

READING

YEAR

3

Example test

0:45

Time available for students to
complete test: 45 minutes

Use 2B or HB
pencil only

YEAR 3 READING

Read *Koalas* on page 2 of the magazine and answer questions 1 to 6.

1

Where do koalas spend a lot of time?

in the trees

in the water

on the ground

2

Why do koalas come down to the ground?

because they sleep on the ground

because they like to swim

to move to a new tree

to eat gum leaves

3

Which sentence is true?

Koalas eat gum leaves.

Koalas are awake most of the time.

Koalas spend a lot of time in the water.

Koalas like to eat lots of different foods.

4

The young leaves are the best for them to eat.

The word *them* refers to

water.

koalas.

gum trees.

young leaves.

5 Koalas spend most of the day

eating.

running.

sleeping.

swimming.

6 Another good title for this text could be

- All about baby koalas.
- Everything about Australia.
- Animals from other countries.
- An interesting Australian animal.

Read *Choosing a classroom pet* on page 3 of the magazine and answer questions 7 to 11.

7 Pia wants a rabbit as a classroom pet.

What is one reason she gives?

- Rabbits don't eat much.
- Rabbits are cheap to buy.
- Rabbits don't make a noise.
- Rabbits are simple to care for.

8 Who knows where to find a blue-tongue lizard?

- Adrian
- Keri
- Tom
- Mr Finch

9

Class 4F may not keep a blue-tongue lizard because

- it might bite the students.
- they do not have a permit.
- their teacher does not like lizards.
- it would be too cold in the classroom.

10

Pia says, *He means it's cruel when birds aren't free and can't fly around.*

Why does she say this?

- to help Tom understand Nadim
- to help Nadim understand Tom
- to support Nadim's opinion
- to challenge Tom's opinion

11

What does Mr Finch do in this text?

- He says what pet he wants.
- He agrees with the students' ideas.
- He lets the students share their ideas.
- He tells the students about different pets.

Read *How to play SPUD* on page 4 of the magazine and answer questions 12 to 17.

12

The text says a game of SPUD needs at least

- four players.
- five players.
- six players.
- seven players.

13

The winner is the player who

- catches the ball first.
- does not spell SPUD.
- is the first to spell SPUD.
- throws the ball the furthest.

14

When the player who is *It* calls your name, what must you do first?

- take three steps
- throw the ball
- get the ball
- run away

15

Which of these changes would make the game last longer?

- spelling a word with more letters
- making the playing area smaller
- playing with fewer people
- having more than one *It*

16 Which picture best matches Rule 5?



17 You could even play SPUD on a netball court.

Where would this information belong in this text?

- What you need*
- Setting up a playing area*
- Aim of the game*
- Rules of the game*

Read *The best teacher* on page 5 of the magazine and answer questions 18 to 23.

18 Why was the boy's father worried?

- His son was lonely.
- His son was not strong enough.
- His son was always getting lost.
- His son had never had any problems.

19 Why did the father send his son into the forest?

- He wanted to punish his son.
- He was fighting with his son.
- He was too old to go himself.
- He wanted his son to learn.

YEAR 3 READING

20

What did the boy do first when the cart broke?

- He called for help.
- He cried to himself.
- He blamed his father.
- He walked back home.

21

Which word best describes the boy's father in this story?

- lazy
- cruel
- wise
- funny

22

What is the main message of this story?

- Take care of the environment.
- Family is the most important thing.
- Working hard makes you a better person.
- It is important to know how to solve problems.

23

Did the father know a person called Necessity?

Give a reason for your answer.

Read *Young adventurer 2009* on page 6 of the magazine and answer questions 24 to 30.

24

When he first saw the Naadam festival horseraces, Angus felt

- disappointed that the jockeys were children.
- bored because the races took so long.
- inspired to take part in the races.
- nervous about the races.

25

After he returned to Australia, ...

The second paragraph is about Angus's

- home town.
- exercise routine.
- racing experience.
- family background.

26

Angus's Mongolian friends helped him to

- take part in the Mongolian races.
- find his way around Mongolia.
- train for the Mongolian races.
- plan his trip to Mongolia.

27

The way this text is written leads the reader to

- feel jealous of Angus.
- feel sorry for Angus.
- be amused by Angus.
- admire Angus.

28

Write the numbers 1 to 5 in the boxes to show the order of events in the text. The first one () has been done for you.

Angus decided to compete in the Naadam festival.

Angus travelled to Mongolia with his family for a holiday.

Angus won the Young Adventurer of the Year Award.

Angus trained after school.

Angus competed in two horseraces in Mongolia.

29

Which idea best matches this text?

- There is no place like home.
- Fight for what you believe in.
- Good things come to those who wait.
- Dreams can come true if you work hard.

30

Why did Angus receive the Young Adventurer of the Year Award?

- He won a competition.
- He made a tough decision.
- He achieved a difficult goal.
- He did something to help others.

Read *Down by the river* on page 7 of the magazine and answer questions 31 to 36.

31

What is another suitable title for this text?

- The naughty platypus*
- Where to find a platypus*
- The day we saw a platypus*
- Why the platypus has a flat tail*

32

In line 5 of the text, *the arrow of water* refers to

- the shadows of the trees on the water.
- the shape of the ripples on the water.
- the sound of the flowing water.
- the speed of the flowing water.

33

What helped the children to see the platypus better?

- It kept flipping its tail.
- It moved into a sunny place.
- It climbed up onto the river bank.
- It put its head out of the water.

34

'No white tip. No ears. And shy.' (paragraph 4)

One reason this information is in three short sentences is that Daniel's dad is

- listing three features.
- memorising three facts.
- describing three animals.
- answering three questions.

35

In this text, all of the characters show they are

- kind.
- brave.
- generous.
- persistent.

36

Who is telling this story?

- Daniel
- Mr Beatty
- Daniel's dad
- Daniel's friend

STOP – END OF TEST

PRACTICE QUESTIONS

Read *Tim* on the back cover of the magazine and answer questions P1 to P3.

P1 The story takes place on

- Monday.
- Tuesday.
- Wednesday.
- Thursday.

P2 Number the boxes 1, 2, 3 and 4 to show the order in which Tim dressed.

shoes

shorts

shirt

socks

P3 Where was Tim going?
