

NAPLAN Proficiency Level Descriptions

Reading Year 7 - Strong

Example texts

This text is adapted from a story about a boy, called Mowgli, who grows up in the jungle raised by a family of wolves. Here, Mowgli meets a group of monkeys as he enters the Lost City for the first time.

The Lost City

Mowgli had never seen an Indian city before, and though this was almost a heap of ruins it seemed very wonderful and splendid. Some king had built it long ago on a little hill. You could still trace the stone causeways that led up to the ruined gates where the last splinters of wood hung to the worn, rusted hinges.

A great roofless palace crowned the hill, and the marble of the courtyards and the fountains was split, and the very cobblestones in the courtyard where the king's elephants used to live had been thrust up and apart by grasses and young trees. From the palace you could see the rows and rows of roofless houses that made up the city looking like empty honeycombs filled with blackness; the pits and dimples at street corners where the public wells once stood, and the shattered domes of temples with wild figs sprouting on their sides.

The monkeys called the place their city and yet they never knew what the buildings were made for nor how to use them. They would run in and out of the roofless houses and collect pieces of plaster and old bricks in a corner, and forget where they had hidden them, and fight and cry in scuffling crowds, and then break off to play up and down the terraces of the king's garden, where they would shake the rose-trees and the oranges in sport to see the fruit and flowers fall. They explored all the passages and dark tunnels in the palace and the hundreds of little dark rooms, but they never remembered what they had seen and what they had not. Then all would begin again till they grew tired of the city and went back to the tree-tops.





Royal Flying Doctor Service

The furthest corner. The finest care.

Sadly, Lieutenant Clifford Peel's plane disappeared in France during World War I. He never saw his idea become a reality.



The first flight was made using a de Havilland DH 50 aircraft, hired from the Queensland and Northern Territory Aerial Services (QANTAS).



Reverend John Flynn, founder of the Aerial Medical Service, is featured on an Australian 20 dollar note.



A PC12 flies over Rottnest Island, WA.

Royal Flying Doctor Service

The Royal Flying Doctor Service (RFDS) provides 24-hour medical support to people in remote areas. Today it has 21 bases across Australia and cares for around 270 000 people a year – that is one person every two minutes.

- **1917** Lieutenant Clifford Peel, a former medical student training as a pilot for World War I, writes a letter to Reverend John Flynn. In the letter, he suggests that planes can play a significant role in helping people in the outback.
- **1919** Flynn writes an article for The Inlander magazine about outback aviation and its potential. On a campaign for a better medical service for the people of the outback, he follows this with a second article called Flying doctor – why not?
- **1926** Flynn's persistence pays off, and the Aerial Medical Service (AMS) is established. Alf Traeger, a wireless expert, joins Flynn and works on creating a two-way radio.
- **1927** Cloncurry in Queensland is selected as the base for the AMS. The AMS advertises for a 'flying doctor'.
- **1928** The AMS takes off for the first time to answer a call for help from the town of Julia Creek, approximately 100 km from the Cloncurry base, with Dr Kenyon St Vincent Welch on board.
- **1929** In the first year Dr Welch makes 50 flights, covering 32 000 km, and treats 225 patients.
- **1934** Breakthrough! Air-ground communication is now
- **1939** Flynn's dream is realised. The AMS operates nationwide.
- **1942** The AMS changes its name to the Flying Doctor Service of Australia.
- **1955** Queen Elizabeth II grants the prefix 'Royal' to the Flying Doctor Service.

Computer gaming: sport or not?

This is a classroom discussion about whether or not computer gaming can be considered a sport.

Kam: Okay, let's start with a definition. What does 'sport' mean? Well, according to the dictionary, it's 'an activity involving physical exertion and skill in which an individual or team competes against another or others for entertainment'. It takes training, effort and skill—and there's no mention of technology.

Jarrah: Kam's right. If you think about the differences between a high jumper and a gamer, the first totally relies on his or her body and on training which targets strength and technique—not just anyone can launch their body two metres into the air. But, for a gamer, how much simpler is it to work the technology, to work your fingers and thumbs? Millions of people develop that same ability just by sitting at home! Gaming doesn't require the years of hard physical work and sacrifice that real athletes endure.

Ellin: But that comparison ignores a key component of gaming. There's so much difference between the casual gamer, playing inconsequentially for leisure, and the professional gamer, who trains for competitions, develops strategies and engages in high-level intellectual processes. Gaming calls for thinking ahead and visualising what might happen, then responding to what does happen. You have to be alert and adaptable. How much of that's going on in the high jump?

Travis: I disagree with you about the high jump, Ellin. It requires athletes to be impeccably alert. But I definitely agree with your case for gaming. And there's another dimension I think we have to consider: 'e-sports', which millions of people participate in for entertainment and competition. Even as we speak there will be people all over the world competing in serious, complicated gaming challenges online. Not only that, but also huge audiences will be watching their every move, relishing the prowess on display! When you've seen the skill of these players in battle arena games and arcade fighter games, you can't help but think of them as sportspeople. They're elite competitors!

Jarrah: Yeah, some of your arguments are valid, but I'm not convinced. No one's given any evidence that gaming involves significant 'physical exertion'. Surely, it's that aspect of 'sport' that gaming can never fulfil, and that's why you can't classify gaming as a sport.

Acknowledgements

Royal Flying Doctor Service

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The lost city

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