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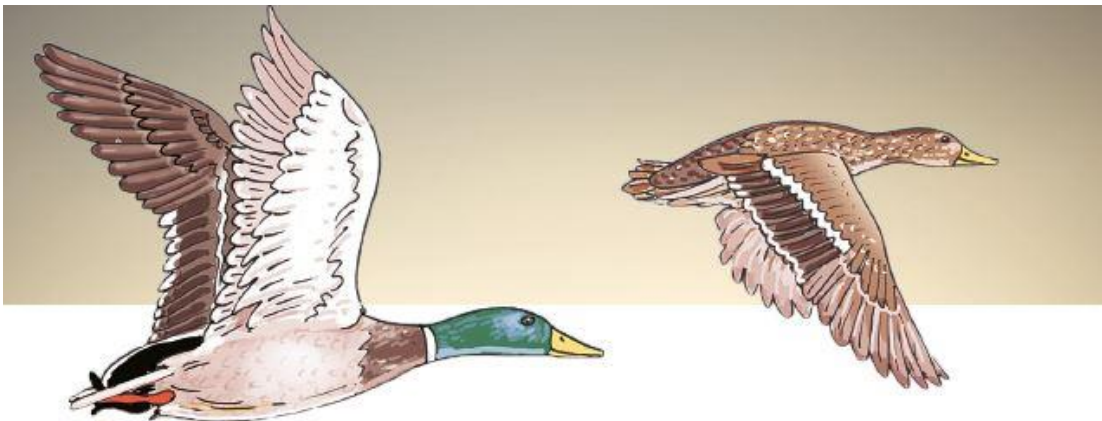
All day the two ducks flew, leaving the town and its grumbling machines far behind. At last, very tired, they came to the sea. But the waves were frightening, the water was salty, and they couldn't find any food.

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!

Q1.

Number the following from 1 to 5 to show the order things happen in the story. (pages 1-2)

The first one has been done for you.

Machines destroyed the pond. ☐

The ducks lived happily in the pond. 1

The ducks were set free on a lake. ☐

The ducks were rescued by a helper. ☐

The ducks hid in some thick reeds. ☐

Q2.

What other creatures lived by the pond? (page 1)

Write **two** answers.

1. _____

2. _____

Q3.

The ducks did not like the sea. Why not? (page 2)

Write **two** reasons.

1. _____

_____

2. _____

_____

Q4.

Why did someone put the ducks in a box? (page 2)

Tick **one**.

to take them to a new home ☐

to protect them from seagulls ☐

to live in the box ☐

to take them back to their old pond ☐

Q5.

One day, huge, rumbling, grumbling machines crawled towards the pond. (page 1)

What does this sentence tell you about the machines?

Tick **one**.

They moved quickly. ☐

They were noisy. ☐

They were small. ☐

They were silent. ☐

Q6.

Why did the ducks leave their home? (page 1)

Tick **one**.

It was too small. ☐

It was destroyed. ☐

They wanted to live in the sea. ☐

They wanted to explore. ☐

Mark schemes

Q1.

Content domain: 1c – identify and explain the sequence of events in texts.

Award 1 mark for: all four boxes numbered correctly:

Machines destroyed the pond.   `2`
The ducks lived happily in the pond.   `1`
The ducks were set free on a lake.   `5`
The ducks were rescued by a helper.   `4`
The ducks hid in some thick reeds.   `3`

1 mark

Q2.

Content domain: 1b – identify / explain key aspects of fiction and non-fiction texts, such as characters, events, titles and information.

Award 1 mark for **both** of the following:

• 	frogs

• 	insects.

Also accept bugs instead of insects.

1 mark

Q3.

Content domain: 1b – identify / explain key aspects of fiction and non-fiction texts, such as characters, events, titles and information.

Award 1 mark for reference to any of the following acceptable points, up to a **maximum of 2 marks**:

• 	the waves being frightening, e.g.

    • 	*because the waves were scary*

    • 	*because of the waves.*

• 	the water being salty, e.g.

    • 	*it was too salty.*

• 	there not being any food for the ducks to eat, e.g.

    • 	*they couldn't find any food.*

• 	the seagulls were frightening / grumpy / chased them away, e.g.

    • 	*the seagulls chased them*

    • 	*because there were grumpy seagulls.*

Q4.

Content domain: 1b – identify / explain key aspects of fiction and non-fiction texts, such as characters, events, titles and information.

Secondary content domain: 1d – make inferences from the text.

Award 1 mark for:

to take them to a new home	✓
to protect them from seagulls	☐
to live in the box	☐
to take them back to their old pond	☐

1 mark

Q5.

Content domain: 1a – draw on knowledge of vocabulary to understand texts.

Award 1 mark for:

They moved quickly.	☐
They were noisy.	✓
They were small.	☐
They were silent.	☐

1 mark

Q6.

Content domain: 1d – make inferences from the text.

Award 1 mark for:

It was too small.	☐
It was destroyed.	✓
They wanted to live in the sea.	☐
They wanted to explore.	☐

1 mark