

Curriculum Aligned Competency Based Test Items

English

Class 7 – Honeycomb

Unit 7A – The Invention of Vita-Wonk

SAS21E07HC07A01

1 What is the problem Willy Wonka is facing at the beginning of the text?

- A. He wants to make people disappear.
- B. He wants to make Wonka-Vite less strong.
- C. He wants to reverse the effects of Wonka-Vite.
- D. He wants to invent a solution to make people young.

SAS21E07HC07A02

2 According to Willy, what is special about the Bristlecone pines?

SAS21E07HC07A03

3 What best describes Willy Wonka's attitude when he talks about trees?

- A. Playful
- B. Relaxed
- C. Enthusiastic
- D. Encouraging

SAS21E07HC07A04

4 Based on the text, what seems to be the purpose of the Great Glass Elevator?

- A. It is a vehicle for travel.
- B. It is a machine to collect special items.
- C. It helps Willy to spot the oldest living things.
- D. It is the place where Willy conducts his experiments.

SAS21E07HC07A05

- 5 What are the special items in the list for?

SAS21E07HC07A06

- 6 Why did Willy track down ancient animals?

- A. To understand how they grew old
- B. To collect something from their bodies
- C. To enjoy the excitement of the adventure
- D. To persuade them to volunteer for his experiment

SAS21E07HC07A07

- 7 Was the process of making Vita-Wonk easy or hard? Justify your answer using evidence from the text.

SAS21E07HC07A08

- 8 How did Willy test the effect of his invention?

SAS21E07HC07A09

- 9 Did Vita-Wonk work? Justify using evidence from the text.

SAS21E07HC07A10

- 10 What is the main theme of the text?

- A. The unusual life of Willy Wonka.
- B. The interesting effects of Vita-Wonk.
- C. Willy's adventures to make Vita-Wonk.
- D. Willy Wonka's reasons for inventing medicines.

Answers

English
Class 7 – Honeycomb – Unit 7A

Item Number	
Question Code	SAS21E07HC07A01
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Multiple Choice Questions
Full Credit (Full Score)	C. He wants to reverse the effects of Wonka-Vite.
No Credit (No Score)	Any other response or missing response

Item Number	Question 2
Question Code	SAS21E07HC07A02
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Constructed response
Full Credit (Full Score)	Any response that states or implies that it is the oldest of all the trees. Sample responses: <ul style="list-style-type: none">• It is the oldest living thing.• It lives longer than anything else.
No Credit (No Score)	Any other response or missing response

Item Number	Question 3
Question Code	SAS21E07HC07A03
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Reflect & evaluate
Item Type	Multiple Choice Questions
Full Credit (Full Score)	C. Enthusiastic
No Credit (No Score)	Any other response or missing response

Item Number	Question 4
Question Code	SAS21E07HC07A04
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Multiple Choice Questions
Full Credit (Full Score)	A. It is a vehicle for travel.
No Credit (No Score)	Any other response or missing response

Item Number	Question 5
Question Code	SAS21E07HC07A05
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Constructed response
Full Credit (Full Score)	Any response that states or implies that they were used to make Vita-Wonk. Sample responses: <ul style="list-style-type: none"> • They were added to Vita-Wonk. • They were used to make people old.
No Credit (No Score)	Any other response or missing response

Item Number	Question 6
Question Code	SAS21E07HC07A06
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Access & Retrieve
Item Type	Multiple Choice Questions
Full Credit (Full Score)	B. To collect something from their bodies
No Credit (No Score)	Any other response or missing response

Item Number	Question 7
Question Code	SAS21E07HC07A07
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Constructed response
Full Credit (Full Score)	Any response that states OR implies that it was hard AND justifies by stating or implying the difficulties faced by Willy to collect items from animals or making Vita-Wonk in the Inventing Room. Sample responses: <ul style="list-style-type: none"> • He had to find the oldest animals. • It was hard. There was lot of testing to be done.
No Credit (No Score)	Any other response or missing response

Item Number	Question 8
Question Code	SAS21E07HC07A08
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Constructed response
Full Credit (Full Score)	Any response that states or implies that he gave it to a volunteer to test the effects. Sample responses: <ul style="list-style-type: none"> • He gave four drops to an Oompa-Loompa volunteer. • He tested it on a volunteer.
No Credit (No Score)	Any other response or missing response

Item Number	Question 9
Question Code	SAS21E07HC07A09
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Constructed response
Full Credit (Full Score)	Any response that states OR implies YES AND justifies by stating that the volunteer grew old after taking Vita-Wonk. Sample responses: <ul style="list-style-type: none"> • Yes, the Oompa-Loompa became seventy-five. • The brave volunteer became old and withered.
No Credit (No Score)	Any other response or missing response

Item Number	Question 10
Question Code	SAS21E07HC07A10
Grade & Unit Name	Grade 7 The Invention of Vita Wonk
Theme Sub-Theme	Adventure Humour
Competency	Integrate & Interpret
Item Type	Multiple Choice Questions
Full Credit (Full Score)	C. Willy's adventures to make Vita-Wonk.
No Credit (No Score)	Any other response or missing response