

Year 3

Reading Magazine
Example test

NAPLAN NATIONAL ASSESSMENT PROGRAM
Literacy and Numeracy

acara AUSTRALIAN CURRICULUM,
ASSESSMENT AND
REPORTING AUTHORITY

A close-up photograph of a koala clinging to a tree trunk. The koala is grey and fluffy, with its eyes closed and a dark, leathery nose. Its paws are visible, gripping the rough bark of the tree. The background is a soft-focus green, suggesting a forest setting.

Koalas

Koalas are found only in Australia. They spend a lot of time up in the trees but will come down to the ground to move to a new tree.

Koalas can run when they are on the ground. They can swim too but they don't usually go into the water.

Koalas eat leaves from some gum trees. The young leaves are the best for them to eat.

Koalas do not move very much and they spend most of the day asleep.

Choosing a classroom pet

The students in Class 4F are talking about what kind of animal to get as a classroom pet.

Pia: I think we should get a rabbit. They're cute and cuddly and easy to look after.

Adrian: Lots of classrooms already have rabbits. Let's get something more exciting.

Pia: Like what?

Adrian: I don't know. Like a lizard.

Keri: I can get a blue-tongue lizard from my garden.

Tom: Can we do that?

Mr Finch: No. We would have to get a special permit to keep a blue-tongue lizard, or any native animal.

Nadim: What about a cockatoo? We could teach it to talk.

Tom: My dad says it's cruel to keep birds in cages.

Nadim: We'd feed it and play with it. We wouldn't be cruel to it.

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

Adrian: Maybe it's cruel to keep any animal in the classroom. We can look after it during the day but it will get lonely at night.

Mr Finch: We'll talk about this again tomorrow. Tonight, I'd like you to tell your parents what we've been talking about.



How to play

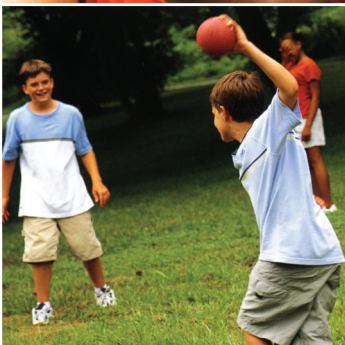
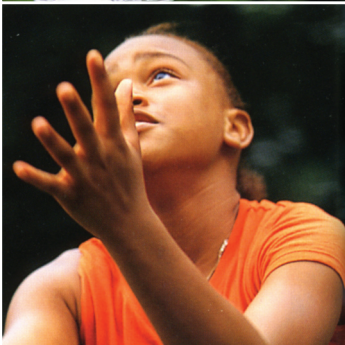
SPUD

What you need	Setting up a playing area	Aim of the game
<ul style="list-style-type: none">• five or more players• a soft rubber ball• a clear space outside	Choose trees, fences, footpaths or buildings to mark the edges of a playing area.	To be the last player in the game. (You are out as soon as you spell the word SPUD .)

Rules of the game

1. Pick a player to start with the ball. The player with the ball is called *It*.
2. *It* stands in the middle of the playing area with the ball. All the other players gather around.
3. *It* tosses the ball into the air, and calls another player's name. This player is now *It* and has to get the ball. Everyone else runs away.
4. *It* yells '**SPUD!**' as soon as *It* gets the ball. Everyone else has to freeze.
5. Then *It* takes three giant steps towards another player, and throws the ball at that player's feet. The other player must not move, even if there's a chance of being hit by the ball.
6. If *It* hits the other player, or if that player moves, then the player gets a letter (**S** first), and becomes *It*.
If *It* misses, then *It* gets a letter and stays *It*.
7. The first letter for a player who is hit is **S**, the second letter is **P**, and so on. Any player who has spelled **S-P-U-D** is out.

The winner is the last player in the game.



The best teacher

Once upon a time, there was a man with a fine house, healthy animals and fertile land. He was also blessed with a handsome, loving son. But the man was worried about his son, because the boy had grown up knowing only good times and good fortune.

“What will happen when something goes wrong for him?” wondered his father. “How will he know what to do?”

So one day, the man asked the boy to go into the forest and collect wood. To help him carry the wood home, the man gave the boy an old cart and two horses. As he was leaving, the man said to his son, “If the cart breaks down while you are in the forest, don’t worry. Necessity will teach you what to do.”

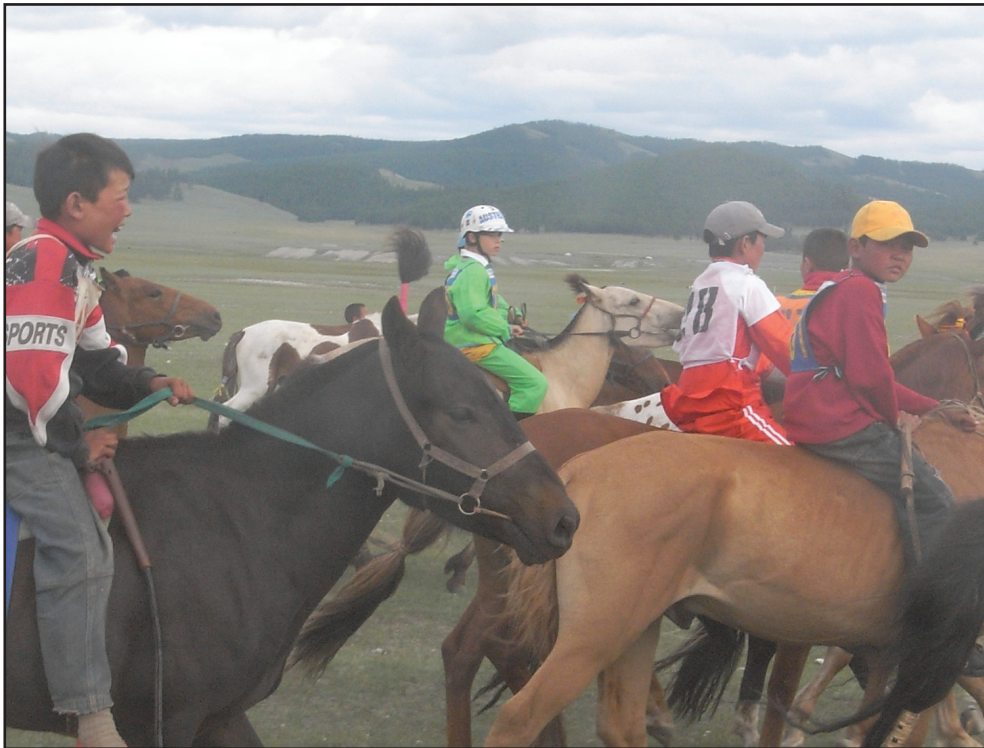
The boy collected as much wood as he could load onto the cart. But when he turned to come home, the cart broke under the weight of the wood. “I hope that Father’s friend lives nearby,” thought the boy, and he started crying out, “Necessity! NE-CESS-ITY! Where are you?” The boy called and called, but no one came, so he decided to fix the cart himself.

When he arrived home he said to his father, “You said Necessity would teach me to fix the cart, but I couldn’t find him anywhere. I had to fix it all by myself.”

The man smiled to himself and thought, “Necessity really is the best teacher.”

Young adventurer

2009



*Riders at the Naadam festival horseraces.
Angus is the rider in green.*

Thirteen-year-old Angus Paradise lives on a farm in New South Wales. In 2008, he travelled with his family on holiday to Asia. In Mongolia, he saw the famous Naadam festival horseraces. All of the jockeys were children. Angus wanted to race too, so he decided to enter the 2009 competition.

After he returned to Australia, Angus trained for the long distance competition by riding 22 kilometres after school each day and by running and doing sit-ups.

In 2009, Angus returned to Mongolia. Some of his Mongolian friends arranged for him to ride in a 10 kilometre race for two-year-old horses, and a 15 kilometre race for five-year-old horses. Although he had a bad fall before the races, Angus finished in the top 10 in both events.

His efforts won him the 2009 Young Adventurer of the Year Award.

Down by the river

Some children are by a river, with a parent, hoping to see a platypus.

On the fifth afternoon, when I think even Daniel's dad was getting a little impatient, we definitely saw a platypus. It came right under where we were. We'd changed where we sat, gone downstream a bit to a kind of fishing platform that old Mr Beatty had built on the river bank. And there was the arrow of water from where we had been sitting and it moved along the river bank while we held our breaths. The platform we were standing on was right near some bullrushes and we watched the ripples and bubbles and then it came in really close to the shallow water right near where we were. I know I squeaked, because Daniel elbowed me gently. We all peered down and we could just see the flat tail. No white tip. And then it moved into a patch of late sunshine and we saw it more clearly nosing around and then it must have heard something and with a little flip completely disappeared into deeper, shadowed water.

'Well,' Daniel's dad said after a long silence, 'we've seen it, kids.'

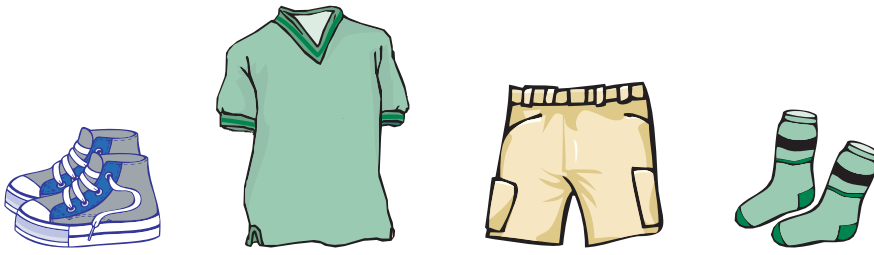
'Are you sure it was really a platypus?' Daniel asked. 'If only we'd had a really good look.'

'It was a platypus,' Daniel's dad said firmly. 'Definitely a platypus. No white tip. No ears. And shy. A rat would have just come up for a second look at us.'

'Wow, we've seen it, Daniel, we've seen it!'

'I can't believe it,' Daniel said. 'I just can't believe it. It all happened too fast.'

'I know what you mean,' his father said, putting an arm around him, 'but the more time you spend watching wild things, the more practised you get at seeing them, so eventually your eye adapts to their speed. But it was, it was truly a platypus. You've joined an exclusive club, kids. Not many people these days have seen a platypus in the wild.'



Tim

On Monday, Tim dressed for school.

First, he put on his shorts.

Then, he put on his shirt.

Next, he put on his socks.

Last, he put on his shoes.

ACKNOWLEDGEMENTS

Koala

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How to play SPUD

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Young adventurer 2009

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Down by the river

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