

Spring test 1: Part B – Room 13

Part B: Room 13			Content domain	Mark	Extra information															
1	alone <input checked="" type="checkbox"/> afraid <input checked="" type="checkbox"/>		2b	1	Award 1 mark for both and only these words ticked.															
2	to set the mood of the story <input checked="" type="checkbox"/>		2f	1																
3	Award 1 mark for one of the following points from the text. Award 1 mark for an appropriate explanation of how this aspect of the text adds to the scariness of the paragraph. (Examples given in brackets.) <ul style="list-style-type: none"> As Fliss climbed the stairs it grew colder. (This doesn't happen in real life.) Door 13 swung inward with a squeal. (Doors don't swing open by themselves in real life, and a squealing noise can be scary.) The door that swings open is number 13. (Some people think 13 is an unlucky number.) Fliss's feet carried her over the threshold. (Fliss isn't in control of where she goes.) The voice hissed, 'The Room of Doom!' (The word 'doom' suggests something bad is going to happen. The voice is hissing, which is scary.) 		2g	2	Both a point from the text and an explanation of how this adds to the scariness of the paragraph are needed for answers to be awarded 2 marks.															
4	<table border="1"> <thead> <tr> <th></th> <th>True</th> <th>False</th> </tr> </thead> <tbody> <tr> <td>The house is near the sea.</td> <td><input checked="" type="checkbox"/> (given)</td> <td><input type="checkbox"/></td> </tr> <tr> <td>The animal depicted on the gate is a bat.</td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> <tr> <td>Fliss pushes open the door to Room 13.</td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> <tr> <td>Fliss is afraid of Room 13 even before she sees what is inside.</td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </tbody> </table>		True	False	The house is near the sea.	<input checked="" type="checkbox"/> (given)	<input type="checkbox"/>	The animal depicted on the gate is a bat.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fliss pushes open the door to Room 13.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fliss is afraid of Room 13 even before she sees what is inside.	<input checked="" type="checkbox"/>	<input type="checkbox"/>		2b	1	Award 1 mark for three ticks correctly placed.
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5	<i>Her feet carried her over the threshold</i>		2a	1																
6	<i>damp and trembling</i>		2a	1																
7	Award 1 mark for any of the following points: <ul style="list-style-type: none"> to heighten tension to make the passage more frightening to introduce a sense of dread to add a supernatural element 		2g	1																
8	Award 1 mark for: a coffin. Award 1 mark for one or more of the following explanations referencing the text: <ul style="list-style-type: none"> because the box fills Fliss with horror because the box smells of damp earth because the box is called 'The Bed of Dread' because there is a shape like a body in the box/the shape is a body because it sits up 		2d	2																