

11+ Non-Verbal Reasoning Mock Practice Paper 1

25 questions · suggested time: 30 minutes

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Instructions to Candidates

- ? Time allowed: 30 minutes.
- ? This paper has 25 questions worth 25 marks in total.
- ? Do not turn over or begin until you are ready to start timing yourself.
- ? Attempt every question — if you are unsure, make your best attempt and move on.
- ? Read each question carefully before choosing your answer.
- ? Check your answers against the Answer Key at the end of this paper once your time is up.

Questions

1. Look at the Shape Analogies shown. Which option comes next / completes the pattern?

```
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stroke-width="1.5"/></pattern></defs><g><polygon points="35.64,44.97 20.36,38.67 7.77,49.38
9.04,32.90 -5.04,24.25 11.03,20.36 14.91,4.30 23.57,18.38 40.05,17.10 29.33,29.69"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></polygon points="54.30,44.97 39.02,38.67
26.44,49.38 27.71,32.90 13.63,24.25 29.70,20.36 33.58,4.30 42.24,18.38 58.72,17.10 48.00,29.69"
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stroke-width="1.5"/></pattern></defs><g><polygon points="29.98,16.69 25.78,26.87 32.92,35.26
21.94,34.42 16.16,43.80 13.58,33.09 2.86,30.50 12.25,24.73 11.40,13.74 19.79,20.89"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></polygon points="48.65,16.69 44.44,26.87
51.59,35.26 40.60,34.42 34.83,43.80 32.24,33.09 21.53,30.50 30.92,24.73 30.07,13.74 38.46,20.89"
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stroke="#4c1d95" stroke-width="1.5" /></polygon points="44.97,11.03 38.67,26.31 49.38,38.90
32.90,37.62 24.25,51.70 20.36,35.64 4.30,31.75 18.38,23.10 17.10,6.62 29.69,17.33"
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63.38,38.90 46.90,37.62 38.25,51.70 34.36,35.64 18.30,31.75 32.38,23.10 31.10,6.62 43.69,17.33"
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23.57,37.62 14.91,51.70 11.03,35.64 -5.04,31.75 9.04,23.10 7.77,6.62 20.36,17.33" fill="none"
stroke="#4c1d95" stroke-width="2" /></polygon points="54.30,11.03 48.00,26.31 58.72,38.90
42.24,37.62 33.58,51.70 29.70,35.64 13.63,31.75 27.71,23.10 26.44,6.62 39.02,17.33" fill="none"
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stroke-width="1.5"/></pattern></defs><g><polygon points="35.64,11.03 29.33,26.31 40.05,38.90
23.57,37.62 14.91,51.70 11.03,35.64 -5.04,31.75 9.04,23.10 7.77,6.62 20.36,17.33" fill="url(#nvrHatch)"
stroke="#4c1d95" stroke-width="1.5" /></polygon points="54.30,11.03 48.00,26.31 58.72,38.90
42.24,37.62 33.58,51.70 29.70,35.64 13.63,31.75 27.71,23.10 26.44,6.62 39.02,17.33"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

2. Look at the Shape Analogies shown. Which option comes next / completes the pattern?

```
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stroke-width="1.5"/></pattern></defs><g><polygon points="44.97,44.97 17.10,49.38 4.30,24.25
24.25,4.30 49.38,17.10" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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stroke-width="1.5"/></pattern></defs><g><polygon points="44.97,44.97 17.10,49.38 4.30,24.25
24.25,4.30 49.38,17.10" fill="none" stroke="#4c1d95" stroke-width="2" /></g></svg>
```

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stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,52.00 5.17,35.42 13.89,8.58
42.11,8.58 50.83,35.42" fill="none" stroke="#4c1d95" stroke-width="2" /></g></svg>
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stroke-width="1.5"/></pattern></defs><g><polygon points="35.64,44.97 7.77,49.38 -5.04,24.25
14.91,4.30 40.05,17.10" fill="none" stroke="#4c1d95" stroke-width="2" /><polygon points="54.30,44.97
26.44,49.38 13.63,24.25 33.58,4.30 58.72,17.10" fill="none" stroke="#4c1d95" stroke-width="2"
/></g></svg>
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stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 20.74,42.26 12.20,25.50
25.50,12.20 42.26,20.74" fill="none" stroke="#4c1d95" stroke-width="2" /></g></svg>

```

3. A large shaded square relates to a large shaded circle as a small white triangle relates to ?

- A: small shaded circle
- B: large white circle
- C: small white square
- D: small white circle

4. Look at the Reflection shown. Which option comes next / completes the pattern?

```

<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
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stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,16.69 35.26,13.74 43.80,30.50
30.50,43.80 13.74,35.26" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,44.00 12.78,32.94 18.60,15.06
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stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,39.31 13.74,20.74 30.50,12.20
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stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,12.00 43.22,23.06 37.40,40.94
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stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 20.74,42.26 12.20,25.50
25.50,12.20 42.26,20.74" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

```

5. Look at the Odd One Out Shapes shown. Which option comes next / completes the pattern?

```

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stroke-width="1.5"/></pattern></defs><g><rect x="14.4" y="14.4" width="27.2" height="27.2"
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<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"

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patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 20.74,42.26 12.20,25.50
25.50,12.20 42.26,20.74" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 20.74,42.26 12.20,25.50
25.50,12.20 42.26,20.74" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 20.74,42.26 12.20,25.50
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stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 20.74,42.26 12.20,25.50
25.50,12.20 42.26,20.74" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

```

6. Look at the Shape Analogies shown. Which option comes next / completes the pattern?

```

<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,4.00 34.35,19.26 50.83,20.58
38.27,31.34 42.11,47.42 28.00,38.80 13.89,47.42 17.73,31.34 5.17,20.58 21.65,19.26" fill="none"
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stroke="#4c1d95" stroke-width="2" /><polygon points="37.33,-6.00 46.33,15.62 69.67,17.49
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21.05,14.37 33.32,-5.58 38.82,17.18 61.58,22.68 41.63,34.95 43.44,58.29 25.61,43.11" fill="none"
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stroke="#4c1d95" stroke-width="2" /></g></svg>

```

7. Look at the Odd One Out Shapes shown. Which option comes next / completes the pattern?

```

<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
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stroke-width="1.5"/></pattern></defs><g><polygon points="52.04,3.96 43.11,25.61 58.29,43.44

```

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34.95,41.63 22.68,61.58 17.18,38.82 -5.58,33.32 14.37,21.05 12.56,-2.29 30.39,12.89"
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32.90,37.62 24.25,51.70 20.36,35.64 4.30,31.75 18.38,23.10 17.10,6.62 29.69,17.33"
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stroke-width="1.5"/></pattern></defs><g><polygon points="44.97,11.03 38.67,26.31 49.38,38.90
32.90,37.62 24.25,51.70 20.36,35.64 4.30,31.75 18.38,23.10 17.10,6.62 29.69,17.33"
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32.90,37.62 24.25,51.70 20.36,35.64 4.30,31.75 18.38,23.10 17.10,6.62 29.69,17.33"
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32.90,37.62 24.25,51.70 20.36,35.64 4.30,31.75 18.38,23.10 17.10,6.62 29.69,17.33"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

```

8. Look at the Shape Sequences shown. Which option comes next / completes the pattern?

```

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28.00,52.00 7.22,40.00 7.22,16.00" fill="#4c1d95" /></g></svg>

```

9. Look at the Odd One Out Shapes shown. Which option comes next / completes the pattern?

```

<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"

```

```
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,52.04 12.89,30.39 -2.29,12.56
21.05,14.37 33.32,-5.58 38.82,17.18 61.58,22.68 41.63,34.95 43.44,58.29 25.61,43.11" fill="#4c1d95"
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```
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stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,52.04 12.89,30.39 -2.29,12.56
21.05,14.37 33.32,-5.58 38.82,17.18 61.58,22.68 41.63,34.95 43.44,58.29 25.61,43.11" fill="#4c1d95"
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patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,52.04 12.89,30.39 -2.29,12.56
21.05,14.37 33.32,-5.58 38.82,17.18 61.58,22.68 41.63,34.95 43.44,58.29 25.61,43.11" fill="#4c1d95"
/></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,39.31 20.89,29.13 13.74,20.74
24.73,21.58 30.50,12.20 33.09,22.91 43.80,25.50 34.42,31.27 35.26,42.26 26.87,35.11" fill="#4c1d95"
/></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,52.04 12.89,30.39 -2.29,12.56
21.05,14.37 33.32,-5.58 38.82,17.18 61.58,22.68 41.63,34.95 43.44,58.29 25.61,43.11" fill="#4c1d95"
/></g></svg>
```

10. Look at the Reflection shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,44.00 14.14,36.00 14.14,20.00
28.00,12.00 41.86,20.00 41.86,36.00" fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="12.00,28.00 20.00,14.14 36.00,14.14
44.00,28.00 36.00,41.86 20.00,41.86" fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,39.31 12.55,23.86 23.86,12.55
39.31,16.69 43.45,32.14 32.14,43.45" fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,12.00 41.86,20.00 41.86,36.00
28.00,44.00 14.14,36.00 14.14,20.00" fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="39.31,39.31 23.86,43.45 12.55,32.14
16.69,16.69 32.14,12.55 43.45,23.86" fill="#4c1d95" /></g></svg>
```

11. Look at the Shape Analogies shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="-5.37,3.96 16.27,12.89 34.10,-2.29
```

```

32.30,21.05 52.25,33.32 29.49,38.82 23.99,61.58 11.72,41.63 -11.63,43.44 3.56,25.61"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /><polygon points="13.29,3.96 34.94,12.89
52.77,-2.29 50.97,21.05 70.91,33.32 48.15,38.82 42.65,61.58 30.39,41.63 7.04,43.44 22.22,25.61"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,-6.00 36.99,15.62 60.34,17.49
42.55,32.73 47.98,55.51 28.00,43.30 8.02,55.51 13.45,32.73 -4.34,17.49 19.01,15.62"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,3.96 25.61,12.89 43.44,-2.29
41.63,21.05 61.58,33.32 38.82,38.82 33.32,61.58 21.05,41.63 -2.29,43.44 12.89,25.61"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="11.03,11.03 26.31,17.33 38.90,6.62
37.62,23.10 51.70,31.75 35.64,35.64 31.75,51.70 23.10,37.62 6.62,38.90 17.33,26.31"
fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,3.96 25.61,12.89 43.44,-2.29
41.63,21.05 61.58,33.32 38.82,38.82 33.32,61.58 21.05,41.63 -2.29,43.44 12.89,25.61" fill="none"
stroke="#4c1d95" stroke-width="2" /></g></svg>

```

12. Small dark square -> Medium dark square -> Large dark square -> ____

- A: Large light square
- B: Small dark square
- C: Large dark triangle
- D: Extra-large dark square

13. A square rotates at different angles. Find the next one: 0 degrees -> 30 degrees -> 60 degrees -> ?

- A: 90 degrees
- B: 120 degrees
- C: 60 degrees
- D: 0 degrees

14. Look at the Odd One Out Shapes shown. Which option comes next / completes the pattern?

```

<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,16.69 35.26,13.74 43.80,30.50
30.50,43.80 13.74,35.26" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,39.31 13.74,20.74 30.50,12.20
43.80,25.50 35.26,42.26" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,16.69 35.26,13.74 43.80,30.50

```

```

30.50,43.80 13.74,35.26" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="16.69,16.69 35.26,13.74 43.80,30.50
30.50,43.80 13.74,35.26" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="16.69,16.69 35.26,13.74 43.80,30.50
30.50,43.80 13.74,35.26" fill="#4c1d95" /></g></svg>

```

15. Look at the Reflection shown. Which option comes next / completes the pattern?

```

<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="16.69,16.69 35.26,13.74 43.80,30.50
30.50,43.80 13.74,35.26" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="44.00,28.00 32.94,43.22 15.06,37.40
15.06,18.60 32.94,12.78" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="39.31,16.69 42.26,35.26 25.50,43.80
12.20,30.50 20.74,13.74" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="39.31,39.31 20.74,42.26 12.20,25.50
25.50,12.20 42.26,20.74" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygone points="16.69,39.31 13.74,20.74 30.50,12.20
43.80,25.50 35.26,42.26" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

```

16. Large dark square -> Small dark square -> Small light square -> _____. What is the missing shape?

- A: Small dark square
- B: Large light square
- C: Large dark circle
- D: Small light circle

17. Small dark triangle -> Large dark triangle -> Large light triangle -> ?

- A: Large dark triangle
- B: Small light triangle
- C: Small dark square
- D: Large light triangle

18. A square with a single horizontal line inside relates to a square with two horizontal lines inside as a circle with one dot inside relates to ?

- A: circle with no dots inside
- B: circle with two dots inside
- C: square with two dots inside
- D: circle with one dot inside

19. Look at the Odd One Out Shapes shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><circle cx="28" cy="28" r="16" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><circle cx="28" cy="28" r="16" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><circle cx="28" cy="28" r="16" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><circle cx="28" cy="28" r="16" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><circle cx="28" cy="28" r="16" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

20. Look at the Odd One Out Shapes shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><rect x="-0.8999999999999986" y="-0.8999999999999986" width="57.8" height="57.8" transform="rotate(135 28 28)" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><rect x="-0.8999999999999986" y="-0.8999999999999986" width="57.8" height="57.8" transform="rotate(135 28 28)" fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><rect x="-0.8999999999999986" y="-0.8999999999999986" width="57.8" height="57.8" transform="rotate(135 28 28)" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><rect x="-0.8999999999999986" y="-0.8999999999999986" width="57.8" height="57.8" transform="rotate(135 28 28)" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch" patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95" stroke-width="1.5"/></pattern></defs><g><rect x="-0.8999999999999986" y="-0.8999999999999986" width="57.8" height="57.8" transform="rotate(135 28 28)" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
```

21. Look at this series: rectangle containing one horizontal line, rectangle containing two horizontal lines, rectangle containing three horizontal lines, rectangle containing four horizontal lines, _____. Which shape comes next?

- A: rectangle containing four horizontal lines
- B: rectangle containing five vertical lines
- C: rectangle containing six horizontal lines
- D: rectangle containing five horizontal lines

22. Look at the Rotation shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,62.00 -4.34,38.51 8.02,0.49
47.98,0.49 60.34,38.51" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,3.96 43.44,-2.29 61.58,33.32
33.32,61.58 -2.29,43.44" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="52.04,52.04 12.56,58.29 -5.58,22.68
22.68,-5.58 58.29,12.56" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="52.04,3.96 58.29,43.44 22.68,61.58
-5.58,33.32 12.56,-2.29" fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="3.96,52.04 -2.29,12.56 33.32,-5.58
61.58,22.68 43.44,58.29" fill="#4c1d95" /></g></svg>
```

23. Which triangle comes next in the pattern? Small light triangle -> Small dark triangle -> Large dark triangle -> ?

- A: Small light triangle
- B: Large light triangle
- C: Large dark triangle
- D: Small dark triangle

24. Look at the Reflection shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,39.31 23.86,12.55 43.45,32.14"
fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="44.00,28.00 20.00,41.86 20.00,14.14"
fill="#4c1d95" /></g></svg>
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="12.00,28.00 36.00,14.14 36.00,41.86"
fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,16.69 43.45,23.86 23.86,43.45"
fill="#4c1d95" /></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="28.00,12.00 41.86,36.00 14.14,36.00"
fill="#4c1d95" /></g></svg>
```

25. Look at the Rotation shown. Which option comes next / completes the pattern?

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="12.00,28.00 22.18,23.77 23.06,12.78
30.22,21.15 40.94,18.60 35.20,28.00 40.94,37.40 30.22,34.85 23.06,43.22 22.18,32.23" fill="#4c1d95"
/></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="44.00,28.00 33.82,32.23 32.94,43.22
25.78,34.85 15.06,37.40 20.80,28.00 15.06,18.60 25.78,21.15 32.94,12.78 33.82,23.77" fill="#4c1d95"
/></g></svg>
```

```
<svg viewBox="0 0 56 56" xmlns="http://www.w3.org/2000/svg"><defs><pattern id="nvrHatch"
patternUnits="userSpaceOnUse" width="6" height="6"><path d="M0,6 L6,0" stroke="#4c1d95"
stroke-width="1.5"/></pattern></defs><g><polygon points="16.69,16.69 26.87,20.89 35.26,13.74
34.42,24.73 43.80,30.50 33.09,33.09 30.50,43.80 24.73,34.42 13.74,35.26 20.89,26.87" fill="#4c1d95"
/></g></svg>
```

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/></g></svg>
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21.15,25.78 18.60,15.06 28.00,20.80 37.40,15.06 34.85,25.78 43.22,32.94 32.23,33.82" fill="#4c1d95"
/></g></svg>
```

Answer Key

1. E — Rule: A:B::C:? via count-increment.
2. B — Rule: A:B::C:? via rotate.
3. D — The rule is: the shape changes from a square/triangle to a circle, keeping the same size and shading. A small white triangle becomes a small white circle.
4. E — Rule: mirror reflection across a vertical axis.
5. A — Rule: odd one out by kind.
6. E — Rule: A:B::C:? via rotate.
7. A — Rule: odd one out by size.
8. E — Rule: size-cycle applied to hexagon each step.
9. D — Rule: odd one out by size.
10. D — Rule: mirror reflection across a vertical axis.
11. C — Rule: A:B::C:? via shade-cycle.
12. D — Squares increase in size by one step each; the pattern continues to extra-large.
13. A — The square rotates by 30 degrees each time (0 degrees -> 30 degrees -> 60 degrees -> 90 degrees).
14. B — Rule: odd one out by rotation.
15. D — Rule: mirror reflection across a vertical axis.
16. B — Size decreases then shading changes; the pattern returns to size increasing while maintaining the light shade.
17. B — The pattern increases size then alternates shade; the next shape should be small and light to return to the starting size with the opposite shade.
18. B — The rule is: the number of internal marks increases by one. A circle with one dot inside becomes a circle with two dots inside.
19. E — Rule: odd one out by rotation.
20. B — Rule: odd one out by fill.
21. D — Each term adds one horizontal line inside the rectangle. After four lines, the next shape is a rectangle containing five horizontal lines.
22. A — Rule: rotate 180 degrees clockwise.
23. B — Size increases (small-small-large) and shade alternates (light-dark-dark), so the next should be large and light.
24. E — Rule: mirror reflection across a vertical axis.
25. B — Rule: rotate 45 degrees clockwise.

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