Oxford Levels Placement and Progress Kit

Workbook 8 answers

A Lucky Find

1 Children tick: **to go for a walk**
2 Children circle: **whine; cry**
3 Children draw lines: **Chip and Biff = playing a computer game; Mum and Dad = building a bookcase; Kipper = finding someone to walk Floppy**
4 Children circle: **He is alarmed. He speaks suddenly and loudly.**
5 Children tick: **stand far away**
6 Children tick: **an interesting historical object**
7 Correct order: **1 police officers; 2 disposal unit experts; 3 history experts; 4 television crew**
8 Children tick: **the message inside Kipper's fortune cookie**
9 Children circle: **The Cookie of Good Fortune**
10 Children write: **relieved**

The Beehive Fence

1 Children circle: **gather in a group**
2 Children write: **no**
3 Children underline: **carefully eased**
4 Children tick: **The author wants us to be surprised when we find out.**
5 Children write: **scared of**
6 Correct order: **1 The elephants trample the crops; 2 The bee lady makes a beehive fence; 3 Biff watches through night-vision binoculars; 4 The elephants go away.**
7 Children draw lines: **surprised = the herd of elephants walking away picture; scared = Biff and Dad running from the bees picture; confused = Babu and Mukami talking to Biff picture**
8 Children write: **are afraid of**
9 Children tick: **Anneena's dad tells the others facts about bees. Biff finds out about bees on her adventure.**
10 Children colour: **Bees on Guard book picture**

A Good Turn

1 Children circle: **a tower**
2 Children tick: **nervous, because he thought he might forget the words; nervous, because it would be very hard to keep the promise**
3 Children write: **Baden-Powell**
4 Children circle: **fabric; material**
5 Children tick: **to show Dad said it louder than the other words**
6 Children tick: **poked with an elbow**
7 Children tick: **a good turn only counts when it is done to someone else**
8 Correct order: **1 Wilf and Chip make their Cub Scout Promise; 2 The key takes the boys to Brownsea Island; 3 Chip gives Alex a plaster; 4 Wilma finds out Lord Baden-Powell's first name on the Internet.**
9 Children colour: **Be Prepared! book picture**
10 Children tick: **by making the characters talk about examples of good turns**

The Ogre's Dinner

1 Children tick: **to show Lee is embarrassed about what he is doing**
2 Children circle: **waved his arms**
3 Children write: **to be eaten**
4 Children draw lines: **seeing the key glow = nervous; seeing Kipper in the kitchen = confused; smelling the food = hungry**
5 Children write: **no**
6 Children draw lines: **piped up = joined in the conversation; got the wrong end of the stick = misunderstood something; ducked down = bent down and hid**
7 Children tick: **They both involve ogres.**
8 Correct order: **1 Kipper's bedroom; 2 the forest; 3 the cave tunnels; 4 the ogre's kitchen**
9 Children tick: **"I love having guests for dinner!"; "He'll want to have you for dinner."; "I am cooking with them."**
10 Children write under the headings: Scary: **the forest, the sound of the ogres;** Fun: **cooking the food, the King of the Ogres**

The Secret Pop Star

1 Children tick: **all sold and nothing is left**
2 Children tick: **to show that Wilma pauses before finishing her sentence**
3 Children write: **recognise**
4 Children circle: **disappointed; cross**
5 Children write: **bossy**
6 Children write: **no**
7 Children draw lines: **fan = a person who likes something a lot; meanwhile = at the same time; autograph = signature**
8 Children tick: **They didn't like Dad's dancing. They were cross because they were expecting Dad to be Teddy.**
9 Correct order: **1 Wilma spots Teddy in disguise; 2 Mum helps Teddy to escape from the crowd; 3 Dad pretends to be Teddy; 4 The family go to the concert.**
10 Children circle: **Dad Can't Dance**

The Strange Old House

1 Children circle: **a big and important house**
2 Children tick: **by making it dark and shadowy; by making the children hear an unexpected noise**
3 Children tick: **Henry is hiding.**
4 Children write: **no**
5 Children write: **Chip's advice**
6 Children circle: **the oil lamp flame picture**
7 Children underline: **the speech marks and exclamation marks**
8 Children draw lines: **scrunched-up = crushed into a ball; billowed = waved around in a breeze; warned = told someone a problem is coming**
9 Correct order: **1 The children sneak in to Huntley Hall at night; 2 Henry draws the children; 3 The children**

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shout for help when a fire starts; 4 The children visit Huntley Hall in the daytime.

10 Children draw lines: **Beginning = Wilf plans a day out. Wilf hopes to see a ghost; End = Henry grows up to be an artist. Wilf realises the children seemed like ghosts to Henry.**

Smoke Signals to Smartphones

1 Children circle: **Pigeon Post**
2 Children write: **puts out**
3 Children tick: **to show that this is a surprising fact**
4 Children draw lines: **dispatch riders = Persia; semaphore = France; smoke signals = China**
5 Children circle: **work them out**
6 Children tick: **a device that sends a message; can be moved**
7 Children write under the headings: Wires: **Morse code, telephone;** Sight: **semaphore, smoke signals**
8 Children tick: **where the person pauses as they speak**
9 Children circle: **page 26; page 27**
10 Children circle: **smartphone**

The Urgent Message

1 Children circle: **important**
2 Children tick: **to show who a letter is from; to keep a letter closed**
3 Children underline: **stared; crossly**
4 Children circle: **by the seal**
5 Children tick: **She had been sticking Uncle Max's postcard to the wall.**
6 Children write: **no**
7 Children write: **sister**
8 Children colour: **pigeon picture; quill and scroll picture**
9 Children tick: **Queen Hilda writes an angry letter. A servant gets ready to send a message by carrier pigeon.**
10 Children tick: **to make it look like the characters in the story are asking us questions**

Meet a Genius

1 Children tick: **by using a label; by pointing to Mozart with a line**
2 Children write: **thinking about it**
3 Correct order: **1 He learned to play the harpsichord; 2 He began to compose music; 3 He wrote his first symphony; 4 He married Constanze.**
4 Children tick: **There weren't enough beds for everyone.**
5 Children write: **a science workshop**
6 Children tick: **She was poor and couldn't afford many clothes.**
7 Children tick: **to explain how to pronounce the man's name**
8 Children circle: **The weather was cold. He would be homesick.**
9 Children circle: **hard to understand**
10 Children write: **date of birth**

Meeting Mozart

1 Children underline: **organ; guitar; drum**
2 Children circle: **the instrument**
3 Children write: **gives them money**
4 Children circle: **robbers**
5 Children underline: **strode; demanded**
6 Children tick: **The boy has never heard such an instrument before.**
7 Children underline: **cry; sobbed**
8 Children tick: **to show that Biff is whispering**
9 Correct order: **1 Nadim's dad gives him a keyboard; 2 Wolfgang runs away from his father; 3 Nadim's keyboard runs out of power; 4 Wolfgang and Nadim perform for the Archduke together.**
10 Children colour: **Harpsichord Help book picture**

Animal Superpowers

1 Children circle: **page 26**
2 Children tick: **to get the reader's attention; to make it look interesting**
3 Children write: **a hundred**
4 Children circle: **skill; ability**
5 Children tick: **to help the reader notice that this is an amazing fact**
6 Children write: **yes**
7 Children write: **danger**
8 Correct order: **1 human; 2 sphinx moth; 3 okapi; 4 giant anteater**
9 Children tick: **wanting to eat a lot**
10 Children circle: **page 14; page 15**

At the Monster Games

1 Children draw lines: **Wilma = won the running race; Lee = came next-to-last in the running race; Kipper = came last in the running race**
2 Children tick: **to show that the sentence continues after the picture**
3 Children circle: **cross; annoyed**
4 Children tick: **Wilma, for saying the King can't keep the key**
5 Children tick: **The King will compete in this contest. The King expects to win this contest.**
6 Children draw lines: **question mark = to show someone is asking a question; speech marks = to show someone is speaking; exclamation mark = to show someone is excited**
7 Children write: **no**
8 Children tick: **run around with monsters; not get caught by monsters**
9 Correct order: **1 the children's jumping contest; 2 the children's throwing contest; 3 the monsters' running race; 4 the monsters' throwing contest**
10 Children colour: **Kipper's Cunning Plan book picture**

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