt behind it</i></li> <li>• <i>used my hand to sweep out the shallow gap.</i></li> </ul> </li> <li>3. moving the bookcase, e.g. <ul style="list-style-type: none"> <li>• <i>the bookcase was really heavy but he still tried to move it.</i></li> </ul> </li> </ol> <p><b>Do not accept</b> general definitions of determination without relevant reference to the text, e.g.</p> <ul style="list-style-type: none"> <li>• <i>he didn't give up.</i></li> </ul>	1m

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 <b>two</b> impressions, using evidence from the text to support your answer.</p> <p><b>Content domain:</b> 2d – make inferences from the text / explain and justify inferences with evidence from the text</p> <table border="1" data-bbox="213 562 1383 1839"> <thead> <tr> <th data-bbox="213 562 549 667">Acceptable points (impressions)</th> <th data-bbox="549 562 1383 667">Acceptable evidence</th> </tr> </thead> <tbody> <tr> <td data-bbox="213 667 549 896">1. she was angry</td> <td data-bbox="549 667 1383 896"> <ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>she leapt towards me</i></li> <li>• <i>she came forward with frightening intensity</i></li> </ul> </td> </tr> <tr> <td data-bbox="213 896 549 1198">2. she was scary / mean</td> <td data-bbox="549 896 1383 1198"> <ul style="list-style-type: none"> <li>• <i>I drew back cautiously</i></li> <li>• <i>she came forward with frightening intensity / her hand reaching out for the box</i></li> <li>• <i>she leapt towards me</i></li> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> </ul> </td> </tr> <tr> <td data-bbox="213 1198 549 1301">3. she was bossy / demanding</td> <td data-bbox="549 1198 1383 1301"> <ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> </ul> </td> </tr> <tr> <td data-bbox="213 1301 549 1447">4. she was possessive</td> <td data-bbox="549 1301 1383 1447"> <ul style="list-style-type: none"> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>give me that immediately, Edward</i></li> </ul> </td> </tr> <tr> <td data-bbox="213 1447 549 1585">5. she was hiding something / secretive</td> <td data-bbox="549 1447 1383 1585"> <ul style="list-style-type: none"> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> </ul> </td> </tr> <tr> <td data-bbox="213 1585 549 1771">6. she was defensive / concerned about the game</td> <td data-bbox="549 1585 1383 1771"> <ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>she leapt towards me</i></li> </ul> </td> </tr> <tr> <td data-bbox="213 1771 549 1839">7. she was quick</td> <td data-bbox="549 1771 1383 1839"> <ul style="list-style-type: none"> <li>• <i>she leapt towards me</i></li> </ul> </td> </tr> </tbody> </table> <p data-bbox="213 1877 1142 1912"><b>Award 3 marks</b> for <b>two</b> acceptable points, at least <b>one</b> with evidence.</p> <p data-bbox="213 1935 1377 1971"><b>Award 2 marks</b> for either <b>two</b> acceptable points, <b>or one</b> acceptable point with evidence.</p> <p data-bbox="213 1993 751 2029"><b>Award 1 mark</b> for <b>one</b> acceptable point.</p>	Acceptable points (impressions)	Acceptable evidence	1. she was angry	<ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>she leapt towards me</i></li> <li>• <i>she came forward with frightening intensity</i></li> </ul>	2. she was scary / mean	<ul style="list-style-type: none"> <li>• <i>I drew back cautiously</i></li> <li>• <i>she came forward with frightening intensity / her hand reaching out for the box</i></li> <li>• <i>she leapt towards me</i></li> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> </ul>	3. she was bossy / demanding	<ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> </ul>	4. she was possessive	<ul style="list-style-type: none"> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>give me that immediately, Edward</i></li> </ul>	5. she was hiding something / secretive	<ul style="list-style-type: none"> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> </ul>	6. she was defensive / concerned about the game	<ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>she leapt towards me</i></li> </ul>	7. she was quick	<ul style="list-style-type: none"> <li>• <i>she leapt towards me</i></li> </ul>	Up to 3m
Acceptable points (impressions)	Acceptable evidence																	
1. she was angry	<ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>she leapt towards me</i></li> <li>• <i>she came forward with frightening intensity</i></li> </ul>																	
2. she was scary / mean	<ul style="list-style-type: none"> <li>• <i>I drew back cautiously</i></li> <li>• <i>she came forward with frightening intensity / her hand reaching out for the box</i></li> <li>• <i>she leapt towards me</i></li> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> </ul>																	
3. she was bossy / demanding	<ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> </ul>																	
4. she was possessive	<ul style="list-style-type: none"> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>give me that immediately, Edward</i></li> </ul>																	
5. she was hiding something / secretive	<ul style="list-style-type: none"> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> </ul>																	
6. she was defensive / concerned about the game	<ul style="list-style-type: none"> <li>• <i>give me that immediately, Edward</i></li> <li>• <i>that box is mine / it's nothing to do with you / it belongs to me</i></li> <li>• <i>she leapt towards me</i></li> </ul>																	
7. she was quick	<ul style="list-style-type: none"> <li>• <i>she leapt towards me</i></li> </ul>																	

## Section 3: Albion's Dream

Qu.	Requirement	Mark
39	<p>In the last paragraph, Edward does not want to give the game to Em Sharp.</p> <p>Give <b>two</b> reasons why he does <b>not</b> want to part with it.</p> <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</b> for reference to any of the following, up to a maximum of <b>2 marks</b>:</p> <ol style="list-style-type: none"> <li>1. he worked hard to find it, e.g. <ul style="list-style-type: none"> <li>• <i>he had to move a heavy bookcase to find it</i></li> <li>• <i>he went to a lot of effort to get it.</i></li> </ul> </li> <li>2. he found it (so it belongs to him), e.g. <ul style="list-style-type: none"> <li>• <i>because he found it, so technically it belongs to him not Em Sharp</i></li> <li>• <i>he found it so he should have it.</i></li> </ul> </li> <li>3. he questions her claim to it, e.g. <ul style="list-style-type: none"> <li>• <i>he didn't know if it was hers</i></li> <li>• <i>he wasn't 100% sure it was Em Sharp's.</i></li> </ul> </li> <li>4. he feels a sense of injustice / she's being mean to him, e.g. <ul style="list-style-type: none"> <li>• <i>she had no reason to take the game off him</i></li> <li>• <i>it wouldn't be fair for him to give it up now.</i></li> </ul> </li> </ol> <p><b>Do not accept</b> speculative answers, e.g.</p> <ul style="list-style-type: none"> <li>• <i>he wants to find out more about it.</i></li> </ul>	Up to 2m

## Section 3: Albion's Dream

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