

BEKONSCOT Model Village

There are many model villages in the UK, but Bekonscot Model Village in Beaconsfield is one not to miss.

Visitors can explore six towns and villages on a site the size of two football pitches. One special attraction is a ten-mile track model railway through the whole place. As many as twelve trains can operate at the same time, going through tunnels, crossing bridges over rivers and a lake, passing the windmill and the castle, and stopping at the stations.

Walk down Bekonscot Town High Street, past the police station and school. Bend down and look in the windows to see the people inside! Visit the zoo with miniature animals and the small fishing village with little boats in the harbour.

Bekonscot Model Village is one hour by car from London. That's close enough for a day trip, but there are too many things to see in just one day!



Comprehension Questions – Bekonscot Model Village



Part A: Short Answer Questions

1. Where is Bekonscot Model Village located? _____



2. How many towns and villages can visitors explore? _____



3. How big is the site? _____



4. What is one special attraction at Bekonscot? _____



5. How many trains can operate at the same time? _____



6. What do the trains pass on their journey?
(Name two things.) _____



7. What buildings can you see on the High Street? _____



8. What can visitors see inside the windows? _____



9. What animals can you see at the zoo? _____



10. How far is Bekonscot from London? _____

Part B: True or False

TRUE

FALSE

Write True (T) or False (F).

11. Bekonscot is the **only** model village in the UK. ☐
12. The model railway is **ten** miles long. ☐
13. Only **three** trains can run at the same time. ☐
14. There is a fishing village with little boats. ☐
15. You can visit Bekonscot in one short morning. ☐

Part C: Multiple Choice

17. The trains cross:

- a) Mountains
b) Roads
c) Bridges over rivers and a lake.



18. Bekonscot is:

- a) Two hours from London
b) One hour from London
c) Five hours from London

