

Mark Schemes

Year 3 Mid-year English

testbase

READING

Making a treasure map

1. **Award 1 mark** for any **two** of the following:

- paper (plain / squared)
- pencil
- coloured pencils
- felt tips
- tea bag
- sand
- dirt
- rubber
- ruler

1 mark
Content domain: 2b

2. **Award 1 mark** for reference to writing or giving directions, e.g.:

- you can use the squares to give directions
- when you write directions / for directions
- makes it easier to write directions / helps you give directions
- it helps you write instructions.

Do not accept answers which do not refer to giving directions, e.g.:

- you can use the squares / to measure how many squares
- it's easier to set out your drawing
- it helps you follow the map / it's easier to read / understand.

1 mark
Content domain: 2b

3. **Award 1 mark** for:

- useful tip.

1 mark
Content domain: 2a

4. **Award 1 mark** each for reference to any of the following, up to a maximum of **2 marks**:

- rub on sand / dirt
- smudge on pencil / crayon / chalk / ink / paint
- wipe a wet teabag over it / turn it a light brown colour
- tear the edges / shape the paper
- crumple the paper

Accept: answers which refer to the material used to age the paper, without including a verb, e.g. tea bag and crayon (2 marks).

Award only 1 mark for two responses from the same bullet point in the mark scheme, e.g. (smudge) pencil and (smudge) ink (1 mark).

Do not accept: answers which repeat the question and do not specify exactly how the paper is aged, e.g. *make it look worn*.

up to 2 marks
Content domain: 2b

5. **Award 1 mark** for the correct option ticked.

cut	<input type="checkbox"/>
scrunch	<input checked="" type="checkbox"/>
dirty	<input type="checkbox"/>
smudge	<input type="checkbox"/>

1 mark
Content domain: 2a

6. **Award 1 mark** for references to not spoiling the map, or to the consequences of not ageing the paper first, e.g.:

- so you don't spoil your work
- because you might ruin it / the map
- if you age it afterwards you might go wrong
- because it will hide the drawing / your map might not show up.

Do not accept: answers which make simple references to making the map look old without mention of the consequences of not ageing the paper first, e.g.:

- so you make the paper look old first
- it will look like a real treasure map
- you might make a mess.

1 mark
Content domain: 2b

7. **Award 1 mark** for:

to make it more difficult	<input type="checkbox"/>
to make it look old	<input type="checkbox"/>
to show where to look	<input checked="" type="checkbox"/>
to show who it is for	<input type="checkbox"/>

1 mark
Content domain: 2b

8. **Award 1 mark** for reference to the starting point, e.g.:

- give a starting point / show the start
- make the starting point easy to find
- they need to know where to start the hunt.

Do not accept: references to the ease / difficulty of the map or treasure hunt, e.g. 'make sure the map is easy' or answers taken from other parts of the text, e.g.: 'draw places on your map / show places to look'

1 mark
Content domain: 2b

9. **Award 1 mark** for the correct option ticked.

upset	<input type="checkbox"/>
frighten	<input type="checkbox"/>
annoy	<input type="checkbox"/>
puzzle	<input checked="" type="checkbox"/>

1 mark
Content domain: 2a

10. **Award 1 mark** for the correct option ticked.

tear the edges of the paper	<input type="checkbox"/>
think about the places and objects on your map	<input checked="" type="checkbox"/>
make the paper look old	<input type="checkbox"/>
decide what your treasure will be	<input type="checkbox"/>

1 mark
Content domain: 2b

11. **Award 1 mark** for:

- (the) tree.

1 mark
Content domain: 2b

12. **Award 1 mark** for reference to any of the following:

- making sure the directions work
- checking the directions
- making sure nothing is missing
- making sure the hunters are led the right way.

For example:

- to make sure they are right
- to check it's not too easy / hard
- to see if there are any mistakes / in case you got something wrong
- you might have forgotten something / missed something out
- so the hunter doesn't get mixed up / if you don't, the hunter won't get to the treasure.

1 mark
Content domain: 2b

13. **Award 1 mark** for all three steps correctly numbered:

drawing your map	2
checking your map	4
making your paper look old	1
writing directions	3

1 mark
Content domain: 2c

Sanji and the Baker

14 Multiple choice questions. **Award 1 mark** for each correctly identified option. Do not award a mark if a child has circled more than one option.

(a) Sanji travelled a great deal when he was

- an old man.
- a young boy.
- a young man.**
- a baby.

1 mark

(b) One day, he arrived in Fratsia and found a

- large house.
- cosy room.**
- simple flat.
- small shop.

1 mark

(c) Each morning, Sanji arose to the smell of

- strong coffee.
- sweet oranges.
- fresh toast.
- hot bread.**

1 mark

(d) He bought the

- sweetest
- only
- smallest**
- last

1 mark

cake in the shop.

(e) The owner of the shop was very

- poor.
- kind.
- lonely.
- greedy.**

1 mark

(f) He wanted Sanji to

- enjoy
- pay for**
- have
- give back

1 mark

the smells.

(g) In court, the Judge told Sanji to bring

- a bag of gold.
- some silver coins.**
- a large bowl.
- some cinnamon buns.

1 mark

(h) The Judge told the Baker to

- smell the money.
- feel the money.
- take the money.
- listen to the money.**

1 mark

(i) Then, the Judge

- kept the coins for himself.
- gave the coins to the Baker.
- threw the coins away.
- let Sanji take the coins.**

1 mark

Content domain: 2b

15. **Award 1 mark** for the correct option ticked:

odd	<input type="checkbox"/>
tidy	<input type="checkbox"/>
crowded	<input type="checkbox"/>
amazing	<input checked="" type="checkbox"/>

1 mark
Content domain: 2a

16. **Award 1 mark** for **all** three of the following:

- spices
- gems
- colourful silks.

Do not accept:

- references to goods from the bakery
- *colourful* on its own.

1 mark
Content domain: 2b

17. **Award 1 mark** for:

- (an) 'aroma'.

Do not accept: answers where more than one word is given, unless the correct word is indicated in some way, e.g. by underlining

1 mark
Content domain: 2a

18. (a) **Award 1 mark** for answers that refer to the Baker being angry, e.g.

- I think the Baker was annoyed
- he was cross.

1 mark
Content domain: 2d

(b) **Award 1 mark** for answers that refer to the Baker's immediate reactions:

- he narrowed his eyes
- he glared at Sanji
- it says he growled.

Accept: quotations, paraphrases or explanations.

Do not accept: the Baker banged angrily on Sanji's door

1 mark
Content domain: 2d

19. **Award 1 mark** for the correct option ticked:

yelled	<input type="checkbox"/>
gaspd	<input type="checkbox"/>
snarled	<input checked="" type="checkbox"/>
muttered	<input type="checkbox"/>

1 mark
Content domain: 2a

20. **Award 1 mark** for answers that refer to Sanji not thinking he had done anything wrong, e.g.:
- Sanji was surprised because you can't steal smells / the smells went up there by themselves
 - because he didn't know what the Baker was talking about.
- 1 mark**
Content domain: 2d
21. **Award 1 mark** for:
- *(The Judge) thought for a long time.*
 - *At last he said*
- Also accept:**
- *Return to court tomorrow morning*
- 1 mark**
Content domain: 2b
22. **Award 1 mark** for
- five / 5 (coins).
- 1 mark**
Content domain: 2b
23. **Award 1 mark** for:
- (He borrowed them from) his friends
- 1 mark**
Content domain: 2b
24. **Award 1 mark** for answers that refer to the Baker thinking he was going to win / get the money, e.g.:
- he thought Sanji would have to pay him
 - he was looking forward to getting the coins
 - he thought he'd beaten Sanji.
- 1 mark**
Content domain: 2d
25. **Award 1 mark** answers that refer to Sanji thinking the Judge would give the coins to the Baker, e.g.:
- give them to the Baker
 - make Sanji pay the Baker.
- Do not accept:**
- send Sanji to prison
 - punish him.
- 1 mark**
Content domain: 2d
26. **Award 1 mark** for answers that refer to the Baker's payment being the sound of the coins, e.g.
- the noise of the money / pennies
 - the clanking and clinking sounds
 - hearing the sounds of the silver.
- 1 mark**
Content domain: 2b

27. **Award 1 mark** for answers that refers to Sanji feeling happy / relieved, e.g.:
- he was pleased / glad / grateful.

and **award 1 mark** for a reason linked to not having to pay the money / beating the Baker / being right, e.g.:

- because he kept his silver coins
- he won against the Baker
- the Judge made a decision in his favour
- he was proved right / the Baker wrong.

up to 2 marks
Content domain: 2d

28. **Award 1 mark** for any two of the following:

- tinkled
- clinked/clink
- clattered/clatter
- clanged/clang
- rattled/rattle

1 mark
Content domain: 2g

29. **Award 1 mark** for the correct option ticked:

You can pay for food with sound

You shouldn't steal smells

Travel as much as you can



Being greedy gets you nowhere

Bakers should give away their food



<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input checked="" type="checkbox"/>
<input type="checkbox"/>

1 mark
Content domain: 2c

GRAMMAR AND PUNCTUATION

Qu.	Ref.	Requirement	Mark
1	G1.1	noun ✓	1
2	G1.6	We woke up <u>late</u> and had a big breakfast.	1
3	G2.3	Put up the decorations. ✓	1
4	G1.1	Akio wishes the rain would stop so he could go out. 	1
5	G2.2	Award 1 mark for an appropriate question, using the given words and with correct punctuation, e.g. <ul style="list-style-type: none"> Is it dark outside? Do not accept questions which adapt the sentence or include additional words, e.g. <ul style="list-style-type: none"> What is it like outside? Why is it dark? Accept the omission of words that do not affect the overall meaning: <ul style="list-style-type: none"> Is it dark? 	1
6	G1.7	Let's get some popcorn <u>before</u> the film starts.	1
7	G1.6	Award 1 mark for the correct adverb. <ul style="list-style-type: none"> normally. Do not accept misspellings.	1
8	G4.1d	We are walking to the shops. ✓	1
9	G5.1 G5.2	The story is about a haunted castle. That is why I like it.	1
10	G1.8	determiners ✓	1
11	G1.5	Jake needed space in <u>our</u> cupboard for <u>his</u> books and stickers.	1
12	G5.3	Question mark	1
13	G1.5	<u>Abbas</u> finished <u>the</u> picture and hung <u>it</u> on the <u>wall</u> . 	1
14	G6.4	three ✓	1

Qu.	Ref.	Requirement	Mark												
15	G1.4	Award 1 mark for both conjunctions encircled. I enjoyed using the lift <u>when</u> it wasn't crowded. In the morning, it was busy <u>because</u> lots of people were leaving.	1												
16	G5.7	Our teacher called out Ready steady go and everyone wondered <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> ↑ <input type="checkbox"/> ✓ </div> <div style="text-align: center;"> ↑ <input type="checkbox"/> ✓ </div> </div> who would come first	1												
17	G3.3	Award 1 mark for an appropriate co-ordinating conjunction, e.g. <ul style="list-style-type: none"> • <i>and</i> • <i>or</i>. Do not accept misspellings.	1												
18	G3.1 G3.4	Award 1 mark for a correctly completed table. <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">Sentence</th> <th style="width: 25%;">Main clause</th> <th style="width: 25%;">Subordinate clause</th> </tr> </thead> <tbody> <tr> <td>The boots are comfortable, because I am used to them.</td> <td style="text-align: center;">✓</td> <td></td> </tr> <tr> <td><u>Although</u> it is July, the weather has not been good.</td> <td></td> <td style="text-align: center;">✓</td> </tr> <tr> <td>It is difficult to eat <u>when the food has gone cold</u>.</td> <td></td> <td style="text-align: center;">✓</td> </tr> </tbody> </table>	Sentence	Main clause	Subordinate clause	The boots are comfortable, because I am used to them.	✓		<u>Although</u> it is July, the weather has not been good.		✓	It is difficult to eat <u>when the food has gone cold</u> .		✓	1
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19	G1.3	Award 1 mark for both adjectives underlined. Friday was the <u>coldest</u> day of the week so I wore a <u>thick</u> jumper.	1												
20	G6.3	Award 1 mark for a correctly completed table. <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 33%;">Word</th> <th style="width: 33%;">suffix -er</th> <th style="width: 33%;">suffix -ness</th> </tr> </thead> <tbody> <tr> <td>build</td> <td style="text-align: center;">✓</td> <td></td> </tr> <tr> <td>weak</td> <td></td> <td style="text-align: center;">✓</td> </tr> <tr> <td>help</td> <td style="text-align: center;">✓</td> <td></td> </tr> </tbody> </table>	Word	suffix -er	suffix -ness	build	✓		weak		✓	help	✓		1
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Qu.	Ref.	Requirement	Mark
21	G4.1a	<p>Award 1 mark for an appropriate grammatically correct sentence in the past tense, using correct punctuation, e.g.</p> <ul style="list-style-type: none"> Maddie drew lots of pictures. <p>Accept sentences using the correct past perfect or past progressive form.</p> <ul style="list-style-type: none"> Maddie had drawn lots of pictures. Maddie was drawing lots of pictures. <p>Do not accept correct sentences using different verb forms, e.g.</p> <ul style="list-style-type: none"> Maddie has drawn lots of pictures. Maddie is drawing lots of pictures. <p>Also accept minor differences that do not affect the meaning, e.g.</p> <ul style="list-style-type: none"> Maddie drew pictures. 	1
22	G1.7	preposition ✓	1
23	G5.1	We will take the train to our cousin's house on Friday. ✓	1
24	G5.8	<p>The cars engine was loud and its noise filled the street. There was a van</p> <div style="text-align: center;">  </div> <p>blocking everyones way for ten minutes.</p> <div style="text-align: center;">  </div>	1
25	G4.1b	Laura has taken her turn on the trampoline. ✓	1
26	G6.2	<p>Award 1 mark for all four correct.</p> <p> auto ————— septic sub ————— graph super ————— heading anti ————— market </p>	1
27	G5.4	What a tasty meal you made for us! ✓	1

Qu.	Ref.	Requirement	Mark
28	G3.4	<p>Award 1 mark for a suitable subordinate clause, that is correctly punctuated, e.g.</p> <ul style="list-style-type: none"> • I got home late because I had to walk. • I got home late when I had football club. • I got home late as my bicycle broke. <p>Do not accept grammatically correct sentences which do not include a subordinate clause, e.g.</p> <ul style="list-style-type: none"> • I got home late after school. • I got home late from the park. 	1
29	G5.5	More than one thousand pictures, stories and models were sent in for the competition.	1
30	G3.3	<p>Award 1 mark for both ticks.</p> <p>My knee hurts but it is not bleeding.✓</p> <p>The runner started fast and built up a lead.✓</p>	1

SPELLING

1. I got up slowly because I was tired. (S43)
2. The floor was very messy after the party. (S37)
3. We drew a picture to go with the story.(S44)
4. I use up a lot of energy when I go swimming. (S14)
5. Everybody knew the way to the beach.(S60)
6. Blood flows through our veins.(S52)
7. There is a funny character in my story.(S48)
8. It was hard to make a choice in the shop.(S8/S15)
9. We were excited at the beginning of the journey. (S38)
10. Lots of people want to see the famous painting.(S46)
11. I heard people groan when the train was cancelled. (S61)
12. We can invite a couple of friends. (S40)
13. I used the thinnest paper to make my aeroplane. (S26)
14. My dog goes to the park very happily. (S43)
15. The brake helps the car to stop. (S61)
16. We will each get a portion of the cake. (S47)
17. The flowers will reappear in the spring. (S41)
18. I felt a lot of tension in the dance contest. (S47)
19. When I whisper, people misunderstand what I say. (S41)
20. Everyone helped with the preparations for the wedding. (S47)

TOTAL MARKS: 20