# En

YEAR 7

3-4

2006

# Reading answer booklet



Page	Marks
3	
5	
7	
9	
11	
13	
15	
Total	

# **Making Cartoons**

First name	
Last name	
School	
3011001	
Date	

### Remember

- Your teacher will tell you how long you have for this test, including reading time.
- You should wait until you are told to start work in this booklet.
- The booklet contains different types of questions. The spaces for answers and the number of marks indicate how much you need to write.
- When a question includes a page reference, you should refer to the text on that page to help you with your answer.
- Ask your teacher if you are not sure what to do.

## Part 1

Ougetions	1 11	ara ahaut	The	Cartoonist	(nagae	2 5)
Questions	1-11	are about	1 ne	Cartoomsi	(pages	<b>∠</b> −5).

Tick one.	
eating	
watching tv	
drawing	
studying	
	(1 mark)

3. Put the pictures that Alfie was drawing in the correct order.

The first one has been done for you.

Big birds eating seeds

Giant bird eating man

Little birds eating seeds

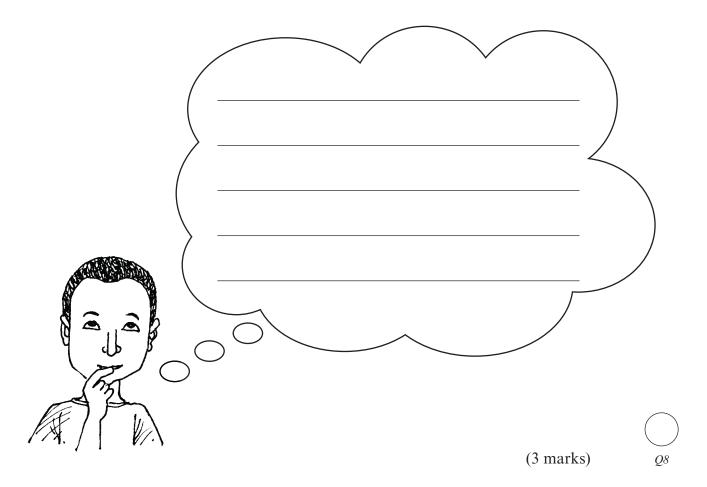
Man scattering Little Bird Seed

Man scattering Giant Bird Seed

(2 marks)

(1 mark)

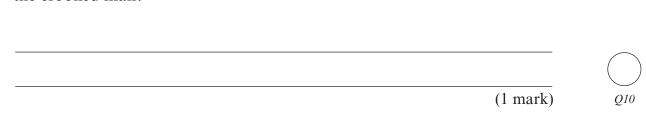
**8.** Fill in the thought bubble to show what Alfie might have been thinking as his mother shook the ladder.



**9.** Why did Alfie turn his papers face down on the table? (page 5)



**10.** What was it about Alfie's house that reminded him of the rhyme about the crooked man?





How did Alfie feel about the attic?
Explain your answer as fully as you can.
(2 marks)

# Part 2

Questions 12–16 are about Moving pictures (pages 6–9).

**12.** What is **animation**?



(1 mark)

13. Look at the sentence in the box below.

Underline the **noun** that tells you that artists need to be creative.

Cartoon films are sometimes based on books, but it is the artist's imagination that creates the characters.



(1 mark)

(1 mark)

16.	Look	again	at	pages	6-9
IU.	LUUK	agam	aı	pages	U-9.

Tick to show if the following are true or false.

The first one has been done for you.

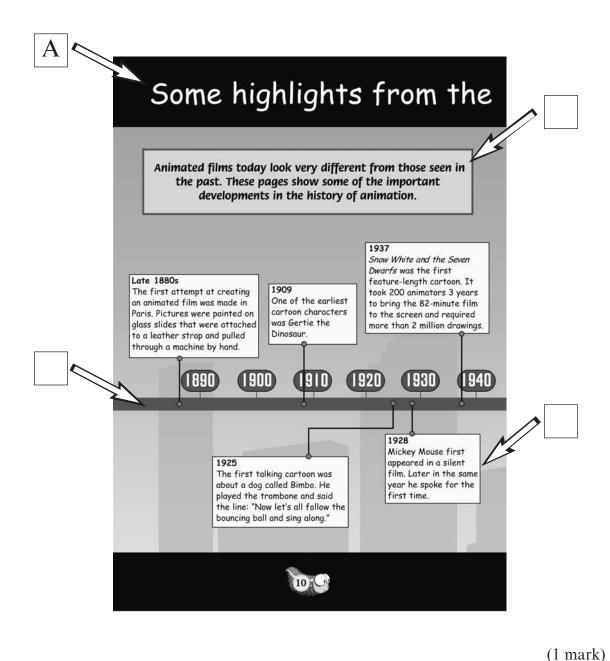
	T F	
Soundtracks can include silence.	✓	
A flick-book is a simple animation.		
Cartoons are always about animals.		
An animated film combines soundtrack and pictures.		
The director creates the characters.		
	(2 marks)	Q16

# Questions 17–22 are about Some highlights from the history of animation (pages 10–11).

17. Put a letter in each box to label the different parts of the text.

The first one has been done for you.

- A Title
- B Timeline
- C Fact box
- D Introduction



18.	What two	things	did	Mickey	Mouse de	in	10282
10.	what two	umngs	aia	WIICKEY	wiouse ac	ЭШ	1920:

(2 marks)

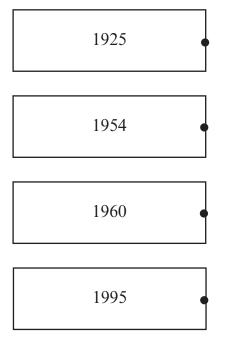
**19.** About how many drawings were needed to make Snow White and the Seven Dwarfs?

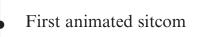
Tick one.

200	
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### Match the following: 20.





First talking cartoon

First full-length computer-generated animation

First animated feature film in Britain

(2 marks)





21.	Tick to show if the following are true or false.				
	The first one has been done for you.				
		T		F	
	Gertie the Dinosaur appeared in 1909.	<b>✓</b>			
	In Mary Poppins an actor danced with cartoon penguins	5.			
	The Simpsons was the first animated sitcom.				
	Toy Story was all computer-generated.				
	The Flintstones appeared before Bimbo.				
			(2	marks)	Q21
22.	How does the timeline make it easier to understand the i	nforma	ation	?	
	Tick one.				
	It shows you how long it takes to make a film.				
	It shows you the order in which things happened.				
	It shows you how many films there were.				
	It shows you what will happen next.				
			(1	mark)	Q22

# Questions 23-27 are about Animators required (pages 12-13).

23.	Look at advert <b>number 1</b> .	

Why does the advert use a question at the beginning?

Tick one.

because the writer does not know the answer	

because the writer wants the job

because the writer wants to interest you in the job

because the writer is an animator	
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	(
1	022

(1 mark)

### 24. Look at advert number 1.

Match the following to show why some parts of the text have appeared in **bold**.

Thinking about a career in animation?

Important information about applying

May 20th

To draw attention to the advert

What you have to do:

Deadline for applications

(1 mark)



### 25. Look at advert number 2.

**Tick** to show which parts of the advert are **factual information** about the job and how to apply for it and which parts are **persuasive information**.

The first one has been done for you.

	Factual information	Persuasive information
see your name on the credits		1
open day on 2nd June		
you could help create the next big blockbuster		
Now is your chance		
l.harris@animationstudios.uk		

(2 marks)

025

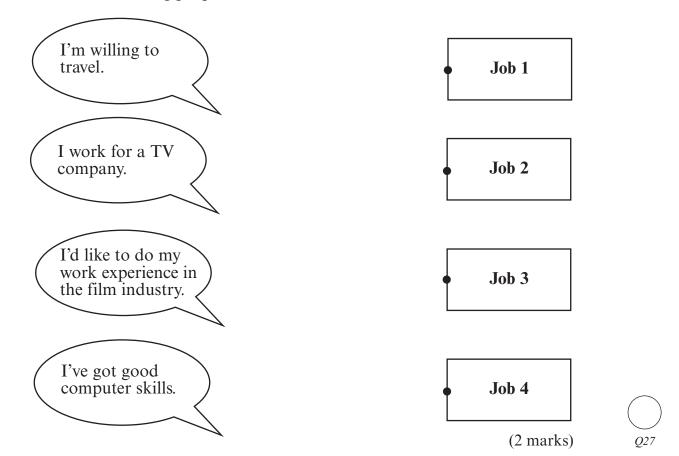
### **26.** Look at advert **number 4**.

**Find** and **copy** a word or phrase that shows that the company wants someone to start work straight away.

(1 mark)

026

Match the following people to the advert that would interest them the most. 27.



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