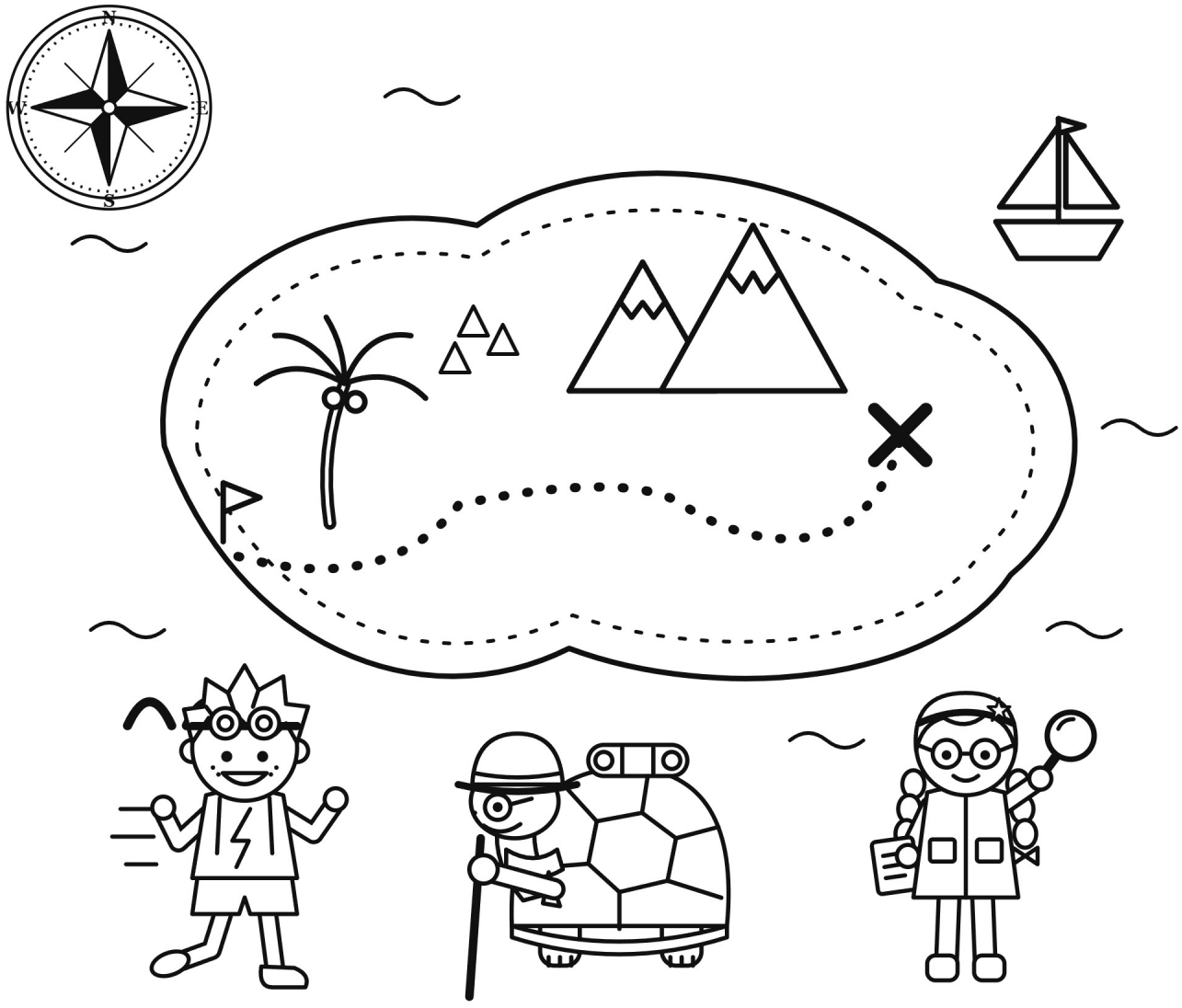
OFFICIAL EXPEDITION HANDBOOK

The Explorer's Field Journal

Your guide to the FSCE Entrance Test Expedition

FAMILIARISE · BUILD CONFIDENCE · PRACTISE



THIS JOURNAL BELONGS TO EXPLORER .....

EXPEDITION DATE ..... BASE CAMP (SCHOOL) .....

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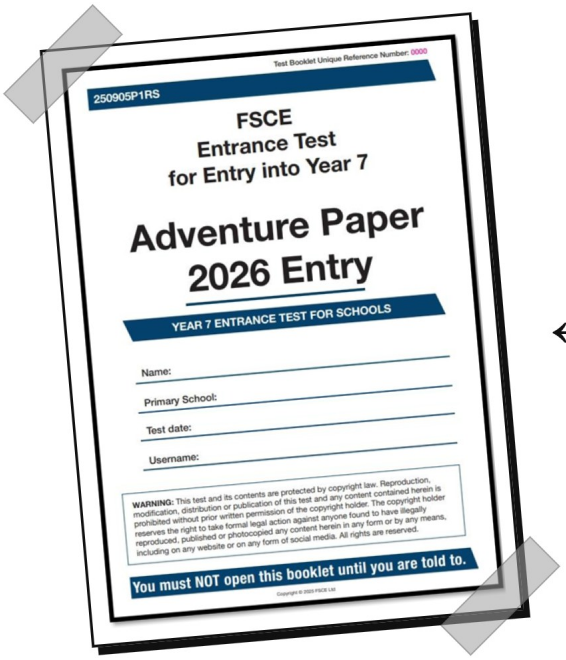
Your test papers

There are 2 different papers – which might be sat in any order:

- **A** **Adventure Paper:** English and Maths, with Multiple Choice Answer options
- **B** **Beacon Paper:** English and Maths, with Short Written Answers


Test Booklet Unique Reference Number: 0000

250905P1RS

FSCE
Entrance Test
for Entry into Year 7

Adventure Paper
2026 Entry

YEAR 7 ENTRANCE TEST FOR SCHOOLS

Name:

Primary School:

Test date:

Username:

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You must NOT open this booklet until you are told to.

←

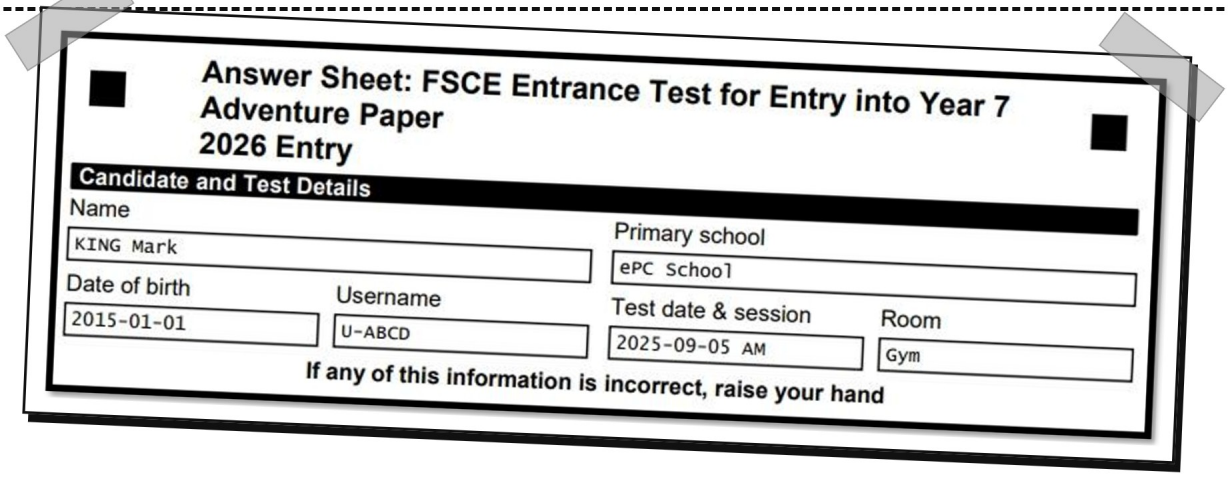
YOUR QUESTION BOOKLET

Your question booklets will look similar to this one. You will be asked to complete the information on the front page, which you will have knowledge of or will be given to you by the school who is testing you.

YOUR ANSWER SHEET

At the start of each test, you will be asked to check that the information printed on the front of your answer sheet is correct. If any of the information is incorrect, please do not worry – just raise your hand and an adult will help you. The top part of your answer sheet will look like this:

↓


Answer Sheet: FSCE Entrance Test for Entry into Year 7
Adventure Paper
2026 Entry

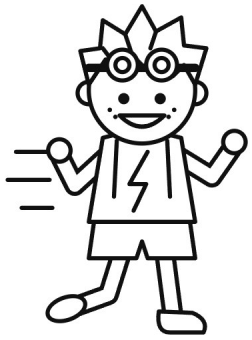
Candidate and Test Details

Name		Primary school	
KING Mark		ePC School	
Date of birth	**Username**	**Test date & session**	**Room**
2015-01-01	U-ABCD	2025-09-05 AM	Gym

If any of this information is incorrect, raise your hand

Meet your crew

Every explorer needs a crew. These three will travel with you through every page of this journal. Watch what they do… and what they learn!



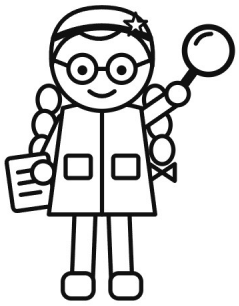
Dash THE SPEEDY ONE

Loves: going fast, being first, racing up hills.

Superpower: loads of energy, and brave enough to try anything.

Watch out for: rushing ahead and missing small details.

"Ready, steady… oops — wait for me!"



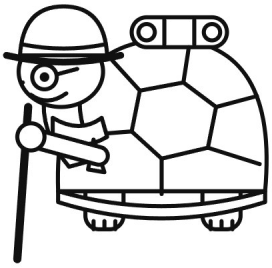
Pip THE NOTICER

Loves: puzzles, patterns, and beetles under a magnifying glass.

Superpower: spots the tiniest details that everyone else misses.

Watch out for: getting stuck on one tricky problem for ages.

"Hang on… just one more look…"



Professor Moss THE FORMER EXPLORER

Loves: maps, cups of tea, and a good steady walk.

Superpower: 103 years old and has finished every expedition — by simply keeping going.

Job: sharing the secret tips explorers learn along the way.

"Steady feet find the treasure."

How to use this journal

✎ Writing activities — have a go!

⏱ Timed challenges — grab a timer

Colour in the pictures if you like

⚑ Grown-ups: answers are at the back

1

MISSION CONTROL

Explorer Selection

Attention, crew! Mission Control is choosing explorers for the **Entrance Test Expedition**. Do you have what it takes? Read each one and **tick the box** if it sounds like you.

GREAT EXPLORERS SHOW...

☐	**Curiosity**	I ask questions.
☐	**Observation**	I notice patterns and details.
☐	**Reasoning**	I can explain my thinking.
☐	**Independence**	I take responsibility for my learning.
☐	**Resilience**	I keep going when things are difficult.
☐	**Attention to detail**	I check things carefully.
☐	**Critical thinking**	I ask myself, "Does that really make sense?"
☐	**Creativity**	I try new ideas.
☐	**Confidence to take risks**	I have a go, even if I might get it wrong.

MISSION CONTROL DECISION

✓ Selected!

You are exactly the kind of explorer we are looking for.

You already do these things at school, at home and at play. You don't have to be perfect at all of them — explorers keep growing on the journey.



"The test isn't about knowing everything. It's a chance to show how you **think** — and you already know how to do that!"

KIT CHECK

2 Packing your Backpack





"Oh no — I've stuffed EVERYTHING in my backpack and now I can't lift it!" **Help Dash pack.** Tick **Pack** for things a great explorer needs, and **Leave** for things that are unnecessary and just weigh you down.

Calmness
☐ Pack ☐ Leave

An expensive private tutor
☐ Pack ☐ Leave

Careful reading
☐ Pack ☐ Leave

Magic tricks
☐ Pack ☐ Leave

Problem-solving
☐ Pack ☐ Leave

Knowing everything
☐ Pack ☐ Leave

Positivity
☐ Pack ☐ Leave

Being the best at everything
☐ Pack ☐ Leave

Going to school every day you can
☐ Pack ☐ Leave

Answering every question in order
☐ Pack ☐ Leave

Saying "yes" to new things
☐ Pack ☐ Leave

Panicking when it gets hard
☐ Pack ☐ Leave

✂ FOLD HERE TO HIDE THE ANSWERS

Check your packing

✓ PACK IT

Calmness — a slow breath before you begin.

Careful reading — read every word of the question.

Problem-solving — if one way doesn't work, try another.

Positivity — "I can have a go at this."

School every day — every lesson is expedition training.

Saying "yes" — clubs, sports, trips: new things grow your brain.

✗ LEAVE IT AT HOME

An expensive tutor — you don't need one. This journal gives you the tips.

Magic tricks — there are no secret shortcuts, just good thinking.

Knowing everything — nobody does, not even Professor Moss!

Being the best — just do *your* best.

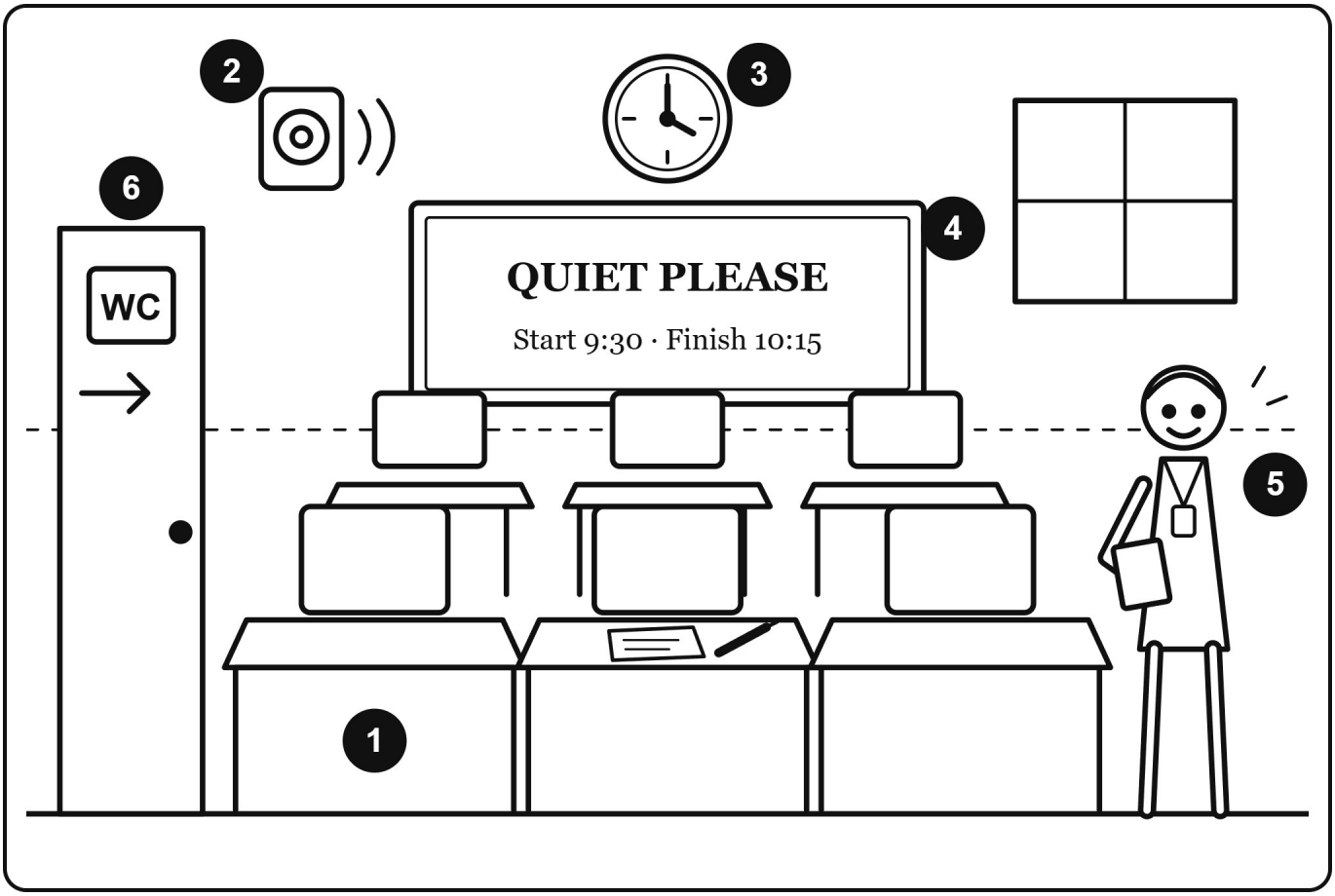
Strict order — you can skip and come back.

Panic — it's heavy and slows you down. Breathe instead.

WHERE YOU'LL BE STAYING

3 Accommodation

Every expedition has a base camp. Yours is the **test room**. Here's a sneak peek, so nothing is a surprise on the day. Find each number on the picture.



1. **Your desk and chair.** You'll have your own space.
2. **Speakers.** Instructions are spoken aloud using audio, so everyone hears the same thing at once.
3. **A clock.** It shows how much time you have. The start and finish times are written up too.
4. **Silence.** Once you're in the room, everyone works quietly. It's not scary — it's focus time!
5. **Friendly staff.** Grown-ups walk around checking you're OK. Put your hand up if you need anything.
6. **Toilets nearby.** Just ask a member of staff.



"I noticed it looks a lot like my classroom! One thing I'd still like to ask about is..."

.....

LEARN THE ANSWER SHEET

4 Pre-Trip Briefing

In the test you won't write your answers on the question booklet. You'll mark them on a separate **answer sheet** that is marked by a machine. There are two kinds of answer:

A. Multiple choice

Choose from 4 or 5 options. Fill in **one oval** completely in black pen.

e.g. (A) (B) (C) (D) (E)

✓ Dark ✓ Inside the lines ✓ Only one

B. Constrained response

Write the answer yourself: **one** digit or CAPITAL letter in **each** box.

e.g. [3] [S] [C] [O] [W]

✓ Clear ✓ Capitals ✓ Every box used

Changed your mind? Always follow the instructions read out on the day. Put **one simple cross (X)** through the answer you want to get rid of, and fill in the correct one instead, or write the correct letter next to the others. Want your first answer back? Cross out the new one and write the letter you want to the **right** of the ovals.

SPOT THE MISTAKES



✗ Dash · multiple choice

(A) (B) (C) (D)

Filled in **two** ovals — "just in case". Two answers = no mark.

✗ Dash · constrained response

[5] [8]

Rushed and wrote **outside the boxes**. The machine can't read it.



✗ Pip · multiple choice

(A) (B) (C) (D)

Put a **tick** instead of filling it in. Ticks and rings may not be read.

✗ Pip · constrained response

[43] [ ]

Squeezed **two digits into one box** and left a box **empty**.



✓ Professor Moss · multiple choice

(A) (B) (C) (D)

One oval, filled in **completely** and dark.

✓ Professor Moss · constrained response

~~[4] [8]~~ 43

Changed his mind: **one X** through the old answer, and the new one written clearly **next to** the boxes.

Multiple Choice

PRACTICE · PART A

There is only one correct answer. Choose the best one.

These questions are **easy** (and nothing like the real test), just for you to practise how to fill in the **answer sheet on page 9**. Look back at page 7 to remember how!

QUESTIONS 1–10 · 4 OPTIONS (A–D)

1 Which of these is a fruit?
A Carrot **B** Potato **C** Onion **D** Banana

2 How many legs does a spider have?
A 4 **B** 6 **C** 8 **D** 10

3 Which animal says "moo"?
A Cow **B** Dog **C** Sheep **D** Duck

4 What colour is the inside of a kiwi fruit?
A Red **B** Blue **C** Green **D** Purple

5 Which vehicle can fly?
A Submarine **B** Tractor **C** Canoe **D** Helicopter

6 Which fruit is yellow and sour?
A Lemon **B** Cherry **C** Blueberry **D** Grape

7 How many wheels does a bicycle have?
A 1 **B** 2 **C** 3 **D** 4

8 Which animal breathes underwater using gills?
A Eagle **B** Cat **C** Goldfish **D** Spider

9 Which of these is <u>NOT</u> a vehicle?
A Van **B** Ferry **C** Elephant **D** Tram

10 Which fruit grows on a palm tree?
A Apple **B** Strawberry **C** Pear **D** Coconut

QUESTIONS 11–20 · 5 OPTIONS (A–E)

11 Which vehicle runs on rails?
A Bus **B** Lorry **C** Scooter **D** Car **E** Train

12 Which animal is the tallest?
A Horse **B** Giraffe **C** Zebra **D** Rabbit **E** Fox

13 A baby cat is called a…
A Puppy **B** Kitten **C** Calf **D** Cub **E** Foal

14 What does a caterpillar turn into?
A Bee **B** Beetle **C** Worm **D** Ladybird **E** Butterfly

15 Which vehicle does a firefighter drive?
A Fire engine **B** Ice-cream van **C** Taxi **D** Tractor **E** Bin lorry

16 Which animal has black and white stripes?
A Lion **B** Zebra **C** Elephant **D** Flamingo **E** Hippo

17 Which fruit has its seeds on the outside?
A Orange **B** Mango **C** Strawberry **D** Melon **E** Banana

18 Which of these has <u>no</u> engine?
A Motorbike **B** Rowing boat **C** Lorry **D** Aeroplane **E** Tractor

19 Which of these animals is a bird?
A Bat **B** Dolphin **C** Squirrel **D** Penguin **E** Frog

20 Which is the odd one out?
A Apple **B** Plum **C** Peach **D** Bus **E** Pear



Dash's tip: "After every 5 questions, check the number on your answer sheet matches the question you just did. I once got one row out — and all my answers slid down! You can make marks on the question booklet to help you, but you MUST mark your answers on the answer sheet."

EXPEDITION BASE · ANSWER SHEET · PART A

Practice Answer Sheet

Use a black pen.
Fill ovals like this: ●
Cross out mistakes with one X.

EXPLORER NAME · ONE CAPITAL LETTER PER BOX

P	R	O	F	E	S	S	O	R		M	O	S	S			

PART A · MULTIPLE CHOICE · QUESTIONS 1–20

4 OPTIONS · Q1–10

1	A	B	C	D
2	A	B	C	D
3	A	B	C	D
4	A	B	C	D
5	A	B	C	D
6	A	B	C	D
7	A	B	C	D
8	A	B	C	D
9	A	B	C	D
10	A	B	C	D

5 OPTIONS · Q11–20

11	A	B	C	D	E
12	A	B	C	D	E
13	A	B	C	D	E
14	A	B	C	D	E
15	A	B	C	D	E
16	A	B	C	D	E
17	A	B	C	D	E
18	A	B	C	D	E
19	A	B	C	D	E
20	A	B	C	D	E

PRACTICE · PART B

Constrained Response

Write each answer in the **boxes** on the answer sheet (page 11). One digit or CAPITAL letter per box.

NUMBER TRAIL · WRITE THE ANSWER

21 A spider has 8 legs. How many legs do 2 spiders have?

22 7 apples + 5 apples = ?

23 A car has 4 wheels. How many wheels do 5 cars have?

24 30 bananas are shared equally between 3 monkeys. How many does each monkey get?

25 A bus has 48 seats. 9 seats are empty. How many people are sitting down?

26 There are 3 cats and 4 dogs. How many animals altogether?

27 A train has 100 passengers. 25 get off. How many are left on the train?

28 One bunch has 6 grapes. How many grapes are in 4 bunches?

29 A lorry carries 125 boxes. 25 more are loaded on. How many boxes now?

30 A bicycle has 2 wheels. How many wheels do 9 bicycles have?

WORD TRAIL · WRITE THE MISSING LETTERS

31 A long yellow fruit
_ A N A N A

32 An animal with a trunk
E L E P H A N _

33 It floats on water
_ _ A T

34 A small red fruit
S _ _ A W B E R R Y

35 The “king of the jungle”
_ I O N

36 It flies passengers around the world
A E R O _ _ A N E

37 It hops and has a pouch
K A N _ A R O O

38 Small fruit that grows in bunches
G R A _ E S

39 A black and white bird that can't fly
P E _ _ U I N

40 Two wheels and an engine
M O T O _ _ I K E



Pip's tip: “I noticed something! On the word trail, the number of boxes matches the number of gaps. Count them before you write — it tells you how long the answer is.”

EXPEDITION BASE · ANSWER SHEET · PART B

Practice Answer Sheet

Use a black pen.
One digit or CAPITAL letter per box.
Cross out mistakes with one X.

EXPLORER NAME · ONE CAPITAL LETTER PER BOX

P	R	O	F	E	S	S	O	R		M	O	S	S			

PART B · CONSTRAINED RESPONSE · QUESTIONS 21–40 · ONE DIGIT OR CAPITAL LETTER PER BOX

NUMBER TRAIL · Q21–30

21 ☐☐

22 ☐☐

23 ☐☐

24 ☐☐

25 ☐☐

26 ☐

27 ☐☐

28 ☐☐

29 ☐☐☐

30 ☐☐

WORD TRAIL · Q31–40

31 ☐

32 ☐

33 ☐☐

34 ☐☐

35 ☐

36 ☐☐

37 ☐

38 ☐

39 ☐☐

40 ☐☐

TIPS & HINTS FROM A FORMER EXPLORER

5 Professor Moss's Secrets: Multiple Choice



1. **Read the whole question,** then work out the answer in your head before you look at the options.
2. **You can write on the question booklet:** cross out wrong options or jot your working – but your answers **MUST** go on the answer sheet.
3. **Watch for NOT, EXCEPT and LEAST LIKELY.** They're not there to catch you out — they test your logic. Underline them!
4. **Always put an answer down.** Wrong answers don't lose marks, so a guess costs nothing.
5. **No last-minute panic changes.** Only change an answer if you've worked it through again.
6. **Made a mistake?** Fix it the page 7 way.

WATCH MOSS WORK IT OUT

Which of these animals is (NOT) a mammal?

A ⬭ ~~Whale~~

B ⬭ ~~Bat~~

C ⬬ **Shark** ✓

D ⬭ ~~Dog~~

E ⬭ ~~Elephant~~

① Ring the trap word: NOT. I'm looking for the odd one out.

② Think first: mammals breathe air and feed their babies milk. A fish wouldn't.

③ Cross out the easy ones: dog and elephant — definitely mammals.

④ Whale and bat look tricky, but they breathe air and feed milk. Cross out.

⑤ Only Shark is left — it's a fish. Fill in ONE oval: C.

Your turn: tricky trail

USE MOSS'S 5 STEPS

Jot your working in the space around each question – just like on the question booklet.

T1. A farmer has 3 cows and some hens. Altogether there are 20 legs. How many hens are there? **A** 2 **B** 4 **C** 6 **D** 8 **E** 10

T2. Which word is the odd one out? **A** Apple **B** Pear **C** Carrot **D** Plum **E** Cherry

T3. Which is LEAST LIKELY to be found in a hot desert? **A** Camel **B** Cactus **C** Penguin **D** Scorpion

Psst... in T1, one of the options is a "nearly answer" waiting to trick a rusher. Can you spot it? Answers at the back.



TIPS & HINTS FROM A FORMER EXPLORER

Professor Moss's Secrets: Constrained Response

1. **One character per box.** Use CAPITAL letters, not joined-up writing.
2. **Use all the boxes.** If you have an empty box, check your answer again.
3. **Count the boxes first.** How many letters or digits? It's a strong clue to what the answer is — and isn't.
4. **Stay inside the box** and write clearly.
5. **Made a mistake?** Fix it the page 7 way.

DON'T LET YOUR CHARACTERS GET CONFUSED

1 7	G 6	S 5	Z 2	G G	8 B
✗ ✓	✗ ✓	✗ ✓	✗ ✓	✗ ✓	✗ ✓
Put a line across your 7	Close the loop on your 6	Give 5 a flat, square top	Curve the top of your 2	Give G a bar, not a loop	B has a straight back

WATCH MOSS WORK IT OUT

Name a wild, ferocious animal that begins with T.

T	I	G	E	R

① Count the boxes: 5. So it's a 5-letter animal starting with T — not TOAD (only 4).

② Wild and ferocious... T-I-G-E-R! 5 letters, starts with T. ✓

③ Write it in CAPITALS, one letter per box, every box filled.

Your turn: tricky trail

COUNT THE BOXES FIRST!

T4. Unscramble the fruit: N A G E R O

T5. A snail slides 3 cm every minute. How many cm does it slide in 12 minutes?

T6. "I have eight arms and live in the sea." What am I?



Dash: "Moss got the right answer... but can you spot a problem with how he filled in his boxes?"

"And for T6 I nearly wrote SQUID — but that's only 5 letters and there are 7 boxes. The boxes saved me!"

6 LOST!

Every explorer feels nervous on a journey — even Professor Moss. That's normal! Here's your survival guide.



WHAT TO DO IF...

➜ A question is too hard
Make your best guess, flag it, and come back at the end if there's time.

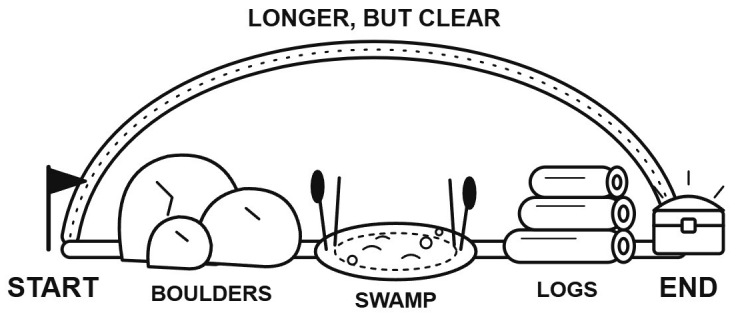
➜ You make a mistake
No worries! Change it the way the instructions tell you.

➜ You feel tired
Keep going. Small steps still get you up the mountain.

➜ It doesn't make sense
Read it again, slowly. Lots of mistakes happen because we read too fast.

➜ You've reached the end
Check carefully. A final look often catches mistakes.

➜ You start to panic
Take a few slow breaths to reset, rather than rushing.



Try a different route

The short path is full of boulders, swamps and logs. The long path goes round them. If one way of solving a problem keeps getting stuck, **try another strategy** — the long way round is sometimes quicker!

The two-pass trick

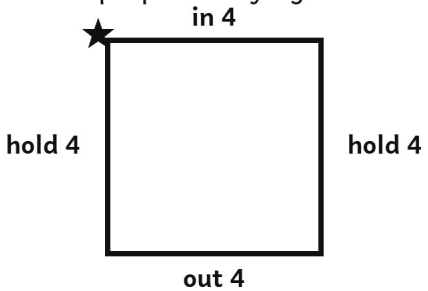
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
PASS 1	✓	✓	?	✓	✓	✓	?	✓	?	✓
PASS 2			✓				✓		✓	

First, go through the whole section answering everything that feels easy. Mark the tricky ones with a **?** on your question booklet. Then go back for a second pass. One hard question can't steal all your time!

*You won't see a grid like this in the test — it just shows the idea. But do think this way! You could put a small mark next to a tricky question on the **question booklet** (never the answer sheet) to find it again.*

Box breathing

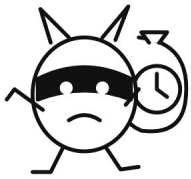
A top tip for staying calm!



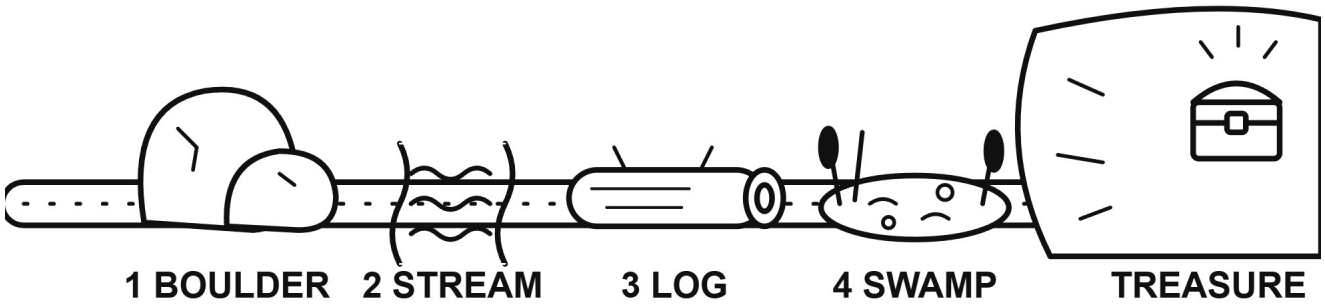
Start at the top-left corner ★ and trace round with your finger as you breathe.

7 Time Traveller

DON'T LET THE TIME THIEVES WIN!



In the test you'll have a set amount of time. **Time Thieves** creep up when you're not watching. They steal minutes while you're stuck, rushing or daydreaming. Let's see how our crew got on in the **Treasure Trail Race**: four obstacles, five minutes, and treasure just round the corner.





Dash rushes

Zoomed at every obstacle in seconds... then tripped on the log, splashed into the swamp and didn't read the clue on the chest.

Finished first — lots of slips



Pip gets stuck

Spent all 5 minutes on obstacle 1, looking for the perfect way over the boulder. Time ran out — the treasure was just round the corner!

Never reached the treasure



Moss keeps moving

Some obstacles were quick, some took longer. He kept an eye on the clock, and if one was too hard, he had his best go and moved on. Found the treasure, with time to check!

✓ Treasure found

✎ Help the crew

What advice would you give **Dash** so he stops making slips?

.....

What should **Pip** have done when she got stuck on the boulder?

.....

✎ Your field notes

I'm most like... .....

Next time I'll... .....

.....

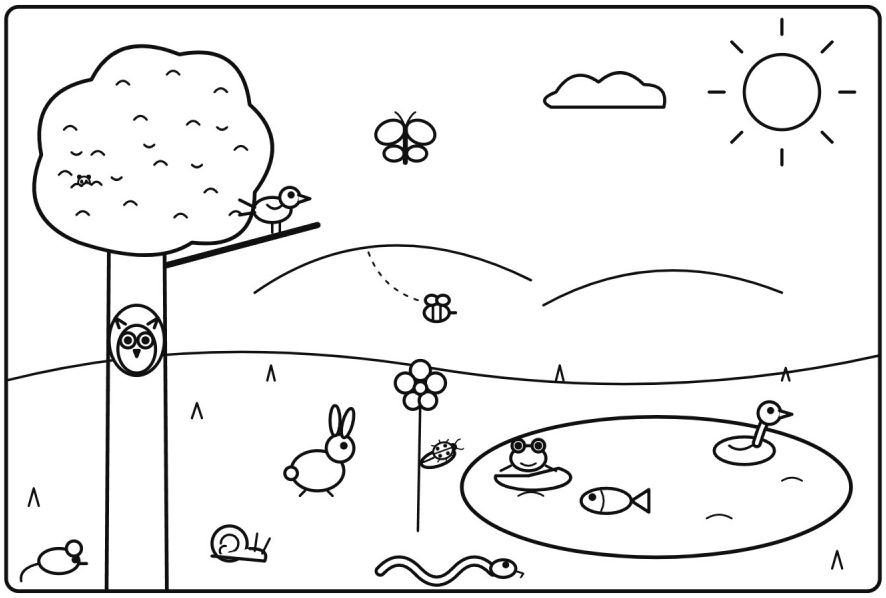
Campfire Challenges

Gather round! Grab a timer and a grown-up or a friend. Each challenge is a game about **time**.

① Animal Spotter

1 minute

How many of these animals can you find in **one minute**? Tick each one off as you spot it.



FIND THESE

- ☐ Owl
- ☐ Bird
- ☐ Panda
- ☐ Butterfly
- ☐ Bee
- ☐ Rabbit
- ☐ Snail
- ☐ Snake
- ☐ Mouse
- ☐ Ladybird
- ☐ Frog
- ☐ Fish
- ☐ Duck

Animals I found: ☐ / 13

The panda is hiding in the tree! Did you spend ages hunting for it? In a test, if something takes too long, move on and come back later.

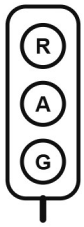
② What does 1 minute feel like?

1 min each

Guess first, then time yourself. Were you close?

IN ONE MINUTE, I CAN...	MY GUESS	REAL SCORE
Count out loud to...		
Write the alphabet in capitals this many times...		
Draw this many stars ☆...		
Say "red lorry, yellow lorry" this many times...		
Read this many words from my reading book...		

Moss says: "Most explorers guess wrong! A minute can feel long or short — that's why we trust the **clock**, not our feelings."



③ Traffic Light Challenge

5 minutes

1. Sort. Don't solve them yet! Ring **R**, **A** or **G** for how tricky each puzzle feels to *you*.
2. Plan. Number them **1–10** in the order you'd do them – greens first.
3. Time. You have **5 minutes** for all 10. Write how long you'll give each one, then check your total.

(G) **Green — easy.** Do it straight away and don't spend long.

(A) **Amber — need to think.** Have a short try.

(R) **Red — I'm stuck.** Flag it, move on, come back later.

PUZZLE	WHAT IT SAYS	RING ONE	ORDER	TIME I'LL GIVE IT
A	5 + 3 = ?	R A G	☐	
B	Spell GIRAFFE backwards	R A G	☐	
C	17 × 23 = ?	R A G	☐	
D	Name a red fruit	R A G	☐	
E	How many days are there in 7 weeks?	R A G	☐	
F	Unscramble the animal: T P E E L H A N	R A G	☐	
G	10 − 4 = ?	R A G	☐	
H	How many seconds are there in 3 hours?	R A G	☐	
I	Which is bigger: 0.5 or 0.45?	R A G	☐	
J	Which animal says “baa”?	R A G	☐	
		My total time – does it add up to 5 minutes?		

There's no single right plan – what matters is that you've made one.

Why greens first? Quick wins bank easy marks and build confidence. Your brain warms up, ready for the tricky ones. Remember: *everyone's* lights are different!



④ Stuck in the Swamp

Three tasks. **Three minutes.** Can you finish all three?

3 minutes

Task 1. Write 5 animals that begin with B.

.....

.....

.....

.....

.....

Task 2. Find every way to make 50p using only 5p, 10p and 20p coins. List them all!

Task 3. Draw a fruit bowl with 4 different fruits in it.

Did you get stuck? Which task? .....

What could you do next time? .....

Beware! Task 2 was a swamp on purpose: it has lots of answers! The clever move is to do tasks 1 and 3 first, then wade back in to task 2.

⑤ 20 Tasks in 3 Minutes

3 minutes

You probably can't do all 20 — and that's OK! Plan first: which will you do, and in what order? Tick each one you finish. Use any space on the page if you need it.

☐ **1** Write your full name	☐ **2** Draw a smiley face	☐ **3** 2 + 2 = ?	☐ **4** Write all 7 days of the week
☐ **5** Write the numbers 20 down to 1	☐ **6** Draw a fish	☐ **7** 9 × 3 = ?	☐ **8** Write 3 words that rhyme with CAT
☐ **9** How many vowels in EXPLORER?	☐ **10** Name 3 vehicles	☐ **11** Draw a square	☐ **12** Write the 7 times table up to 7 × 10
☐ **13** 100 − 1 = ?	☐ **14** Name an animal beginning with Z	☐ **15** Draw a car with 4 wheels	☐ **16** Write the alphabet backwards
☐ **17** 6 + 7 = ?	☐ **18** Name 5 fruits	☐ **19** Write a sentence about your favourite animal	☐ **20** Draw a tick in this box

How did you do it? Tick any that are true:

- ☐ I did them in order, 1 to 20.
- ☐ I picked the quick ones first.
- ☐ I skipped the long ones (12, 16, 19).
- ☐ I planned before I started.

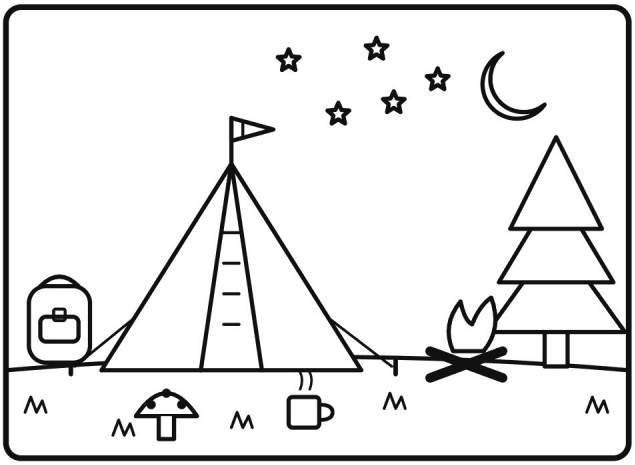
Tasks finished: ☐ Try again another day — can you beat it?

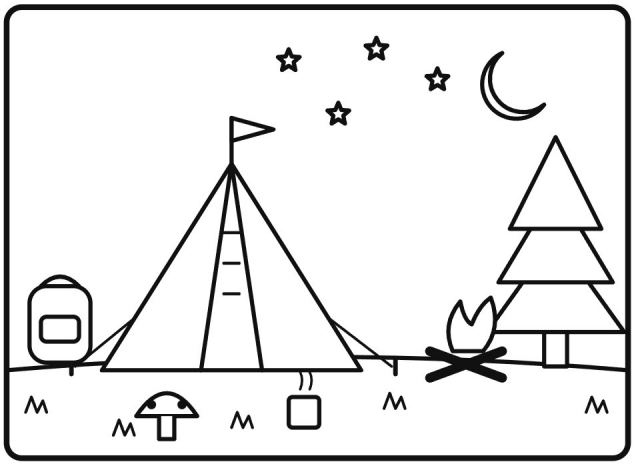
⑥ Spot the Difference

Each pair has **6 differences**. You get **1 minute** per round. Ring each one you find on the right-hand picture. Then try round 2 — can you beat your score?

Round 1 · Base camp

1 minute





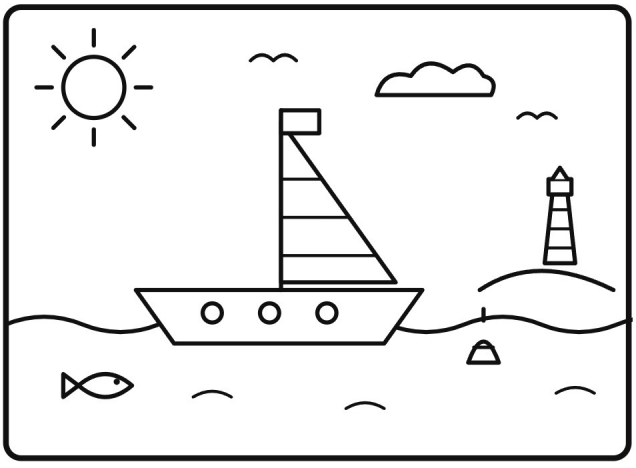
Differences found: ☐ / 6

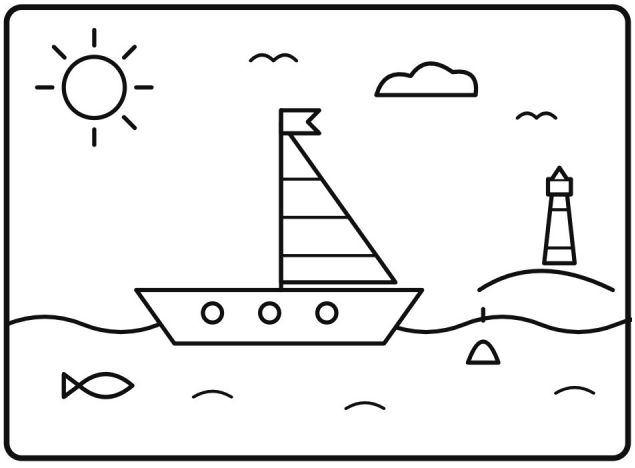


Pip's secret before Round 2: "I used to look all over the place and miss things. Now I scan in strips — left to right, top to bottom — just like reading a question carefully. Try it in Round 2 and see if you can **beat your Round 1 score!**"

Round 2 · Setting sail

1 minute





Differences found: ☐ / 6

⑦ Go or Skip?

30 seconds each

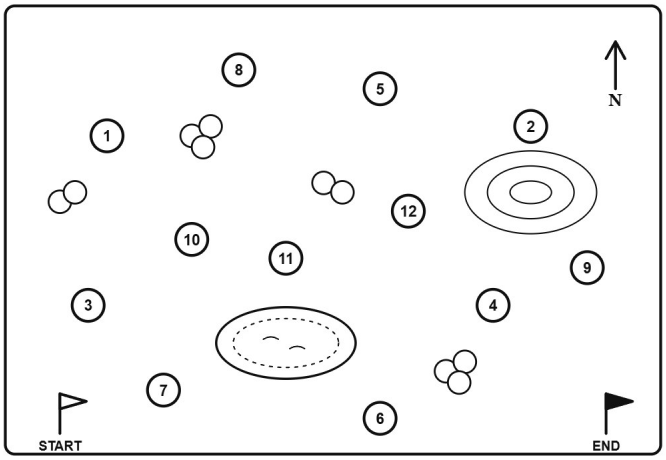
Don't do these! Read each challenge, then you have 30 seconds to decide: tick **GO** (I'll have a go now) or **SKIP** (I'll come back later).

1	Name 3 colours of the rainbow	GO	SKIP
2	Work out 248 × 6	GO	SKIP
3	Name 3 animals that can fly	GO	SKIP
4	Draw a map of your town from memory	GO	SKIP
5	What is half of 10?	GO	SKIP
6	Write a rhyming poem about penguins	GO	SKIP
7	How many legs do 4 ducks have?	GO	SKIP
8	List every country in Europe	GO	SKIP
9	Which is heavier: 1 kg of feathers or 1 kg of bricks?	GO	SKIP
10	Say the 12 times table backwards	GO	SKIP

⑧ Orienteering Race

4 minutes

Your route, your rules. This is a mini-test! 12 checkpoints, only 4 minutes – you can't visit them all. **You** decide: which are quick wins? Which would you skip? What order makes sense? Plan your route from START to END, then go – tick each one off. There's **no single correct route**: use everything you've learned – greens first, skip and return, keep an eye on the clock.



- ① Write a word starting with Q ☐
- ② 3 × 4 = ? ☐
- ③ Draw a tree ☐
- ④ Name 2 sea animals ☐
- ⑤ Vowels in BANANA? ☐
- ⑥ 15 + 15 = ? ☐
- ⑦ Write your age in words ☐
- ⑧ A vehicle with no wheels ☐
- ⑨ What's next? 2, 4, 6, … ☐
- ⑩ Unscramble: G O F R ☐
- ⑪ Name a green fruit ☐
- ⑫ Write today's date ☐

Checkpoints reached: ☐ **Made it to END?** YES / NO

Sometimes you will...



answer quickly



need more thinking time



skip and return later

All three are normal. Great explorers use all three on the same expedition!

8 Myths & Legends

Explorers hear all sorts of tall tales about the Entrance Test. Some are just sea serpents! Tick **TRUE** or **FALSE** for each one.



1	**You need to get every answer correct to pass.**	TRUE	FALSE
2	**You need to finish all the questions to pass.**	TRUE	FALSE
3	**If a question is difficult, you should panic.**	TRUE	FALSE
4	**Having a tutor is how you pass the test.**	TRUE	FALSE
5	**Good students never get stuck.**	TRUE	FALSE
6	**Everyone feels nervous before an entrance test.**	TRUE	FALSE
7	**Questions can vary in difficulty.**	TRUE	FALSE

✂ ---------- FOLD HERE · THE TRUTH ----------

Legend-buster's notes

1 · FALSE Nobody gets every one right. The test is made so that everyone finds some questions hard.

2 · FALSE Lots of explorers don't finish, and that's fine. Do as many as you can, carefully.

3 · FALSE Breathe, skip it and come back. Hard questions are hard for everyone.

4 · FALSE Schools want to see how you think. There are no secret facts a tutor can teach you.

5 · FALSE Everyone gets stuck sometimes. Good explorers just know what to do next.

6 · TRUE Even very confident children can feel butterflies in their tummy. That is normal and helps you focus.

7 · TRUE Some are quick, some need thinking time. That's why it's OK to skip and return.



"In 103 years, I've never once got every answer right. I just kept going — and I always found my way."

READY!

MISSION CONTROL HEREBY ISSUES AN

Explorer's Pass

This certifies that

.....

has completed expedition training and is **ready** for the **Entrance Test Expedition**.

TRAINING COMPLETED · TICK EACH SECTION

- ☐ 1 Selection
- ☐ 2 Backpack
- ☐ 3 Base camp
- ☐ 4 Briefing
- ☐ 5 Moss's tips
- ☐ 6 LOST!
- ☐ 7 Time Traveller
- ☐ 8 Myths

MY TOP 3 TIPS TO TAKE ON THE EXPEDITION

1 .....

2 .....

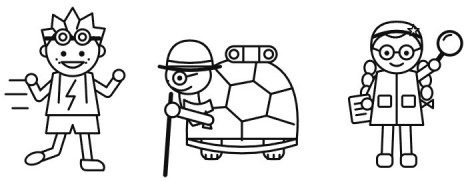
3 .....

A MESSAGE FROM PROFESSOR MOSS

"This test isn't about being better than anyone else. It just helps find the school where you'll be happiest. Stay curious, keep learning, and you'll do brilliantly wherever you go. So don't put pressure on yourself — just show us how you think!"

Prof. Moss

FORMER EXPLORER



EXPLORER'S SIGNATURE

Answer Key

MISSION CONTROL USE ONLY

The practice questions are deliberately easy: the goal is confident, accurate use of the answer sheet. Praise careful marking as much as correct answers. The parent's familiarisation guide gives you a steer on the actual questions that might be asked. The timed games have no "pass mark" — they're for talking about time.

PRACTICE · PART A · MULTIPLE CHOICE (P.8)

4 options · Q1–10										5 options · Q11–20									
1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
D	C	A	C	D	A	B	C	C	D	E	B	B	E	A	B	C	B	D	D

PRACTICE · PART B · CONSTRAINED RESPONSE (P.10)

Number trail	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**
	16	12	20	10	39	7	75	24	150	18
Word trail	**31**	**32**	**33**	**34**	**35**	**36**	**37**	**38**	**39**	**40**
	B	T	BO	TR	L	PL	G	P	NG	RB

TRICKY TRAIL (PP.12–13)

T1 B (4 hens). 3 cows = 12 legs; 20 − 12 = 8 legs left; 8 ÷ 2 = 4 hens. *D (8) is the trap: that's legs, not hens.*

T2 C Carrot (the only vegetable) · **T3 C** Penguin

T4 ORANGE · **T5** 36 · **T6** OCTOPUS

Moss's boxes: TIGER is right, but his G looks like a 6, so it could be read as TI6ER.

ANIMAL SPOTTER (P.16)

13 animals: owl, bird, panda, butterfly, bee, rabbit, snail, snake, mouse, ladybird, frog, fish, duck.

The **panda** is only ears and eyes, peeping over a clump of leaves on the left side of the tree. The lesson: don't let one hard-to-find thing eat up your minute.

SPOT THE DIFFERENCE (P.19)

Base camp: a missing star, one fewer zip mark on the tent door, no stripe on the flag, no buckle on the backpack, no handle on the mug, one fewer spot on the mushroom.

Setting sail: a missing sun ray, one fewer bump on the cloud, one fewer stripe on the lighthouse, a notch in the flag, no band on the buoy, no eye on the fish.

STUCK IN THE SWAMP (P.18)

Task 2 has **12 ways** to make 50p from 5p, 10p and 20p coins. It's meant to be a time-sink: the smart move is tasks 1 and 3 first.

20 tasks: quick wins first; 12, 16 and 19 take longest.

TRAFFIC LIGHTS (P.17)

No wrong ratings, but for a typical 10-year-old: **Green:** A, D, G, J · **Amber:** B, E, I · **Red:** C, F, H.

Sample 5-minute plan: 4 greens × 15 s = 1 min; 3 ambers × 40 s = 2 min; 3 reds × 40 s = 2 min.

Puzzle answers: A 8 · B EFFARIG · C 391 · D e.g. cherry · E 49 · F ELEPHANT · G 6 · H 10,800 · I 0.5 · J sheep

GO OR SKIP & ORIENTEERING (P.20)

Sensible **GO**: 1, 3, 5, 7, 9 (trick: they weigh the same!). Sensible **SKIP**: 2, 4, 6, 8, 10.

Orienteering has no single right route: praise a sensible plan (nearby, quick checkpoints) and reaching END in time.

Checkpoints: e.g. queen · 12 · any tree · e.g. crab, shark · 3 · 30 · in words · e.g. boat, sledge · 8 · FROG · e.g. lime, apple · today's date

BACKPACK (P.5) AND MYTHS (P.21)

Pack: calmness, careful reading, problem-solving, positivity, going to school, saying "yes". **Leave:** an expensive tutor, magic tricks, knowing everything, being the best, strict order, panicking. **Myths:** 1–5 are false; 6 and 7 are true.