

Year 2 Greater Depth reading question stems

Draw on knowledge of vocabulary to understand texts

'golden rules'

This means the rules are . . .

One day, huge rumbling, grumbling machines crawled towards the pond.

What does this sentence tell you about the machines ?

What gives Liam a real sense of achievement ?

Circle two words that show . . .

Retrieve key information from texts

Who **might** be interested in reading this poster ?

When are the swimming lessons ?

Give two things that the instructors at Sea Spray Pool are trained to teach.

Find and copy two things children have to take when they go to the lessons.

Put ticks in the table to show which sentences are true and which are false.

What did Fox **think** was coming over the hill ?

(one of the trickiest questions on this paper and involves reading a section rather than a sentence)

Explain why . . .

How did fox trick Heron Feather . . . ?

How did Fox escape from the bag ?

Why did Heron Feather **not** notice Fox's escape ?

One player does something different from the other players in all five games. What are they doing differently in . . . ?

Draw four lines to match these games to what the text says you need to win each one.

Make inferences from the text

Questions about characters' personalities which involve children looking across a whole text, such as -

The **story** shows that Heron Feather was . . . (tick boxes)

The **story** shows that Fox was . . .

How do you think Heron Feather felt at the end of the story ?

Why did he feel like that ?

Why was she sad ?

Why is Statues a good name for this game ?

Why did the ducks leave their home (suggested answers are not in text - children have to infer).

Being a park keeper is a good job for Liam. Why ?

Why did Dora decide not to buy her things back?

