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GIA
Measuring ability
and aptitude

GIA

Example Booklet

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Introduction

There are five different tests in the General Intelligence Assessment (GIA) and examples of these tests are presented in this booklet. This booklet shows you each of the tests with samples of the types of questions and the way they will be presented on the computer.

When you complete the GIA, each test will have its own instructions and will have 8 practice examples for you to do before the main test begins. Although the GIA is to be completed on a computer, you will not have to use a keyboard as you will be able to answer the problems just by using a mouse to point and click at different parts of the computer screen. If you are using a laptop and you are accustomed to using a mouse rather than a laptop key pad, it is recommended that you attach a mouse to your keyboard.

On your testing day it is important that you work both **quickly** and **accurately** through each test.

What to do beforehand

Please read through this example booklet.

If you have any special requirements, a disability or any other condition that might affect your performance on the test please contact the person who has sent you the assessment to ensure that all reasonable adjustments have been made.

At the time of testing

Ensure you are in a quiet environment which is completely free from interruptions.

Each test lasts between 2 and 5 minutes. You will be given a few practice items to complete before you start each test. The overall GIA assessment (including instructions) should last between 30 - 45 minutes.

Please remember that both **speed** and **accuracy** are equally important.

Beginning the test session

If the test is administered to you, the person administering the test will arrange the computer and mouse. Please inform the administrator if you are left handed and prefer to have the mouse buttons reversed.

If you are completing the assessment independent of an administrator, you will be required to indicate the size of your screen/ monitor to ensure you are able to view the test on your computer screen.

Each test will begin by telling you a little about the test and demonstrate the method of answering questions.

Test 1: Reasoning

This is a problem solving test. Each question is about comparing two people; for example, who is **heavier** or **lighter** or **stronger** or **weaker** than another person.

A simple question might be:

Tom is heavier than Fred.
Who is heavier?

(Tom) **Fred**

Tom has been circled to show that **Tom** is the right answer.

A slightly more difficult question may be:

John is brighter than Pete.
Who is duller?

John **(Pete)**

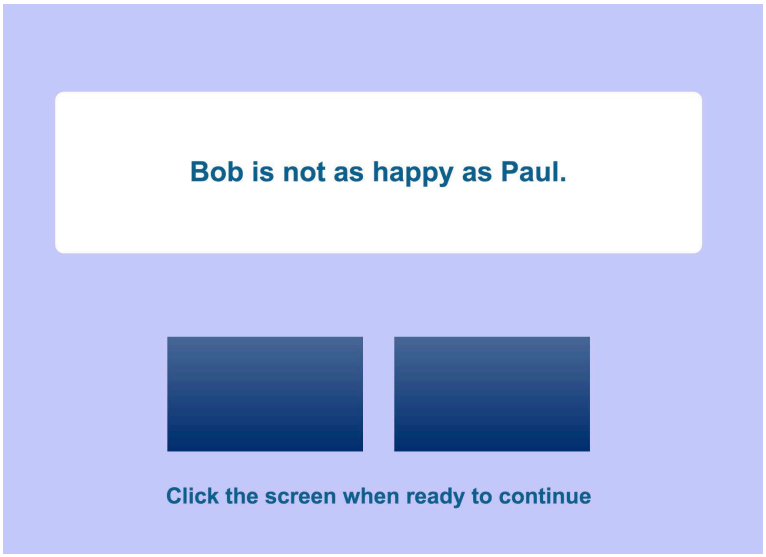
A more difficult question may be:

Wendy is not as strong as Rachel.
Who is weaker?

Rachel **(Wendy)**

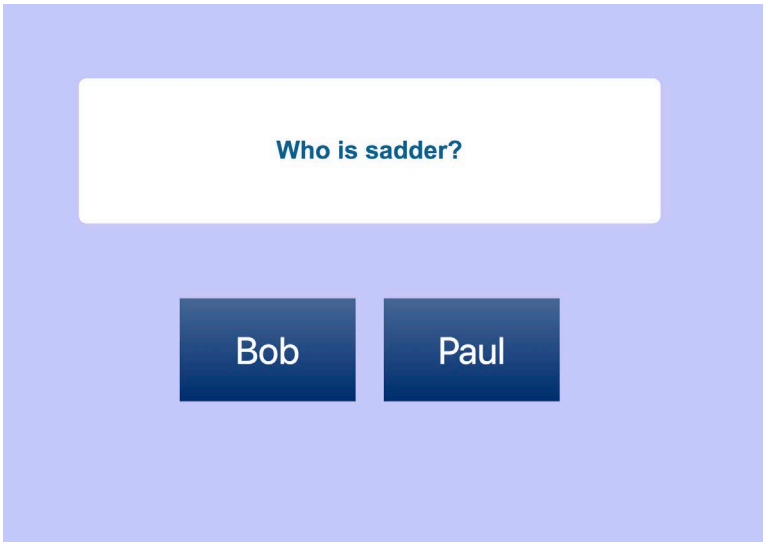
The computer version of the 'Reasoning' test.

In the computer version, this test will appear as follows:



You can study this statement for as long as you need to understand it fully, although the test requires you to work as **quickly** and **accurately** as possible. When you are ready you must click the mouse.

When you have done this the statement will disappear and a question about the statement will be shown together with two possible answers thus:

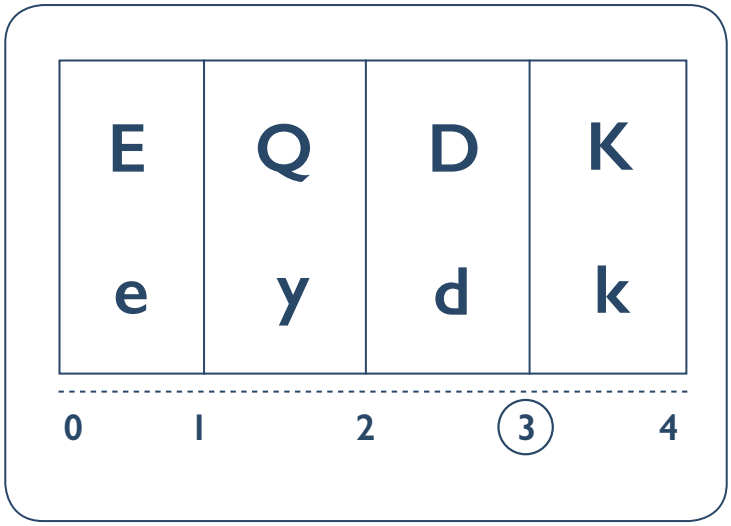


You must now move the cursor to the box which contains the correct answer. In this example you should click on the box with **Bob** in it. When you have done this, the next question will appear and so on until the end of the test.

Test 2: Perceptual Speed

The objective for this test is to identify how fast and accurate you are in checking things in your head.

For example:



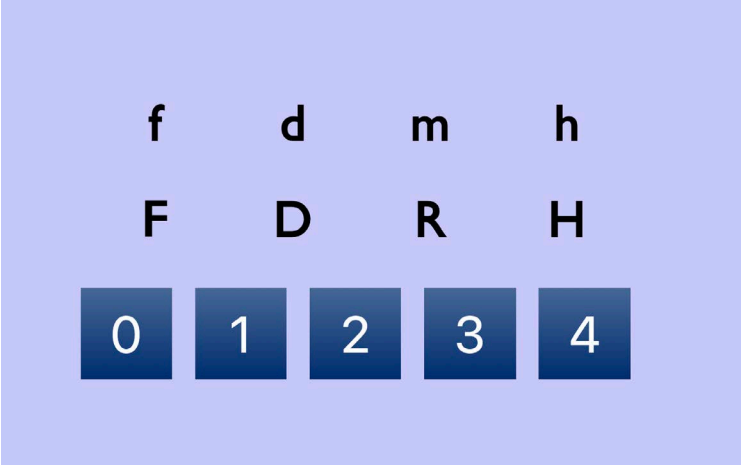
In this case, you will see four pairs of letters. Each pair has been put into its own box. You must decide how many pairs contain letters that are the same.

In this test capital letters (like **F**) are the same as small letters (like **f**). In the example above the first pair of letters (**E** and **e**) is the same; so are the third and fourth pairs (**D** and **d**) and (**K** and **k**). The second pair of letters (**Q** and **y**) is not the same.

So, you can count **three** pairs with the same letters. **The answer is 3**. As you see above, **3** has been marked as the answer.

The computer version of the 'Perceptual Speed' test.

In the computer version, this test will appear as follows



Each test question will have **five** possible answers shown in five boxes, numbered **0 – 4.**

In this example, the first pair (**f** and **F**) is the same letter.

The second and fourth pairs (**d** and **D**; **h** and **H**) are matching pairs too.

The third pair of letters (**m** and **R**) is not the same letter.

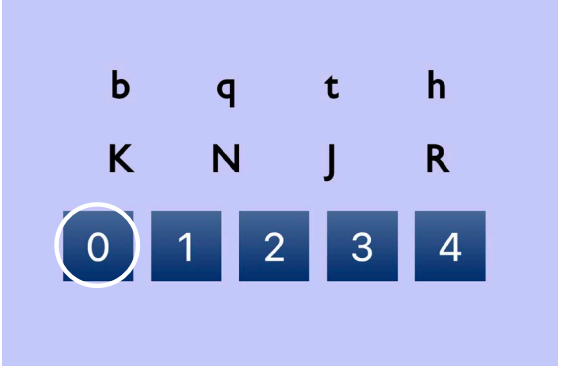
Therefore, in this example **there** are three pairs of the same letter, so the correct answer is **3** and you should move the cursor to the box with the number **3** in it and click there to select that answer.

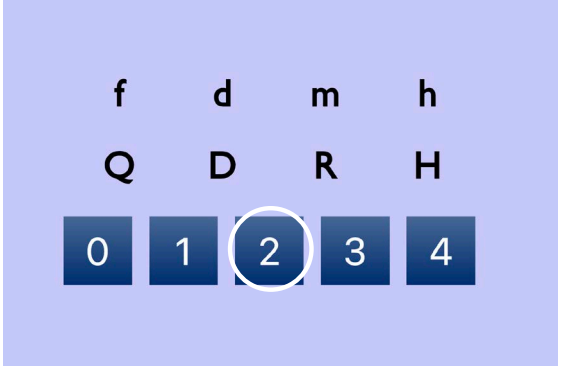
Like the other examples, you need to study each problem, identify the number of pairs that have the same letters and point and click on the correct answer.

Please work as **quickly** and **accurately** as possible.

Here are some more examples.

The correct answers have been indicated.





Test 3: Number speed & Accuracy

This test measures your speed and accuracy in carrying out number tasks in your head. For each problem presented, start by finding the **highest** and the **lowest** of the three numbers displayed.

Having identified those, decide whether the highest number or the lowest number is numerically further away from the remaining number.

For example:

As you will see, the **2** is the lowest number and the **8** is the **highest** number.

The **remaining** number is **4**. The number **8** is four away from the remaining number **4**, and the number **2** is two away from the number **4**. Therefore **8** is furthest away from **4**, and is circled above as the correct answer.

Three steps are needed to find the correct answer.

STEP 1. Working in your head, identify which number is the highest and which is the lowest.

STEP 2. Still in your head, identify which of those two (the highest or the lowest number) is numerically

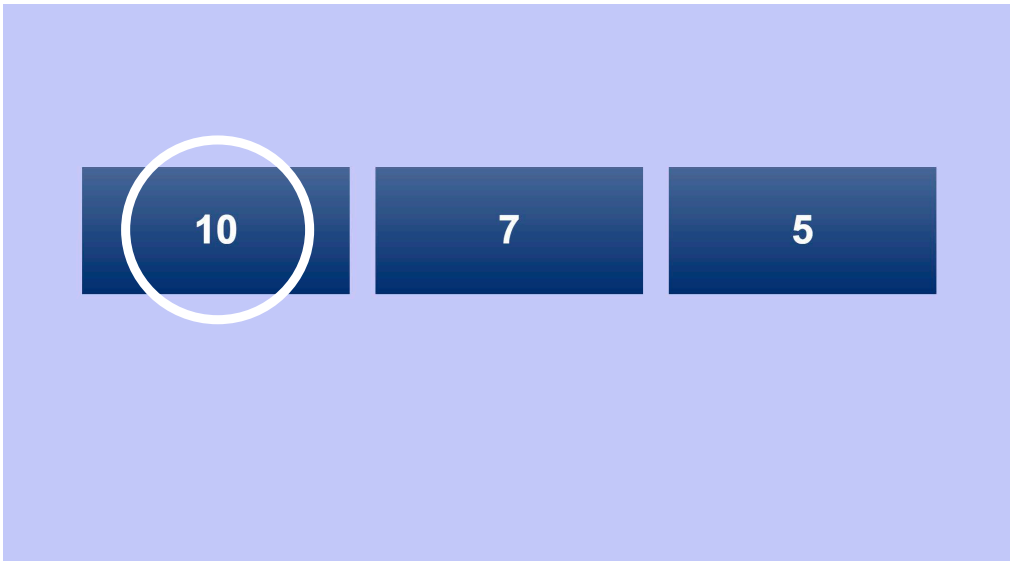
STEP 3. Select the answer.

Here is another example:

In this example **12** is the right answer and it has been marked accordingly. Here is why the answer is **12**: The highest number is **12**. The lowest number is **3**. The remaining number is **5**. **12** is seven away from **5**, and **3** is two away from **5**. So the correct answer to the question is **12**.

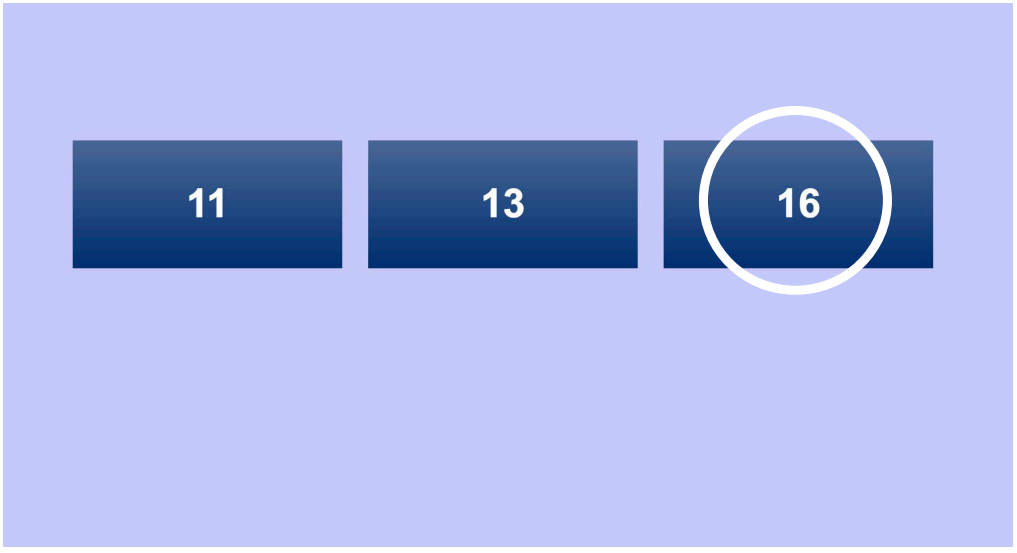
The computer version of the 'Number Speed & Accuracy' test.

In the computer version, this test will appear as follows:



5 is the **lowest** and **10** is the **highest**. **10** is numerically further from the **remaining** number **7** than **5** is, and so the answer to the question is **10** and you should click on the box with **10** in it.

Here is another example:

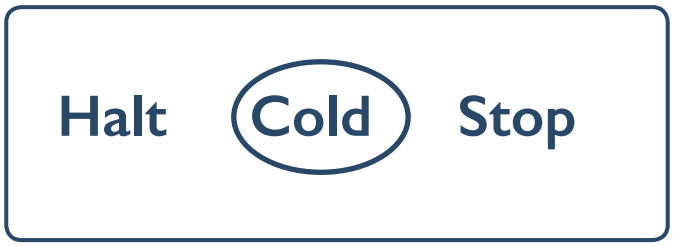


The answer to this example is **16** and you should click on the box with **16** in it. Please work as **quickly** and **accurately** as possible.

Test 4: Word Meaning

This is a test to see how quickly you can spot the **odd word** out in a group. You will be given three words. Two of the three will be related in some way, and the third is the odd one out. Each time, decide which word is the odd one out and click on it.

For example:



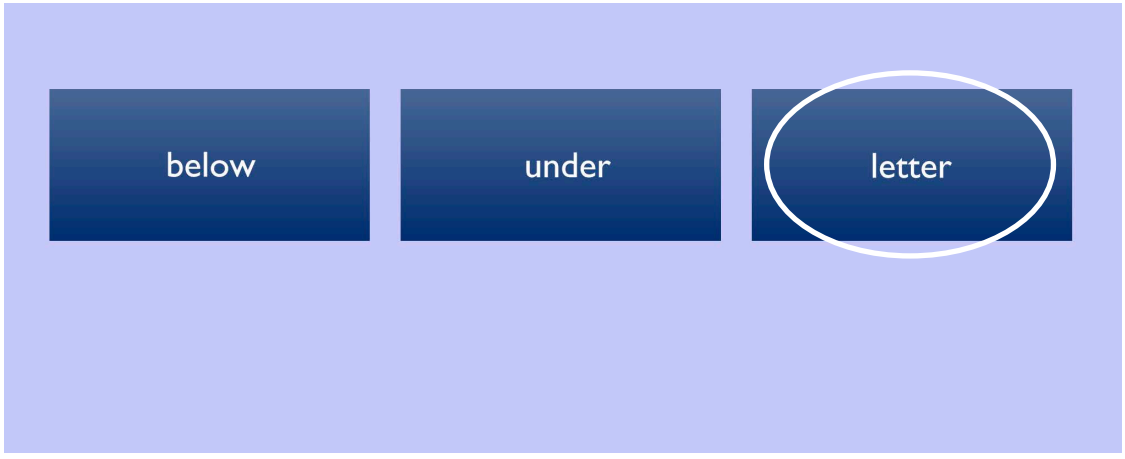
The odd word is Cold, because the other two words are similar in some way.

Here is another example:

Up and **Down** are opposites. So therefore the odd word out is **Street**.

The computer version of the 'Word Meaning' test.

In the computer version of this test the three words will be shown on the screen, each in its own box. As with the examples above, two of the words will be related in some way and the third is the odd one out. In the computer version, this test will appear as follows:



Below and **Under** have the same meaning and so the odd word is **Letter**. For each problem you should click on the box which has contains the **odd** word. Please work as **quickly** and **accurately** as possible.

Test 5: Spatial Visualisation

This test is designed to see how quickly you can rotate shapes/symbols in your head. Some symbols are paired with exactly the **same** symbol (which has been rotated), and some are paired with a **mirror image** (which has been rotated). The challenge is to see and count how many boxes contain a **matching pair** and then circle that number.

For demonstration purposes, the pairs have had boxes drawn around them to show each pair separately.

The two basic symbols used in this test and rotated on the page are: R and its mirror image Я

Look at these two symbols and you will see that no matter how many times they are rotated they can **never** match.

For example:

Each pair has two symbols. This test requires you to identify whether the bottom symbol in the box is identical to the top symbol, or is a mirror image of the top symbol. In all three pairs above, the bottom symbol never matches the top symbol, no matter how it is rotated because it is a mirror image. In other words, it looks like the top symbol reflected in a mirror.

In each pair above the two symbols are different because they cannot be rotated to match each other exactly.

Here is another example:

In the boxes above, for each box the symbol on the bottom **always** matches the symbol on top because they can be rotated to match the top symbol exactly.

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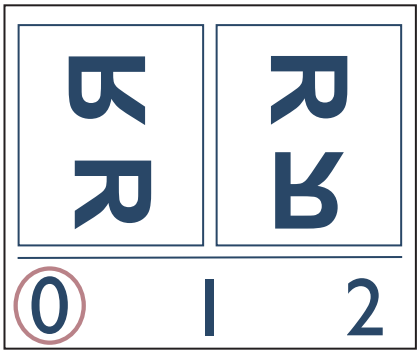
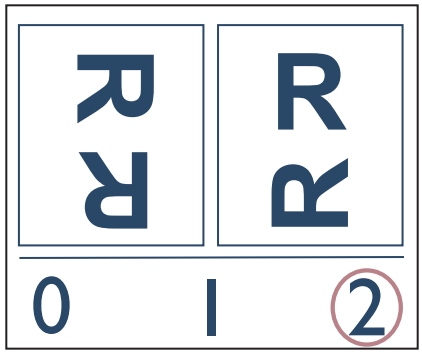
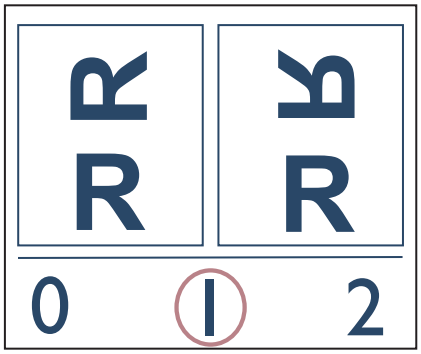
Look at the examples below

How many symbols on the bottom are the same as those directly above them, after they are rotated? Compare each symbol with the one directly above it.



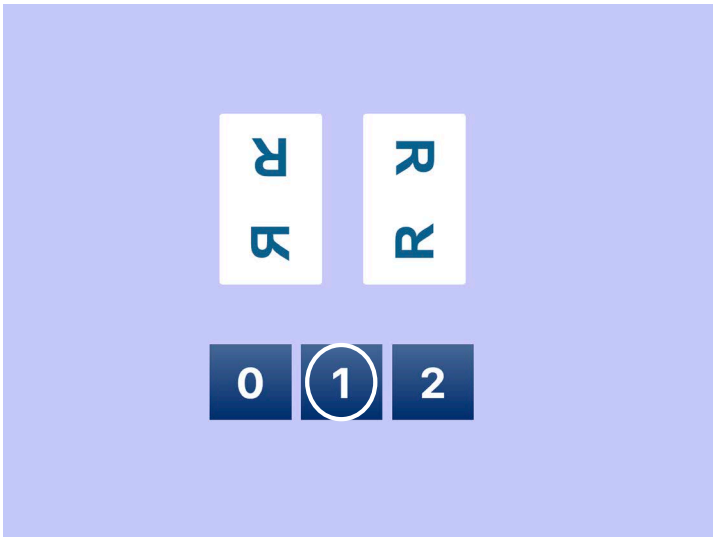




Check you understand **why** these answers are correct! In each question you have to show **how many pairs** are the same.

The computer version of the 'Spatial Visualisation' test.

In the computer version, this test will appear as follows:



The two symbols in the first pair (in the first white box) are **not the same**. The two symbols in the second pair are **the same symbols** but rotated. The answer, as shown above, would be **1** because one pair consist of symbols that are the **same**.

Please work both as **quickly** and **accurately** as possible.