

Fact Retrieval Questions



@ CGP — not to be photocopied

FACT RETRIEVAL questions — they're all about noseying through the text to pick out the important information. Look back at the last three pages then answer these questions.

1.	Read the first paragraph.					
	Give three things th	at people often	remember about Am	erica in the 1950s.		
		***************************************			•••	
					marks	
•	300		-:	, , , , , , , , , , , , , , , , , , ,		
2.	Why were indoor cil	nemas inconver	nient for the parents o	or young children?		
		,				
					mark	
3.	Why did Hollingshe	ad Jr create a s	pecial ramp system f	for the cars?		
					····· ********************************	
					1 mark	
					•	
4. When did Hollingshead Jr open the first proper drive-in cinema?						
	1932	1933	1934	1935	1	
	American of carrier out to the last of the carrier		Analysis and the second and secon	Annual Control of the	mark	
	Circle your answer.					
	•					
5.	How many cars cou	uld attend Hollin	gshead Jr's first drive	e-in cinema?		
			_		1 mark	
		***************************************			1.5%	

2b

Fact Retrieval Questions



6.	'The film's sound had to be blasted out through massive speakers'								
	Give two other techniques drive-in cinemas used to play the film's sound.								
					2 marks				
					The second of				
7.	At what time of day did drive-in cinemas show films?								
	afternoon	night	morning	luncḥtime	1 mark				
	Circle your answer.		,						
8.	Why did drive-in cinemas find it difficult to make money? Tick two boxes.								
	They could only fit a few cars in front of the screen.								
	They couldn't show many films each day.								
	They were expensive.								
	They were inconvenient.								
	Bad weather put people off attending.								
9.	When was the 'Golden Age' of Hollywood?								
	1920s-1950s	1930s-1950s	1930s-1960s	1950s-1960s	1 mark				
	Circle your answer.								
10	Where are most driv								

Reading Raptors love a fact retrieval challenge. Do you? Tick to show how these questions went.

