Applaa

11+ Non-Verbal Reasoning Mock Practice Paper 3

25 questions · suggested time: 30 minutes

Free from Applaa — the UK's free AI-powered exam revision platform. This is one of several rotating mock papers for this subject — download the others for extra practice with different questions.

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

2. A shaded equilateral triangle relates to a shaded equilateral triangle rotated 90 degrees clockwise, in the same way that a shaded arrow pointing left relates to which of the following?

A: a shaded arrow pointing downward
B: a white arrow pointing left
C: a shaded arrow pointing right
D: a shaded arrow pointing upward

3. 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="12.00,28.00 36.00,14.14 36.00,41.86" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

4. Small dark square -> Medium dark square -> Medium light square -> ?

A: Large light square
B: Medium light circle
C: Small light square
D: Large dark triangle

5. 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><circle cx="28" cy="28" r="34" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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6. 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="24" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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7. A square has two features: a large shaded circle in the centre and a small black arrow in the top-right corner pointing toward the top-right (diagonally outward). Which option shows this after a 90 degrees clockwise rotation?

A: A square with a large shaded circle in the centre and a small black arrow in the bottom-right corner pointing toward the bottom-right
B: A square with a large shaded circle in the centre and a small black arrow in the top-left corner pointing toward the top-left
C: A square with a large shaded circle in the centre and a small black arrow in the bottom-left corner pointing toward the bottom-left
D: A square with a large shaded circle in the centre and a small black arrow in the top-right corner pointing toward the bottom-right

8. 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="52.00,28.00 40.00,48.78 16.00,48.78 4.00,28.00 16.00,7.22 40.00,7.22" fill="#4c1d95" /></g></svg>
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<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="42.67,28.00 30.67,48.78 6.67,48.78 -5.33,28.00 6.67,7.22 30.67,7.22" fill="none" stroke="#4c1d95" stroke-width="2" /><polygon points="61.33,28.00 49.33,48.78 25.33,48.78 13.33,28.00 25.33,7.22 49.33,7.22" fill="none" stroke="#4c1d95" stroke-width="2" /></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="62.00,28.00 45.00,57.44 11.00,57.44 -6.00,28.00 11.00,-1.44 45.00,-1.44" fill="none" stroke="#4c1d95" stroke-width="2" /></g></svg>

9. Look at the 2?2 grid. Top-left: large hexagon with three dots inside arranged in a triangle. Top-right: large hexagon with one dot inside. Bottom-left: small hexagon with three dots inside arranged in a triangle. Bottom-right: ?

A: large hexagon with one dot inside
B: small hexagon with no dots inside
C: small hexagon with three dots inside
D: small hexagon with one dot inside

10. 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="52.04,52.04 19.20,60.84 -4.84,36.80 3.96,3.96 36.80,-4.84 60.84,19.20" fill="#4c1d95" /></g></svg>
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<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 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="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="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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<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="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

12. 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><circle cx="18.666666666666668" cy="28" r="16" fill="none" stroke="#4c1d95" stroke-width="2" /><circle cx="37.333333333333336" cy="28" r="16" fill="none" stroke="#4c1d95" stroke-width="2" /></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="18.666666666666668" cy="28" r="34" fill="none" stroke="#4c1d95" stroke-width="2" /><circle cx="37.333333333333336" cy="28" r="34" fill="none" stroke="#4c1d95" stroke-width="2" /></g></svg>
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13. Light triangle -> Light triangle -> Dark triangle -> ___

A: Light triangle
B: Dark triangle
C: Light square
D: Dark circle

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="16.69,39.31 12.55,23.86 23.86,12.55 39.31,16.69 43.45,32.14 32.14,43.45" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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<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="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="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>

15. 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="42.67,28.00 26.08,50.83 -0.75,42.11 -0.75,13.89 26.08,5.17" fill="#4c1d95" /><polygon points="61.33,28.00 44.75,50.83 17.92,42.11 17.92,13.89 44.75,5.17" fill="#4c1d95" /></g></svg>
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<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 50.83,20.58 42.11,47.42 13.89,47.42 5.17,20.58" fill="#4c1d95" /></g></svg>
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16. 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="24" fill="none" stroke="#4c1d95" stroke-width="2" /></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="24" fill="#4c1d95" /></g></svg>
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17. 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="1.70,11.03 41.85,21.79 12.46,51.18" fill="#4c1d95" /><polygon points="20.36,11.03 60.52,21.79 31.12,51.18" 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="42.67,28.00 6.67,48.78 6.67,7.22" fill="#4c1d95" /><polygon points="61.33,28.00 25.33,48.78 25.33,7.22" 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="52.67,28.00 1.67,57.44 1.67,-1.44" fill="#4c1d95" /><polygon points="71.33,28.00 20.33,57.44 20.33,-1.44" 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="38.00,28.00 2.00,48.78 2.00,7.22" fill="#4c1d95" /><polygon points="52.00,28.00 16.00,48.78 16.00,7.22" fill="#4c1d95" /><polygon points="66.00,28.00 30.00,48.78 30.00,7.22" 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="42.67,28.00 6.67,48.78 6.67,7.22" fill="none" stroke="#4c1d95" stroke-width="2" /><polygon points="61.33,28.00 25.33,48.78 25.33,7.22" fill="none" stroke="#4c1d95" stroke-width="2" /></g></svg>

18. Large dark circle -> Large light circle -> Small dark circle -> ?

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

19. 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 14.14,20.00 41.86,20.00" 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="16.69,39.31 23.86,12.55 43.45,32.14" fill="#4c1d95" /></g></svg>
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<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="16.69,16.69 43.45,23.86 23.86,43.45" fill="#4c1d95" /></g></svg>

20. 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="28.00,12.00 41.86,20.00 41.86,36.00 28.00,44.00 14.14,36.00 14.14,20.00" 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="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="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="16.69,16.69 32.14,12.55 43.45,23.86 39.31,39.31 23.86,43.45 12.55,32.14" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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<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="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

21. 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 -2.29,12.56 33.32,-5.58 61.58,22.68 43.44,58.29" 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 60.34,17.49 47.98,55.51 8.02,55.51 -4.34,17.49" 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 60.34,17.49 47.98,55.51 8.02,55.51 -4.34,17.49" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>
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22. A net shows five squares. Four squares are arranged in a straight row. One additional

square is attached to the top edge of the second square in the row. When folded, which 3D shape does this net make?

A: Triangular prism
B: Open box (no lid)
C: Cube
D: Cuboid

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

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

stroke-width="1.5"/></pattern></defs><g><rect x="14.4" y="14.4" width="27.2" height="27.2" transform="rotate(270 28 28)" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

25. Look at the Shape Sequences 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="11.03,44.97 21.79,4.82 51.18,34.21" 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="11.03,11.03 51.18,21.79 21.79,51.18" 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="1.70,44.97 12.46,4.82 41.85,34.21" fill="#4c1d95" /><polygon points="20.36,44.97 31.12,4.82 60.52,34.21" 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 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="11.03,44.97 21.79,4.82 51.18,34.21" fill="url(#nvrHatch)" stroke="#4c1d95" stroke-width="1.5" /></g></svg>

Answer Key

1. A — Rule: rotate 90 degrees clockwise.
2. D — Rule: rotate the shape 90 degrees clockwise, fill unchanged. Picture the arrow tip on a clock face: pointing left is the 9 o'clock position. A 90-degree clockwise turn moves the tip to the 12 o'clock position, so the arrow ends up pointing UPWARD (option D). Check the distractors: A (downward) is a 90-degree ANTIclockwise turn; C (right) is a 180-degree turn; B changes the fill. Only D is a correct 90-degree clockwise rotation.
3. C — Rule: odd one out by size.
4. A — Shape is square throughout; size increases small-medium-medium, so next is large; shade is dark-dark-light, so next is light.
5. A — Rule: A:B::C:? via size-cycle.
6. A — Rule: odd one out by rotation.
7. A — The centre circle stays central. The top-right corner maps to the bottom-right corner after 90 degrees clockwise, and a diagonal outward arrow in that corner still points diagonally outward (now toward the bottom-right).
8. C — Rule: A:B::C:? via shade-cycle.
9. D — From left to right, the number of dots reduces (three -> one). From top to bottom, size reduces (large -> small). Bottom-right is a small hexagon with one dot inside.
10. E — Rule: odd one out by size.
11. C — Rule: mirror reflection across a vertical axis.
12. B — Rule: A:B::C:? via count-increment.
13. B — The sequence repeats light twice then dark twice; next is dark to complete the pair.
14. E — Rule: odd one out by fill.
15. D — Rule: A:B::C:? via shade-cycle.
16. A — Rule: odd one out by fill.
17. B — Rule: A:B::C:? via count-increment.
18. A — The pattern alternates shade (dark, light, dark) and decreases size; the next shape should be small and light.
19. A — Rule: mirror reflection across a vertical axis.
20. B — Rule: mirror reflection across a vertical axis.
21. A — Rule: odd one out by rotation.
22. B — A cube is a closed solid with six square faces, so its net must contain exactly six squares. This net has only five squares (four in a row plus one branching off the second). Folding five squares produces a box that is open on one side — an open box with no lid — because there is no sixth square to seal the final face. Therefore the shape is an open box (option B), not a cube. To make a cube you would need to add a sixth square.
23. C — Rule: odd one out by kind.
24. E — Rule: rotate 90 degrees clockwise.
25. A — Rule: rotate applied to triangle each step.

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