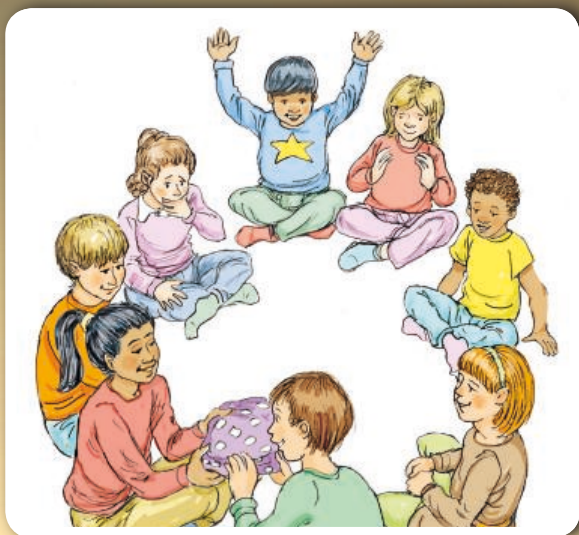




**Games From
Around the World**



Cobweb Morning



A New Home

Reading Booklet

2018 key stage 1 English reading booklet



Contents

Games From Around the World	Pages 4–6
Cobweb Morning	Page 7
A New Home	Pages 8–9

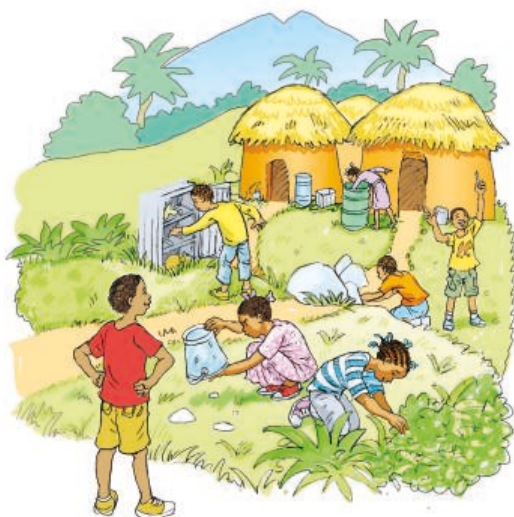


Games From Around the World

All around the world, children play all sorts of different games. You don't need expensive games or lots of space to play a great game, just some imagination!

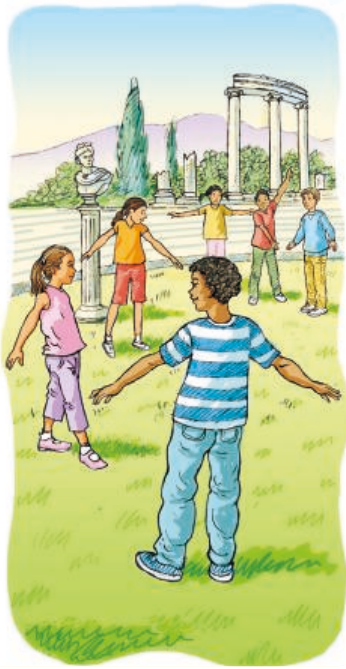
Play can be inside or outside, and you can play on your own or with lots of friends. Some games are calm and quiet, whilst others are very noisy! Some games like football, chess and jigsaw puzzles are popular in lots of countries so they have the same rules and equipment wherever they are played. But some games are only well known in certain countries.

Here are five games that children in different countries like to play:



Pilolo – from Ghana

Pilolo is a hiding game using sticks, stones, coins or other small items. One child hides the objects. It's then a race for all the other players to find one of the hidden items and get back to the finish line first. You need quick eyes and quick feet for this game!



Statues – from Greece

One child is 'it' and stands in the centre of a large space, counting loudly. The other players walk around waiting for that child to shout, 'statue'. When they hear this word, the players freeze like statues. Anyone who is moving is out. Then, the child who is 'it' tries to make the others laugh or move. The last player remaining as still as a statue is the winner and becomes the new 'it'. This game can be great for practising your balance if you are standing in an awkward position.

Oonch Neech – from Pakistan

The name of this game means 'up down'. It involves lots of running around. Children have to be 'up' off the ground, such as on a chair, or 'down' where they must be touching the ground. One child is 'it' and has to catch the others. It uses up lots of energy and is great fun.



Kangaroo Skippyroo – from Australia

In this game, one child pretends to be a sleeping kangaroo with its eyes shut. When a player touches the kangaroo's shoulder, the kangaroo has to guess who it is. This game is all about guessing.



Pass the Parcel – from the United Kingdom

A parcel, covered in layers of paper, is passed from child to child to the sound of music. Whenever the music stops, the child holding the parcel removes one layer of paper and then passes the parcel on. The game stops when a lucky child removes the last piece of paper and wins the present inside. This game is often played at parties. Another person (usually an adult) is needed to start and stop the music during the game. This game is mainly about luck.



Cobweb Morning

Most of the time, spiders' webs are almost invisible. But sometimes, if it is frosty or damp, you can see the webs almost everywhere you look. This is because ice or water drops have stuck to the fine threads of the webs.

On a Monday morning
We do spellings and maths.
And silent reading.

But on the Monday
After the frost
We went straight outside.

Cobwebs hung in the cold air,
Everywhere.
All around the playground,
They clothed the trees,
Dressed every bush
In veils of fine white lace.

Each web,
A wheel of patient spinning.
Each spider,
Hidden,
Waiting.

Inside,
We worked all morning
To capture the outside.

Now
In our patterns and poems
We remember
The cobweb morning.

A New Home

Past the last house, past the factory gates, past the edge of town, there, hidden at the feet of ancient trees, sparkled a small, green pond.

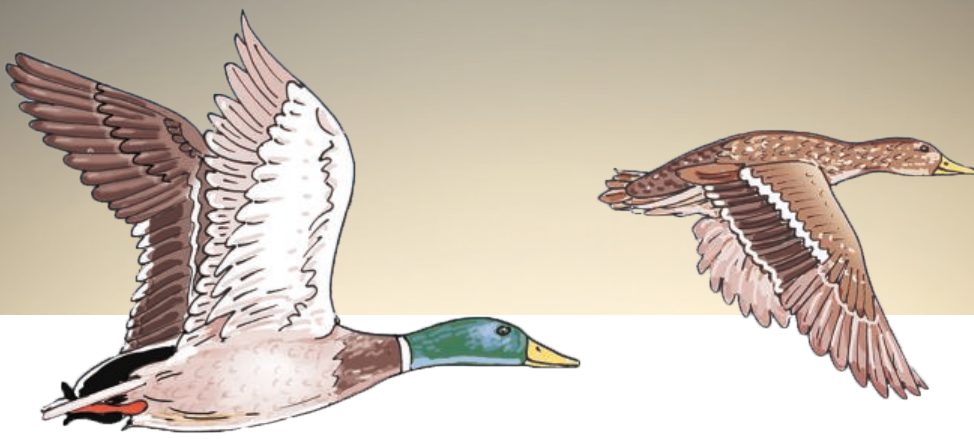
Tall reeds rustled around its edge, hiding croaking frogs and clouds of buzzing insects.

The pond was home for two small, wild ducks who spent their days swimming and diving for food, and their nights sleeping safely on a small island.

One day, huge, rumbling, grumbling machines crawled towards the pond. With a roar and a gurgle, out poured the pond's precious water.

Now the pond and island were gone forever. The ducks would have to find another place to live. The ducks needed water, where they could swim and find food, and a safe place to sleep.





All day the two ducks flew, leaving the town and its grumbling machines far behind. At last, very tired, they came to the sea. But the waves were frightening, the water was salty, and they couldn't find any food.

Grumpy seagulls squawked and chased them away. When the sun went down, the two ducks slept in a silent fairground.

The fair and the beach could not be a home for wild ducks. So the next day, they flew on and on until they found a busy river.

That night, two tired little ducks slept on a small, bobbing boat, but almost went out to sea in the morning.

The homeless ducks flew and flew. Then, just before the sun set, they found another pond.

The ducks hid in some thick reeds. But they were found, pushed into a dark box, and jolted around for a long time.

At last, they were set free on a lake where tall reeds rustled, frogs croaked, and clouds of insects buzzed over the clear water. A new home at last!



[BLANK PAGE]

Please do not write on this page.

[BLANK PAGE]

Please do not write on this page.



Standards
& Testing
Agency



2018 key stage 1 English reading

Paper 2: reading booklet

Print version product code: STA/18/7962/p ISBN: 978-1-78644-442-4

Electronic PDF version product code: STA/18/7962/e ISBN: 978-1-78644-632-9

For more copies

Additional printed copies of this booklet are not available. It can be downloaded from www.gov.uk/government/publications.

© Crown copyright 2018

Re-use of Crown copyright in test materials

Subject to the exceptions listed below, the test materials on this website are Crown copyright and you may re-use them (not including logos) free of charge in any format or medium in accordance with the terms of the Open Government Licence v3.0 which can be found on the National Archives website and accessed via the following link: www.nationalarchives.gov.uk/doc/open-government-licence. When you use this information under the Open Government Licence v3.0, you should include the following attribution: 'Contains material developed by the Standards and Testing Agency for 2018 national curriculum assessments and licensed under Open Government Licence v3.0' and where possible provide a link to the licence.



Exceptions – third-party copyright content in test materials

You must obtain permission from the relevant copyright owners, as listed in the '2018 key stage 1 tests copyright report', for re-use of any third-party copyright content which we have identified in the test materials, as listed below. Alternatively, you should remove the unlicensed third-party copyright content and/or replace it with appropriately licensed material.

Third-party content

Games From Around the World: Adapted from Bordessa, K. 2015. *10 Fun Games from Around the World* [online]. Available at: <http://www.parents.com/fun/games/educational/games-from-around-the-world/>

Cobweb Morning: Taken from *The Jungle Sale*, Viking, 1998. Author: June Crebbin

A New Home: Adapted from *Refugees*, Lothian Books, 2004. Author: David Miller

These texts have been incorporated into this test paper solely for the purposes of the examination in accordance with Section 32 of the Copyright, Designs and Patents Act 1988, as amended by the Copyright and Rights in Performances (Research, Education, Libraries and Archives) Regulations 2014. No copyright or clearance for any other use has been obtained or sought.

If you have any queries regarding these test materials, contact the national curriculum assessments helpline on 0300 303 3013 or email assessments@education.gov.uk.