

Year 5

# Reading Magazine 2015



**NAPLAN** NATIONAL ASSESSMENT PROGRAM  
Literacy and Numeracy

**acara** AUSTRALIAN CURRICULUM,  
ASSESSMENT AND  
REPORTING AUTHORITY

# New Zealand fur seals

## Baby fur seals

Seals are mammals. So, like all mammals, baby fur seals (also called pups) drink milk from their mothers.

The pups learn to swim in rock pools. Later they swim out in the sea. The pups stay with their mothers for about a year. The pups are then able to leave their mothers and catch fish.

## Where do they live?

New Zealand fur seals are found in the waters of New Zealand as well as in the waters south of Australia (see map).

Fur seals were hunted until they were almost totally gone. The good news is that there are now around 100 000 fur seals in Australian and New Zealand waters.

## Fur seal or sea lion?

Sometimes fur seals are mistaken for sea lions. But if you look carefully, it is easy to tell them apart. Fur seals have a pointed nose and a thick coat of fur. Sea lions, on the other hand, have a more rounded nose and a thinner coat of fur.

Another big difference is where you find them on land. Fur seals like rocky places, while sea lions like to be on sandy beaches.

## Key facts

<b>Location:</b>	New Zealand and southern Australian waters
<b>Colour:</b>	grey/brown
<b>Length:</b>	1.2–2.5 metres
<b>Weight:</b>	30–180 kilograms
<b>Life span:</b>	15–20 years



# Two park signs

These signs are from two different parks.

## Welcome

### to Belleview Park



#### PLEASE ENJOY YOUR PARK

- Kick off your shoes and walk or run on the grass (cartwheels are optional).
- Lie down and do nothing but stare at the sky.
- Smell our flowers; that is what they are here for.
- Hug the trees before you climb them.
- Sit and enjoy the peace and quiet.
- Share picnics with friends or family.
- Play on the equipment if you are under the age of 12.
- Bring your well-behaved dogs.

Our park is a wonderful place.  
Help us keep it this way by putting all  
rubbish in the bin before you leave.



## WELCOME TO BRIDGE PARK

Bridge Park is open daily from  
6am to 6pm

#### RULES AND REGULATIONS

For the comfort and safety of all  
park users:

- Bicycles and skateboards are not allowed.
- Dogs are not allowed.
- Littering is prohibited. Use bins provided.
- All children must be accompanied by an adult.
- No loud music or noise is permitted.

Fines up to \$500 apply



# The first moccasins



## A Native American story

Once there was a brave chief who had very tender feet. Every hunting trip was torture for him because his feet were so soft that they would end up bruised and cut by rocks and thorns. One day, in terrible pain, he called a wise man and asked for help.

The wise man wove two strong mats out of reeds and as the chief walked, servants put one of the mats ahead of him so he always had something to walk on. At the end of the day the servants were exhausted and the chief was embarrassed by their hard work.

He asked the wise man for another solution. This time the wise man called for all the tribe's animal hides (skins). The women of the tribe worked long into the night preparing and softening the hides. The wise man took the hides and cut them into strips and used them to make many pathways leading in different directions. The chief was overjoyed.

One day, as he was walking along one of his paths, he saw a beautiful maiden ahead of him. He wished to meet her and hurried after her. The path, however, ran out and the maiden disappeared across a rocky creek bed.

The chief was very disheartened. It was impossible to cover the whole earth with hides! Then the wise man had one last idea. He came to the chief with a small bundle containing two small shapes like leather boats. The chief put his feet into them and a huge smile grew across his face. 'Now I will have hide under my feet wherever I walk.'





# The mission

I knew there had been a mistake. Although Bella had assured me that the house was empty, a dog bark, followed swiftly by unwelcome lights glimpsed between twitching curtains, suggested otherwise. I signalled to indicate it was time to abandon the operation.

We melted soundlessly into the shadows of the garden, gathering at the meeting point to consider our options. Ty was angry. ‘You have to face it, Sam. She didn’t analyse the intelligence properly,’ he seethed. ‘How could anyone make such a fundamental error again?’

‘Let’s not waste our energy blaming Bella,’ I said, asserting my authority. Ty’s negative feelings towards Bella had already threatened to disrupt the mission. I’d been in Bella’s position myself and knew: sometimes there simply wasn’t enough time to recheck intelligence. You hoped it was accurate, but sometimes hope wasn’t enough. ‘Let’s concentrate on what to do next,’ I said to the whole team while looking directly at Ty.

Organising another ‘visit’ was out of the question. We were here, the file had to be retrieved, and it was our task to do so. We needed to abandon our existing strategy and come up with something new.

Ty looked doubtful when I mentioned the idea of improvising. He was still a novice and floundered for a minute or two when operations varied from the expected. Strange, considering nothing had really gone to plan for days now. He’d learn.

I quickly outlined my idea. Ty’s expression changed from doubt to intrigue, ‘I can’t believe I’m saying this, but it might just work. It’s better than doing nothing.’

As the suburban street came alive with morning activity, we shed our night-time black, put on the uniforms, and marched boldly up to the front door to finish the job.

# The honey bee mystery



Having an entire bee colony disappear overnight is not unknown. There are written records of cases in North America and Europe from as long ago as the 1800s. At that time, unusual weather conditions were blamed.

But in 2006, after a huge and sudden increase in the disappearance of bee colonies in North America, the worrying phenomenon was given a name: Colony Collapse Disorder (CCD). That year, and in many of the years since, North American and European apiarists (beekeepers) have recorded losses of up to half of their bee colonies. No-one knows exactly why, or why so far, Australia has been spared.

CCD is blamed for the death of a colony only when the following characteristics occur simultaneously:

- a complete absence of adult worker bees
- few or no dead bees evident in or near the hive
- the queen bee is present
- there is plenty of food
- there are unhatched eggs.

While you may think the absence of bees is no more than a mild inconvenience for honey-lovers, the reality is that bees are a vital link in the production of our food. Bees are responsible for pollinating about a third of the fresh produce that we eat. The shortage of bees in the USA has caused significant problems for farmers, with many having to hire honey bees from all over the country and as far away as Australia to guarantee pollination of crops. Bee-hire and transportation have become huge expenses for food growers, which in turn result in higher prices for consumers.

Scientists and beekeepers are racing against time to discover both the cause of and a cure for CCD before it is too late. Theories about climate change, pesticides, parasites and bacteria have all found favour at various times and current thinking suggests that it is a combination of all these factors that has created a 'perfect storm' of environmental stresses for bees.

Colony collapse has put bees firmly in the scientific spotlight, and it is a problem we cannot afford to ignore.



# Game review: *Crawlin' Kitten 2*

**Platforms:** most tablets and mobile devices

**Rated:** G (General)

**Price:** \$5.99

The little cat with the big eyes is back in *Crawlin' Kitten 2*. Just like the earlier smash-hit, the game features the shy pink kitten sneaking past obstacles and running from a host of troublemakers. Barnacle the parrot returns as the kitten's number one enemy, supported by Captain Inky, the evil squid. The winning formula from the original still applies—colourful graphics, infectious music and madcap levels.

Older primary-age gamers may initially be put off by the more childish elements. Do not be fooled by the simplicity of Level one! This game may have a cuddly exterior but underneath are some fiendish puzzles. Once you have successfully mastered the controls, the game really starts to challenge you at Level three. After that, each level involves guiding the kitten past numerous obstacles and enemies in increasingly exotic locations such as Paris, ancient Egypt and even outer space. I found myself both screaming in frustration and laughing out loud in Level 15 as I tried to help the kitten drag a wedding cake over the top of Sydney Opera House.

At \$5.99 there are certainly cheaper games available for the same platforms. The good news, though, is that \$5.99 is **all** you will pay: there are no in-game purchases, no payments for extra levels and no advertising. I played *Crawlin' Kitten 2* over several days and in total it took me 10 hours of actual playing to finish the game. I think that's excellent value for money! So if you like your fun cute and cat-like then you'll love *Crawlin' Kitten 2*!



*The game designers hope that a cute kitten is again their key to success.*



*I am spotted by Barnacle the crazy parrot as I try to get the kitten through the frustrating moon-maze level.*

# Sara's early morning

On Saturday morning, Sara got up early to play football.

She put on her football shirt and black shorts. Then, she pulled on some long socks. Next, she carried her football boots to the door and put them on.

'I thought you played football on Sunday, not Saturday!' said Sara's dad.

'Oh, yeah!' said Sara, and she went back to bed.



## ACKNOWLEDGEMENTS

### New Zealand fur seals

Fur seal image © Radius Images/Corbis

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