



Familiarisation Guide

Information for Children

Entrance Test for Entry into Year 7 (Gloucestershire)

This is the Familiarisation Guide for the Future Stories Community Enterprise (FSCE) Entrance Test for entry into Year 7. It is designed to help children, their parents and teachers understand the format of our test papers and their corresponding answer sheets.

FSCE's aim is to make Grammar School testing more accessible for all children: regardless of their background, their primary school, or any disability.

The first section contains some background information for children, the second section explains what the test paper is like, the third section gives some sample questions. There is a separate Familiarisation Guide for Parents.

We recommend that you print pages 1 to 27 of this guide, read it through carefully and practise the sample questions on the answer sheets. If you do not have access to a printer, please contact the School who will be happy to print off for you.

**This guide is the only genuine resource produced for the FSCE Ltd Entrance Test
There is no charge for this Familiarisation Guide**

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SECTION 1: Background Information for Children

What's the point of this test?

The law means that Grammar Schools must test for “*academic ability*”.

Grammar Schools have an entrance test to ensure that they can be totally fair about who joins them and can welcome children from all backgrounds and communities.

Academic ability means “*how good someone is at learning things in school*” such as reading, writing, Maths, History, Music, Science, or other subjects.

Everyone learns in different ways and at their own speed. Some of you are really good at imagining stories while others might be great at conducting experiments, solving Maths problems or designing things.

Having academic ability just means you have strengths in certain school subjects and the potential to get even better and flourish in those areas.

A test score does not mean you are better or worse than other children, just that the academic ability you have might be a good ‘fit’ for the kind of learning at the school you are applying to.

Grammar Schools have an entrance test to help them work out whose academic ability might be the best ‘match’ for the pace of teaching and the range of subjects covered in their School.

If you are curious about the universe and willing to be guided by teachers, you will thrive at whichever secondary school you go to so do not put pressure on yourself regarding this one test.

How can I tell if I might do well at this test?

There are some good ways of checking if you are the kind of child who might do well in our test.

Ask yourself these questions:

-  Do you enjoy reading lots of different books?
-  Do you find new words interesting?
-  Do you try to give new things a go?
-  Do you keep going, even when something is unfamiliar or difficult?
-  Do you like those tricky questions which have more than one correct answer?
-  Do you enjoy coming up with new, imaginative ideas?
-  Do you love discovering things outdoors?
-  Do you catch ideas quickly without needing to keep studying at the weekend?
-  Do you enjoy a wide range of games with friends?
-  Do you find yourself learning from other people by watching and listening?
-  Do other cultures and communities fascinate you?
-  Do you care about all the topics you cover in school beyond just Maths and English?
-  Do you like applying learning from one topic to another?
-  Do you cope well when things go wrong and see mistakes as a chance to improve?
-  Do you like understanding things even more than you like remembering them?
-  Do you like discussing the new things you are learning and sharing ideas with others?
-  Do you enjoy moments in school when you are trusted to explain things to classmates?

If you have answered yes to quite a lot of these questions, you are the sort of child who will definitely enjoy some of the questions and challenges in the entrance test and feel a sense of belonging and purpose within these school communities.

The Test Day

Dates for the entrance test can be found on the Admissions page of the School website.

You **can** take these things into the test:

- 😊 Two black pens (either black biros or black ballpoint pens – Frixion Pens are permitted);
- 😊 A small bottle of water in a clear plastic bottle;
- 😊 Tissues (no box or packaging you can't see through);
- 😊 A small snack (but no snacks containing nuts) - there will be breaks between test papers
- 😊 Glasses (if you wear them).

You **cannot** take any of these things into the test:

- ✗ Felt tip pens or permanent marker pens;
- ✗ Biros or ballpoint pens that are NOT black;
- ✗ Pencils;
- ✗ Dictionaries;
- ✗ Rulers;
- ✗ Protractors;
- ✗ Paper (no study notes or scrap paper);
- ✗ Stopwatches or timers;
- ✗ Calculators (including calculator watches);
- ✗ Mobile phones;
- ✗ Any type of watch (analogue, digital or smartwatch) or wrist worn device;
- ✗ Any other electronic device such as a camera or recording equipment;

There will be clocks clearly displayed in each test room.

Spare pens will be available.

There will be breaks between test papers where appropriate.

There will be adult supervisors in the test room. If you have a question or a problem at any point during the test - for example: you think you have the wrong test paper or if you feel unwell - please raise your hand so one of the supervisors can help you.

The supervisors in the room cannot help you with the test - they cannot read any of the words and they cannot tell you if the answer is correct.

After The Test

Go and celebrate – you tried your best and gave it a go!

You will find out whether you are ‘eligible’ for a place in October. Then in March, everyone finds out which school they will be going to for Year 7.

After sitting Grammar School tests, it is really important that you keep attending primary school every day, and try your best in every element of primary school.

Whichever secondary school you go to, you will be a fantastic success. Well done 🙌

SECTION 2: The Test Paper

A few useful definitions

'The test' refers to everything you will complete on the day;

'The paper' (e.g. Adventure Paper) refers to individual papers which form parts of the test – for each of the papers you will receive a question booklet and a separate answer sheet;

'A section' refers to a specific part of a paper;

'A question' refers to a specific task in a section.

What's in the test?

Your question booklets will look similar to the one below. 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.

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.

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What subjects do we test

The test may include any of the following subjects you learn at school which shouldn't be anything new or extra to what you have already been taught up until the end of Year 5 only:

Art & Design, Computing, Design & Technology, English, Geography, History,
Languages, Maths, Music, Physical Education, Science.

For the Gloucestershire Grammar Schools, there are 3 different papers – which might be sat in any order:

Adventure Paper: English and Maths, with Multiple Choice Answer options;

Beacon Paper: English and Maths, where you respond with Short Written Answers;

Compass Paper: any subject listed above, with Multiple Choice Answer options;

Audio Instructions

The instructions before, during and after all parts of the test will be given to you via a voice recording.

You must listen very carefully to these instructions.

You will be asked to check that you can hear the voice recording clearly.

The voice recording will tell you:

- 👉 When you may open the question booklet;
- 👉 The page number you must turn to;
- 👉 The section and page number;
- 👉 Instructions about how to answer the questions;
- 👉 An example question;
- 👉 The time allowed for the section;
- 👉 When you may start answering the questions;
- 👉 At the start of each section, you will be given additional instructions that explain what you need to do;
- 👉 Towards the end of each section, you will be given warnings to let you know the time has nearly finished.

If you would like to hear what they sound like, this is a [Sample of Audio Instructions](#).

Using 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 supervisor 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			

REMEMBER - you must answer the questions on your answer sheets and using a black biro or ballpoint pen.

Make sure that the question number on the answer sheet matches the number in your question booklet.

DON'T PANIC !

Try to answer all the questions, but don't worry if you run out of time;

If you don't know, try your best to put an answer and then go to the next question;

You will **NOT** lose any marks for incorrect answers!

If you have any time left at the end of the section, you can go back and have another try at any questions you have missed or were unsure about (within that section only).

Multiple Choice Answer Options (Adventure and Compass Papers)

Select your answer by shading **one** oval for each question. Please do **NOT** use a horizontal or vertical line. The oval needs to be fully shaded and will look like this on your answer sheet:

Shade only **ONE** response for each question:

A B C D

i: ☐ ☐ ☒ ☐

There will only be **one** correct answer for each question. If you need to change your answer, put a cross through the incorrect answer and shade the correct answer, like this example:

If you need to change your answer, put a cross through the incorrect answer and shade the correct one:

ii: ☒ ☐ ☒ ☐

Short Written Answers (Beacon Paper)

For questions with number answers, you will need to write only **ONE** number in each box, like this example:

For Section 1: Write only **ONE** digit in each box:

Example:

2	0
---	---

For questions with letter answers, you will need to write only **ONE** letter in each box. Be careful to write clearly and in CAPITAL LETTERS. If you need to change your answer, put a cross through the incorrect answer and write the correct answer above the box. See example below:

For Section 2: Write only **ONE** letter in each box. Write clearly in CAPITAL LETTERS:

Example:

E	X	A	M	P	L	E
---	---	---	---	---	---	---

If you need to change your answer, put a cross through the incorrect answer and write the correct answer above:

Example:

E	X	A	M	P	X	X
---	---	---	---	---	--------------	--------------

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SECTION 3: Practice Questions

All of the content on the following pages is inspired by the Key Stage 2 National Curriculum that you are following at your School.

We are interested in how you apply your learning in new situations.

We will not be testing your memory.

There are no 'extra' facts or tips that a tutor can help you remember.

Things to remember:

- The practice questions below will **NOT** be on the real test;
- The questions are made-up to help familiarise you with different styles and formats - they are **NOT** indicative of the content that will be tested;
- The difficulty of the questions **WILL** be different;
- There may or may not be questions from **SOME** or **ALL** of these subjects;
- The practice questions are a mix of Multiple Choice Answer Options and Short Written Answer Options. Remember – you could have **EITHER** or **BOTH** formats in the test for **ANY** subject.

Use the Answer Sheets on pages 14 and 15 to help you practice answering the questions with either the Multiple Choice oval options or the Short Text / Numerical Boxes.

You will find the answers to the sample questions towards the back of this Guide.

Enjoy having a go!

Answer Sheet

FSCE Entrance Test for Entry into Year 7

Candidate and Test Details

Name

Primary School

Date of birth

Username

Test date & session

Room

Instructions

Use a black biro or ballpoint pen.

Shade only **ONE** response for each question:

i: ☐ A ☐ B ☒ C ☐ D

If you need to change your answer, put a cross through the incorrect answer and shade the correct one:

ii: ☒ A ☐ B ☒ C ☐ D

If you need to go back to your original answer, put a cross through the incorrect answer and write the correct one to the right of the letters:

ii: ☒ A ☐ B ☒ C ☐ D C

Section 1: Practice Multiple Choice Questions - KS2 Curriculum

Questions 1 - 9

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

Answer Sheet

FSCE Entrance Test for Entry into Year 7

Section 2: Practice Short Written Answer Questions - KS2 Curriculum

Question 1: English

Q1.

C	O	M				
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Question 2: Geography

Q2.

			V	
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Question 3: History

Q3.

	E		V	A			
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Question 4: Languages

Q4.

--	--	--

 (5)

Question 5: Languages

Q5.

--	--	--

 (17)

Question 6: Languages

Q6.

--	--	--

 (30)

Question 7: Maths

Q7. £

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 .

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Question 8: Physical Education (PE)

Q8.

	E		
--	---	--	--

Question 9: Science

Q9.

M					
---	--	--	--	--	--

Practice Multiple Choice Question - Art & Design

Q1. John looks at four different paintings at an Art Gallery and makes notes about each of them.



Painting 1



Painting 2



Painting 3



Painting 4

John thinks that paintings 1 and 4 are by the same artist. Which is the main reason that this is a sensible suggestion for him to make?

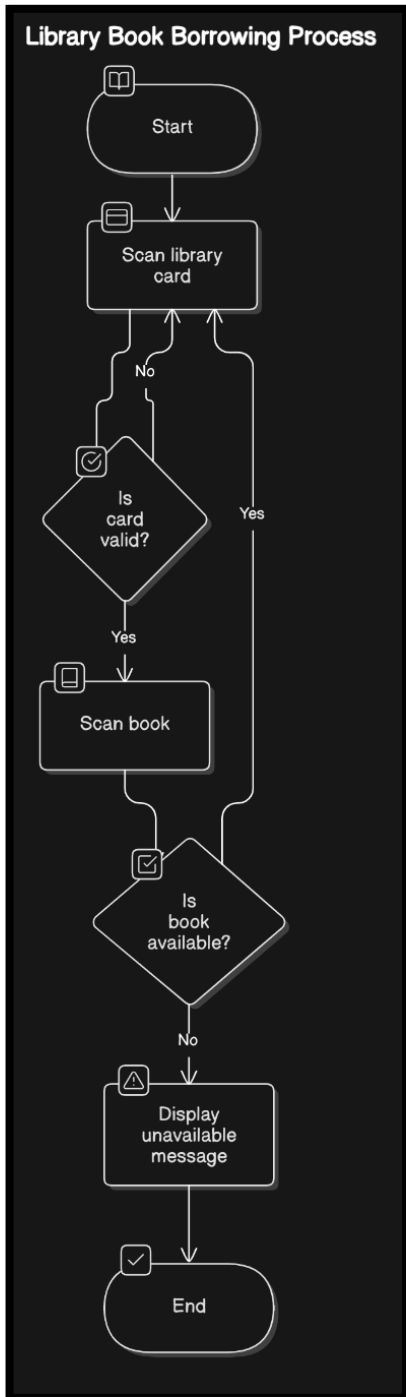
- A. They are both realistic ('figurative') rather than abstract.
- B. They use colour and light/shade in a similar way.
- C. They both have the same signature.
- D. They both focus on animals and people.

Practice Sketching Daily – Try doodling objects around you for 5 minutes each day.

Experiment with Colours – Mix paints, try shading, and explore different styles – what is better and why?

Look at Famous Art – Notice details, colours, and techniques in paintings – what are the differences/similarities?

Practice Multiple Choice Question - Computing



Q2. Simon is writing an algorithm on his computer for a library book borrowing process. The process is not working. Look at the flowchart below - which element is causing a problem ('bug')?

- A. 'Scan library card'
- B. 'Is card valid?'
- C. 'Scan book'
- D. 'Is book available?'

Learn Basic Coding – Use fun coding websites like Scratch or Code.org.

Build a Simple Game – Use Scratch or Python to code a fun game with animations.

Fix Small Tech Issues – Learn how to restart devices and solve basic problems.

What happens if – work out how simple devices like traffic lights work.

Practice Multiple Choice Question - Design & Technology

Q3. Anke is an engineer. She is drawing her 5th and final technical design for a new car engine part. Which of the following is the best choice for her drawing?

- A. Digital drawing on computer software with precise measurements.
- B. Hand drawing with a basic outline and some parts named.
- C. Digital drawing on computer software from one particular angle.
- D. Hand drawing with suggestions of different materials to use for manufacture.

Build a Small Model – Use materials like cardboard or LEGO to design a structure and understand engineering principles.

Understand How Things Work – Take apart an old gadget (with permission!) to see how common devices (e.g., bicycles, levers) function.

Sketch & Plan First – Before making something, draw your idea. Why is this useful?

Solve Real Problems – Think of a design that could make life easier!

Improve an existing design – how would you improve a radio for elderly people?

Practice Multiple Choice Question - English

Q4. Fabien is drafting some new ideas for a story for a 4 year-old. Which of the following is the best choice for his story?

- A. The feral dog ran uncontrollably into the dense woods, leaping effortlessly over fallen branches. The terrified hare that was his target darted unexpectedly into the impenetrable brambles.
- B. The happy dog ran and ran. He had a long tongue that stuck out the side of his mouth. He was a bit out of breath but was happy to be free in the field.
- C. The boy ran as fast as he could. His tear-stained face was battered by the howling wind. He repeatedly screamed his dog's name into the storm, hoping in vain that his canine friend would appear.
- D. With the slightest hint of dawn, while the early birds do cheep and the cockerels do crow, the jolly farmer sets about his routine; his trusted furry companion never far from his side.

Read a Variety of Texts – Explore classic literature, newspapers, and poetry to enhance comprehension and vocabulary.

Practice Creative Writing – Write short stories, diary or descriptions using different literary devices like metaphors and similes.

Think about why – why did the author like that word/style/grammar? Who is this text for? How can you tell?

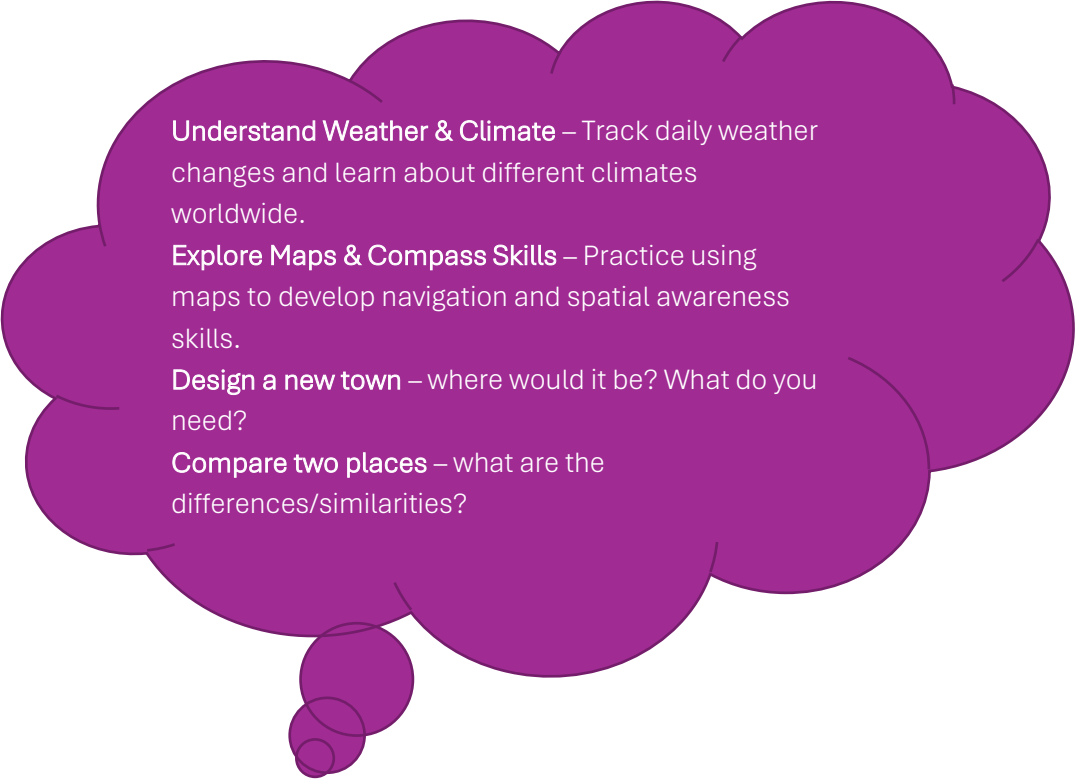
Improve your own writing

Play fun word games – like Taboo

Practice Multiple Choice Question - Geography

Q5. Ankush is doing fieldwork to evaluate the impact a newly built road is having on a village. Which of these is **NOT** a useful fieldwork method for him to carry out?

- A. Sketch a map of key natural and manmade features.
- B. Questionnaire of residents who do not live in the village.
- C. Noise measurements using a sound level meter.
- D. Rainfall and temperature measurements.



Understand Weather & Climate – Track daily weather changes and learn about different climates worldwide.

Explore Maps & Compass Skills – Practice using maps to develop navigation and spatial awareness skills.

Design a new town – where would it be? What do you need?

Compare two places – what are the differences/similarities?

Practice Multiple Choice Question – History

Q6. Karan is researching an event that took place hundreds of years ago in his back garden. Which of the following is **NOT** a piece of evidence that would be useful for him to study?

- A. Ancient pottery that was dug up from the garden last year.
- B. Quotes in a diary from people who lived in the house at the time.
- C. A painting of the back garden on the day the event happened.
- D. A letter written by a local librarian ten years ago who thinks she knows what happened.

Create a Timeline of Key Events – Arrange historical events in chronological order to understand cause and effect.

Role-Play Historical Figures – Pretend to be a historical figure and explain their impact on the world.

Think of History as Stories – Learn about people's lives, not just dates.

Look at Old Photos & Objects – They tell us how people lived in the past. Which is most useful?

Ask "Why?" – Why did events happen, and how did they change the world?

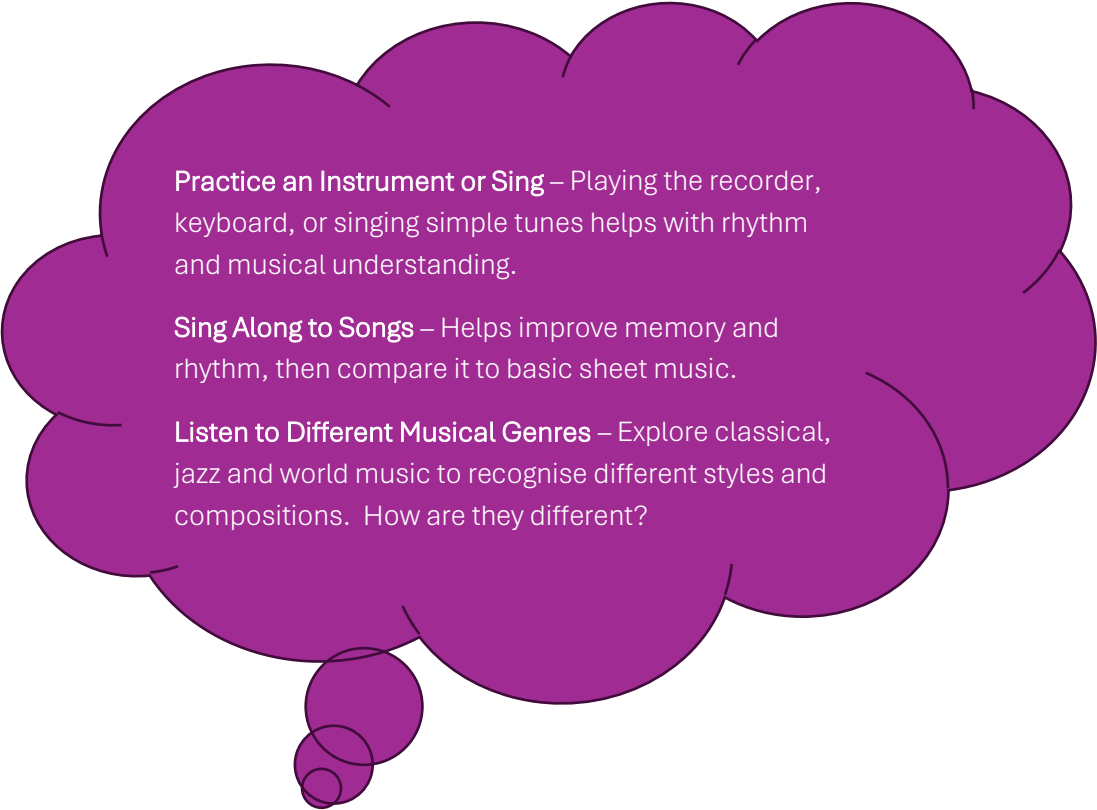
Visit Museums or Historical Places – Seeing history makes it more real.

Watch Historical Documentaries or Read Books – Learn about major time periods like the Romans, Tudors, and World Wars to reinforce knowledge.

Practice Multiple Choice Question - Music

Q7. Johann wants to make the song 'Happy Birthday' feel sadder. Which of these should he change?

- A. The lyrics (words) of the song.
- B. The duration (length) of the song.
- C. The dynamics (volume) of the song.
- D. The key of the song from major to minor.



Practice an Instrument or Sing – Playing the recorder, keyboard, or singing simple tunes helps with rhythm and musical understanding.

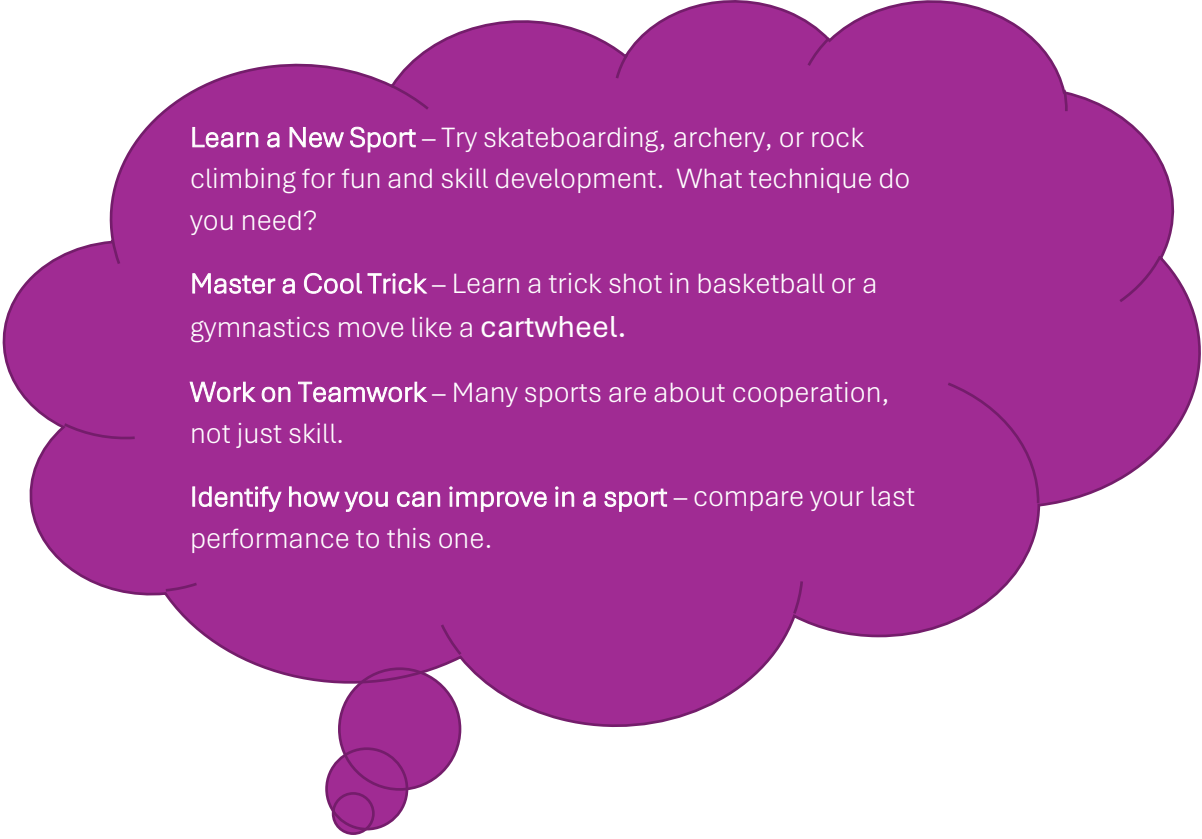
Sing Along to Songs – Helps improve memory and rhythm, then compare it to basic sheet music.

Listen to Different Musical Genres – Explore classical, jazz and world music to recognise different styles and compositions. How are they different?

Practice Multiple Choice Question - Physical Education

Q8. Children are running an individual sprinting race in a straight line. Which of these is most important to practice if they are to perform well?

- A. Wearing bright clothes.
- B. Co-ordination.
- C. Tactics.
- D. Balance.



Learn a New Sport – Try skateboarding, archery, or rock climbing for fun and skill development. What technique do you need?

Master a Cool Trick – Learn a trick shot in basketball or a gymnastics move like a **cartwheel**.

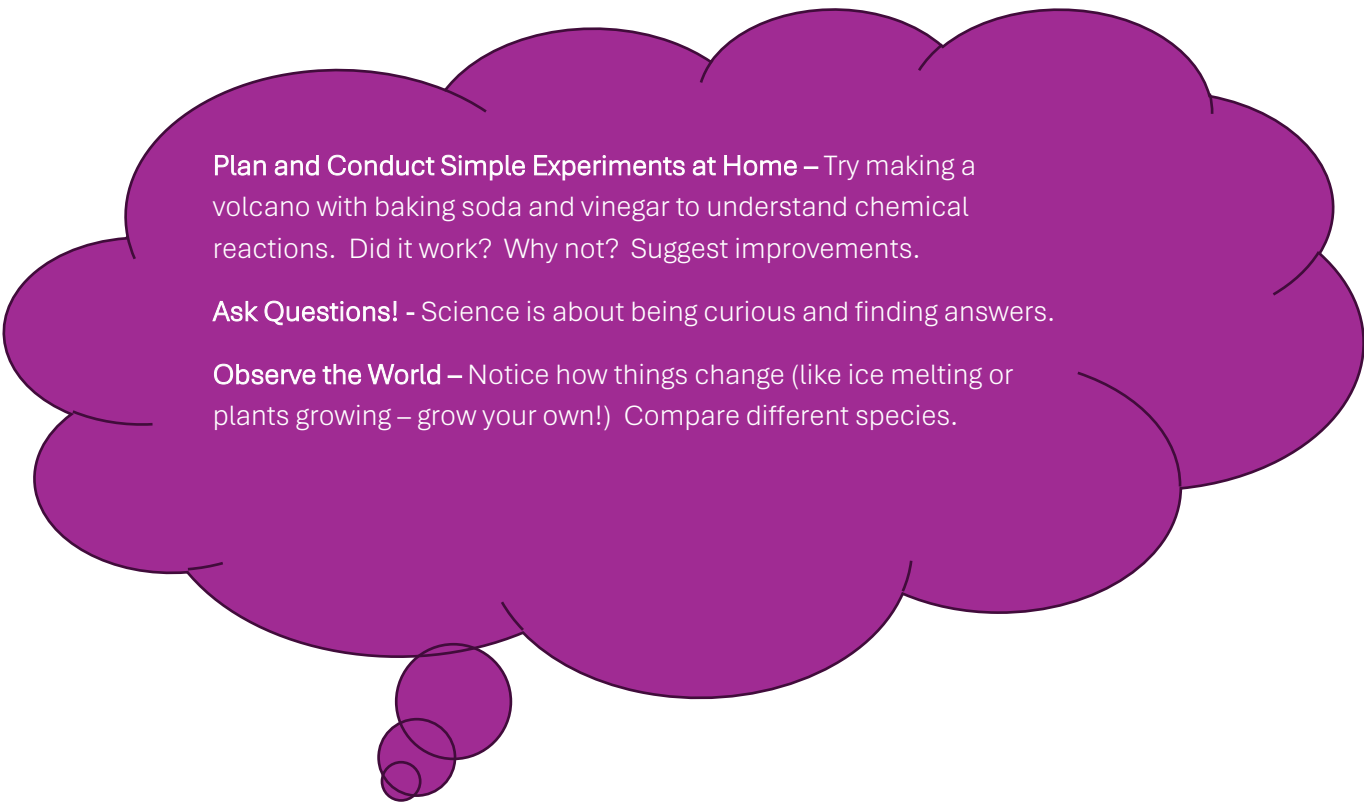
Work on Teamwork – Many sports are about cooperation, not just skill.

Identify how you can improve in a sport – compare your last performance to this one.

Practice Multiple Choice Question – Science

Q9. Untar is planning an experiment in a dark room to investigate how distance from a light source affects shadows. Which of these is most likely to be some of her instructions?

- A. Bring one tape measure, one object and a torch. Draw a table with two columns to record results.
- B. Bring two different rulers and a large object. Repeat the experiment ten times.
- C. Use three different objects, estimate distances and ignore any unexpected results.
- D. Use one ruler to measure distance. Repeat the experiment at different times of day and with different lights.



Plan and Conduct Simple Experiments at Home – Try making a volcano with baking soda and vinegar to understand chemical reactions. Did it work? Why not? Suggest improvements.

Ask Questions! - Science is about being curious and finding answers.

Observe the World – Notice how things change (like ice melting or plants growing – grow your own!) Compare different species.

Practice Short Written Answer Question - English

Q1. What item shows the directions north, south, east and west?

A

C	O	M				
---	---	---	--	--	--	--

 shows the directions, north, south, east and west.

Practice Short Written Answer Question - Geography

Q2. Many trees are cut down in a rainforest where lots of animals live. What are the animals likely to need to do?

They are likely to have to

			V	
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 the rainforest.

Practice Short Written Answer Question - History

Q3. In the past, children often had to work in grand houses instead of going to school. What were these children known as?

They were known as

	E		V	A			
--	---	--	---	---	--	--	--

Practice Short Written Answer Question - Languages

Q4, 5 and 6. This is a made-up language called ‘Savea’. The table shows the names of some numbers.

1	Sam
2	Lun
3	Mit
4	Den
5	---
6	Bas
7	Wol
8	Act
9	Zop
10	Bon
12	Bon do Lun
17	Bon do ---
19	Bon do Zop
20	Mas
25	Mas do ven
30	--- I Bon
36	Bas Mas I Bon
38	Act Mas I Bon
50	Bon Ven

Listen to short songs, rhymes or cartoons in any language and copy what you hear.

Why it helps: Hearing the sounds again and again trains your ear, so you get pronunciation right and spot patterns in grammar.

Find a simple nursery rhyme in another language on YouTube, listen twice, then try singing along—even if it’s just a line or two!

Can you complete the names that match the numbers for 5 (Q4), 17 (Q5) and 30 (Q6) ?

Practice Short Written Answer Question - Maths

Q7. Max has £20. He buys a book priced £6.99, some felt tip pens priced £3.50 and a drawing pad priced £2.99. How much change will he receive?

Turn Shopping into a Maths Game – Calculate discounts and compare prices in real-time.

Solve Puzzles & Riddles – Try Sudoku, logic puzzles, or Rubik’s cubes.

Bake Something – Measure ingredients and adjust recipes using ratios and fractions.

Practice Short Written Answer Question - Physical Education (PE)

Q8. In football, what parts of your body are you mainly allowed to use to move the ball?

You mainly use your

	E		
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Practice Short Written Answer Question - Science

Q9. An ice cube is placed outside on a sunny day at midday. After one hour, the ice cube is checked.
What is likely to have happened to the ice cube?

It will have

M					
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Answers to Sample Questions

Section 1: Practice Multiple Choice Questions - KS2 Curriculum

	A	B	C	D		A	B	C	D
1:	☐	☒	☐	☐	6:	☐	☐	☐	☒
2:	☐	☐	☐	☒	7:	☐	☐	☐	☒
3:	☒	☐	☐	☐	8:	☐	☒	☐	☐
4:	☐	☒	☐	☐	9:	☒	☐	☐	☐
5:	☐	☒	☐	☐					

Section 2: Practice Short Written Answer Questions - KS2 Curriculum

Q1.

C	O	M	P	A	<u>S</u>	S
---	---	---	---	---	----------	---

Q2.

L	E	A	V	E
---	---	---	---	---

Q3.

S	E	R	V	A	N	I	S
---	---	---	---	---	---	---	---

Q4.

V	E	N
---	---	---

 (5)

Q5.

W	<u>O</u>	L
---	----------	---

 (17)

Q6.

M	A	<u>S</u>
---	---	----------

 (30)

Q7. £

<u>6</u>

 .

<u>5</u>	<u>2</u>
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Q8.

E	E	E	I
---	---	---	---

Q9.

M	E	L	I	E	D
---	---	---	---	---	---