

Year 1 Comprehension 17: The Time-Travelling Toy Box



Once upon a time, there was a magical toy box in a little girl's room. This toy box wasn't an ordinary toy box – it could travel through time! The little girl's name was Emma.

One day, Emma opened the toy box and found a shiny key. She turned the key, and to her surprise, the toy box started to shake and spin. Whoosh! Suddenly, Emma found herself in a land filled with knights and castles. She was in the time of kings and queens!

Emma saw knights in shiny armour and horses trotting by. She even had a chat with a friendly dragon. After a fun adventure, she turned the key again, and whoosh! She was back in her room.

Another time, Emma opened the toy box and turned the key. This time, she landed in a world of flying cars and robots. She giggled as she saw people wearing space helmets.

Every time Emma turned the key, she went on amazing adventures to different times. From ancient forests to futuristic cities, the toy box took her on magical journeys. Emma learned that with a little imagination, even a toy box can make time-travelling dreams come true.



Multiple Choice Questions

- 1. What is the story about?
- a) A girl named Emma who loves to play with toys
- b) A magical toy box that travels through time
- c) Emma's adventures in a flying car
- d) A land filled with knights and dragons
 - 2. What is the little girl's name in the story?
- a) Lily
- b) Sarah
- c) Emma
- d) Mia
 - 3. What did Emma find in the toy box?
- a) A book
- b) A shiny key
- c) A puzzle
- d) A teddy bear
 - 4. What happened when Emma turned the key in the toy box?
- a) The toy box opened
- b) The toy box started to shake and spin
- c) The toy box disappeared
- d) The toy box became smaller



- 5. Where did Emma land when the toy box took her through time?
- a) In her own room
- b) In a land with flying cars
- c) In a modern city
- d) In a land with knights and castles
 - 6. What did Emma see in the land of knights and castles?
- a) Robots and space helmets
- b) Flying cars
- c) Shiny armour and knights
- d) Fish and oceans
 - 7. What did Emma have a chat with?
- a) A friendly dragon
- b) A scary monster
- c) A talking tree
- d) A singing bird
 - 8. What did Emma do to travel back to her room?
- a) She closed her eyes
- b) She turned the key again
- c) She flew on a dragon
- d) She walked home



- 9. What did Emma find in the toy box the second time?
- a) A magic wand
- b) A toy robot
- c) A map
- d) A shiny key

10. What did Emma learn from her adventures with the toy box?

- a) Time travel is impossible
- b) Toy boxes are boring
- c) Imagination can lead to magical journeys
- d) Robots are scary



Short Answer Questions

1. Who is the main character of the story?

2. What did Emma find inside the toy box?

3. What was the toy box's magical ability?

4. Where did Emma end up after the toy box spun around?



5. Who did Emma have a chat with in the land of knights and castles?

6. How did Emma return to her room from the land of knights and castles?

7. What kind of world did Emma visit on her second adventure with the toy box?

8. What did Emma find in the toy box on her second adventure?



9. What was Emma's reaction when the toy box started shaking and spinning?

10. What did Emma learn from her adventures with the toy box?



Answer Key

Multiple Choice Questions

- 1. b) A magical toy box that travels through time
- 2. c) Emma
- 3. b) A shiny key
- 4. b) The toy box started to shake and spin
- 5. d) In a land with knights and castles
- 6. c) Shiny armour and knights
- 7. a) A friendly dragon
- 8. b) She turned the key again
- 9. d) A shiny key
- 10. c) Imagination can lead to magical journeys

Short Answer Questions

- 1. The main character of the story is a little girl named Emma.
- 2. Emma found a shiny key inside the toy box.
- 3. The toy box could travel through time
- 4. Emma ended up in a land with knights and castles.
- 5. Emma had a chat with a friendly dragon in the land of knights and castles.
- 6. Emma turned the key again in the toy box to return to her room.
- 7. Emma visited a world of flying cars and robots on her second adventure.
- 8. Emma found another shiny key in the toy box on her second adventure.
- 9. Emma was surprised when the toy box started shaking and spinning.
- 10. Emma learned that with a little imagination, even a toy box can take her on magical journeys.



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