

**STEPHEN PERSE FOUNDATION
JUNIOR SCHOOL
YEAR 5 ENGLISH ENTRANCE**

Reading Comprehension and Creative Writing

Read the following passage then answer the questions. Remember to check how many marks each answer is worth.

Dreams Toyshop

The purple pig on the top row winked at Zel as she entered the shop. She pointed her selector module at it and watched as it floated smoothly down to her.

She examined the pig carefully, noticing it had a speech function and a music pack, but decided it really wasn't the right present for her brother's eighth birthday. Zel cancelled the select setting and the purple pig floated gently back to its place on the tenth level next to the dancing horse and the octopus that could knit.

Zel wanted to get just the right present for Sek, and she knew that the 'Dreams Toyshop' was just the right place to find something truly unusual. She gazed around the shop. It was like being inside a giant ball. The walls themselves shone brightly, changing colour every few minutes. There was every sort of toy that you could dream of, floating in rows around the outside walls or piled into enormous, swaying towers throughout the room.

Hundreds of toys were drifting through the air, some sparkling or glowing as they made their way silently to the excited children who had 'selected' them. It was just like the sky motorway around the cities, and the amazing thing was that none of the toys ever collided.

Zel scuttled about, selecting and examining, but never quite satisfied with anything she looked at. Her brother, Sek, was a very serious boy, but with lots of imagination. Zel was sure he would get very quickly bored with the 'View World' games she had looked at. He would find it fun for a while to step into another world as if you were really there, but Zel knew that these games repeated themselves after a very short while and Sek would lose interest. She wanted a present that would make Sek use his imagination.

A 'select assistant', in her shiny uniform, asked Zel if she could help her in any way. The assistants in 'Dreams' were all 'chipped' to the main computer, and only had to think of a particular toy, and it would float down to the customer. Although Zel needed help, she wasn't sure that she could explain what she had in mind.

"S-s-something imaginative please," she stammered - she always had trouble getting her words out when she was nervous, "that doesn't r-r-r-repeat itself."

"Ah yes, I know just the thing," the assistant said.

As she continued talking, Zel noticed a tiny dark cube weaving its way across the shop towards her. The assistant explained that you only had to switch it on and clasp it in your hand then it was up to you. You could become part of whatever you imagined. The experience would be different every single time, and would fulfil all your dreams.

Zel knew straight away that this was exactly the right present for Sek. She stared into the pay machine, which instantly read her eye pattern and transferred the money from her bank to the shop.

Zel snatched the cube, and hurried out of the shop. She thought she heard the assistant saying something about telling her brother to be very careful about what he imagined, but Zel was far too excited to take much notice.

1. Why do you think did the purple pig winked at Zel? (1 mark)

2. Which two special functions did the pig have? (1 mark)

3. What sort of present was Zel looking for? (1 mark)

4. How do you choose and pay for items from this shop? (2 marks)

5. What do you think the 'skymotorway' might be? (2 marks)

6. Choose two details from the passage that help you to identify this shop as rather unusual? (2 marks)

7. Why might Sek get bored with the 'View World' game? (2 marks)

8. Why do you think Zel chose the cube as the perfect present for Sek? (3 marks)

9. Which of the toys mentioned would you like to buy? Explain your reasons. (3 marks)
