09 · Question bank

> **How to use (Teacher Guide only)**
> Nursery 1 has **no written test**. Read each question aloud and show the pictures; the child points or says the answer.
> Use for oral checks and the Week 10 revision. Never for badges. Stretch items are optional and never assessed.
> Answer keys stay in the Teacher Guide, not the Activity Book.

Section A · Objective (picture-supported)

1. If it rains, then we take…
A. An umbrella
B. A sun hat
C. A spoon
D. A ball
Answer: A

2. If the traffic light is red, then the car…
A. Goes fast
B. Stops
C. Sings
D. Flies
Answer: B

3. If the button is green, then Ayo…
A. Sleeps
B. Stops
C. Cries
D. Walks
Answer: D

4. If it is dark, then we switch on a…
A. Torch
B. Umbrella
C. Ball
D. Cup
Answer: A

5. What does a torch need to work?
A. Water
B. Sand
C. Batteries (power)
D. Paper
Answer: C

6. Who holds the torch and its batteries in class?
A. The cat
B. Nobody
C. Every child
D. The teacher
Answer: D

7. “If…, then…” is a…
A. Song

B. Shape
C. Rule
D. Colour
Answer: C

8. Which word means “this is the reason”?
A. Sort
B. Because
C. Then
D. Stop
Answer: B

9. If it is sunny and hot, then we wear…
A. A raincoat
B. Gloves
C. Boots
D. A sun hat
Answer: D

10. In the button game, red means…
A. Walk
B. Stop
C. Jump
D. Run
Answer: B

11. Make your own rule: “If I clap, then…”
A. red
B. nothing ever
C. you jump
D. rain
Answer: C

Section B · Talk questions (oral)

1a. Show me red. What do you do?
1b. Show me green. What do you do?
1c. Say the rule: “If…, then…”

2a. Match the IF card to its THEN card.
2b. Tell me the rule.
2c. Why?

3a. If I switch on the torch, then…?
3b. What does it need?
3c. Make up your own if–then rule.