

BRENTWOOD SCHOOL

ENGLISH ENTRANCE EXAMINATION

SAMPLE PAPER

TIME: 1 hour 15 minutes

NAME

There are two parts to the exam:

1. Comprehension

Spend not more than **25** minutes on this section

2. Extended Writing

Spend about **50** minutes on this section

PART ONE: COMPREHENSION

Read the following passage carefully and then answer the questions in the booklet.

The young King Arthur, known as the Wart, has the wizard Merlyn as his teacher. One day the Wart persuaded Merlyn to let him see a joust between two knights-in-armour.

Section 1

They climbed up the big beech, which had easy branches sticking out in all directions, and the Wart stationed himself toward the end of a smooth bough about fifteen feet up, where he could get a good view. Nothing is as comfortable to sit in as a beech.

To be able to picture the terrible battle which now took place, there is one thing which ought to be known. A knight in his full armour of those days, or at any rate during the heaviest days of armour, was generally carrying as much or more than his own weight in metal. He often weighed no less than twenty-two stone, and sometimes as much as twenty-five. This meant that his horse had to be a slow and enormous weight-carrier, like the farm horse of today, and that his own movements were so hampered by his burden of iron and padding that they were toned down into slow motion, as on the cinema.

Section 2

'They're off!' cried the Wart, holding his breath with excitement.

Slowly and majestically, the ponderous horses lumbered into a walk. The spears, which had been pointing in the air, bowed to a horizontal line and pointed at each other. King Pellinore and Sir Grummore could be seen to be thumping their horses' sides with their heels for all they were worth, and in a few minutes the splendid animals had shambled into an earth-shaking imitation of a trot. Clank, rumble, thump-thump went the horses, and now the two knights were flapping their elbows and legs in unison, showing a good deal of daylight at their seats. There was a change in tempo, and Sir Grummore's horse could be definitely seen to be cantering. In another minute King Pellinore's was doing so too. It was a terrible spectacle.

Section 3

'Oh dear!' exclaimed the Wart, feeling ashamed that his blood-thirstiness had been responsible for making these two knights joust before him. 'Do you think they will kill each other?'

'Dangerous sport,' said Merlyn, shaking his head.

'Now!' cried the Wart.

With a blood-curdling beat of iron hoofs the mighty equestrians came together. Their spears wavered for a moment within a few inches of each other's helmets – each had chosen the difficult point stroke – and then they were galloping off in opposite directions. Sir Grummore drove his spear deep into the beech tree where they were sitting, and stopped dead. King Pellinore, who had been run away with, vanished altogether behind his back.

'Is it safe to look?' enquired the Wart, who had shut his eyes at the critical moment.

'Quite safe,' said Merlyn. 'It will take them some time to get back in position.'

'Whoa, whoa, I say!' cried King Pellinore in muffled and distant tones far away among the gorse bushes.

'Hi, Pellinore, hi!' shouted Sir Grummore. 'Come back, my dear feller, I'm over here.'

Section 4

There was a long pause, while the complicated stations of the two knights readjusted themselves, and then King Pellinore was at the opposite end from that at which he had started, while Sir Grummore faced him from his original position.

'Traitor knight!' cried Sir Grummore.

'Yield, coward, what?' cried King Pellinore.

They fewtered their spears again, and thundered into the charge.

'Oh,' said the Wart, 'I hope they don't hurt themselves.'

PART ONE COMPREHENSION QUESTIONS –

Multiple choice: Tick the box next to the correct answer in questions 1-7 (Each answer is worth 1 mark.)

<p>1. Where did the Wart sit?</p> <p>A Where the branch of a beech tree joins the trunk <input type="checkbox"/></p> <p>B On a padded iron seat <input type="checkbox"/></p> <p>C At the end of a branch in a beech tree <input type="checkbox"/></p> <p>D On horseback <input type="checkbox"/></p> <p style="text-align: right;">1 mark</p>
<p>2. How much does an armoured knight weigh?</p> <p>A As much as a farm horse <input type="checkbox"/></p> <p>B Somewhere between 22 and 25 stone <input type="checkbox"/></p> <p>C 23 stone <input type="checkbox"/></p> <p>D More than his own weight in metal <input type="checkbox"/></p> <p style="text-align: right;">1 mark</p>
<p>3. Whose Horse begins to canter first?</p> <p>A King Pellinore's <input type="checkbox"/></p> <p>B Merlyn's <input type="checkbox"/></p> <p>C The Wart's <input type="checkbox"/></p> <p>D Sir Grummore's <input type="checkbox"/></p> <p style="text-align: right;">1 mark</p>
<p>4. Why did the wart feel ashamed?</p> <p>A Merlyn disapproves of jousting <input type="checkbox"/></p> <p>B His eagerness to see a fight has caused the joust <input type="checkbox"/></p> <p>C He doesn't know how to joust <input type="checkbox"/></p> <p>D He's stuck in the tree <input type="checkbox"/></p> <p style="text-align: right;">1 mark</p>
<p>5. Where does King Pellinore end up after the charge?</p> <p>A In the gorse bushes <input type="checkbox"/></p> <p>B With his spear stuck in the beech tree <input type="checkbox"/></p> <p>C Lying on the ground <input type="checkbox"/></p> <p>D Sitting in the beech tree <input type="checkbox"/></p> <p style="text-align: right;">1 mark</p>

6. How do you know that King Pellinore and Sir Grummore are not really enemies?

- A They're nor really trying to hurt each other
- B They're not very good at jousting
- C He calls him a "coward"
- D He calls him "my dear feller"

1 mark

7. How has the Wart's attitude to the joust changed after the first charge?

- A. He wants to go back to the castle
- B. He thinks King Pellinore is a coward
- C. He's too frightened to watch
- D. He thinks Sir Grummore is a traitor

1 mark

8. Select one word from the passage which best matches the meaning of the word or phrase on the left. Write your answer on the line. Each answer is worth 1 mark

- | | | Look in section |
|---------------------|-------|-----------------|
| a. restricted | _____ | 1 |
| b. moved awkwardly | _____ | 2 |
| c. level | _____ | 2 |
| d. riding quickly | _____ | 2 |
| e. eager for battle | _____ | 3 |
| f. most important | _____ | 3 |
| g. first | _____ | 4 |

7 marks

9. Write out four words or phrases from the extract that tell you that the joust is an impressive and dangerous event

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2 marks

10. In what ways is the extract funny and entertaining to read?

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2 marks

11. What lesson do you think the Wart will learn from the joust?

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2 marks

PART TWO EXTENDED WRITING

Choose **ONE** title and spend a few minutes planning, and the remaining time writing your answer.

Take great care over accuracy and punctuation. Remember to read through and check your answer at the end.

Make sure that you write the **number** or **title** of your answer at the top of the page.

1. Write an imaginative story entitled “My unusual teacher.”

or

2. Write factually about a time when you have learnt something important outside of a normal school lesson. Make sure you say what it is that you learned.

or

3. Write descriptively about a day in the countryside.

- **Spend about 50 minutes on this section.**
- **Remember to read through and check your spelling, punctuation and neatness.**

30 marks

You may use this space to plan your work