

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

Award 1 mark for:

do not like playing games.

only play one game.

play many games.

must have very expensive games.

1 mark

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

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

- sticks
- stones
- coins.

Also accept (*other small*) *items*.

Also accept *objects*.

1 mark

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

Award 1 mark for reference to either of the following acceptable points:

- players having to stay very still / freeze / not move (including references to 'moving' players being eliminated from the game), e.g.
 - *because you have to stay still like a statue*
 - *because everyone has to freeze*
 - *they freeze when one child shouts 'statue'*
 - *because you freeze like one*
 - *because you have to stop.*
- pretending to be a statue, e.g.
 - *because you have to act like a statue.*

Also accept references to saying 'statue', e.g.

- *because the child shouts 'statue'*
- *because players walk around waiting for someone to shout 'statue'.*

Do not accept references to helping practise your balance.

Do not accept references to the party game musical statues.

1 mark

- 4 **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 **both** *up* and *down*, e.g.

- *up down*
- *it means up and down.*

1 mark

- 5 (a) **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 reference to one player hiding the objects / setting up the game, e.g.

- *they hide small things*
- *one child hides the objects*
- *hiding things.*

Do not accept *hiding*.

1 mark

- (b) **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 reference to either of the following acceptable points:

- the actions of the player in the middle of the circle / being the (sleeping) kangaroo, e.g.
 - *one of the players guesses who touched them*
 - *one child pretends to be a sleeping kangaroo*
 - *one person is in the middle.*
- one player touching the 'kangaroo's' shoulder, e.g.
 - *someone has to tap the kangaroo*
 - *they have to touch the kangaroo without them guessing who it is*

- *one child touches the kangaroo's shoulder.*

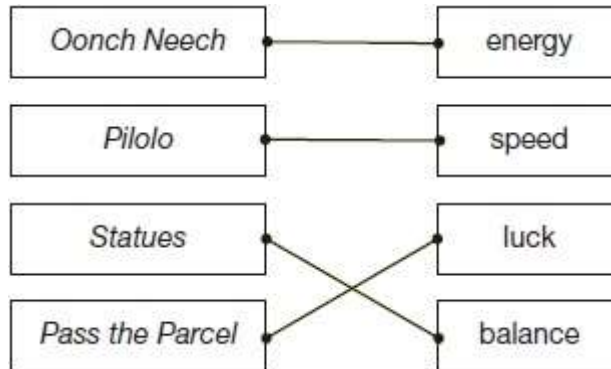
Do not accept guessing without any further explanation.

1 mark

- 6 **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 all four lines being joined to the following correct boxes:



1 mark

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

Award 1 mark for three boxes correctly ticked and **award 2 marks** for all four boxes correctly ticked.

Sentence	True	False
In <i>Pilolo</i> , players try to find hidden items.	✓	
In <i>Statues</i> , one child shouts, 'freeze'.		✓
In <i>Oonch Neech</i> , players must stand very still.		✓
<i>Kangaroo Skippyroo</i> is a game all about luck.		✓

Up to 2 marks