

# Revision Mock 4 Answers

<p>Synonyms</p> <p>1) d (tumble)</p> <p>2) c (modify)</p> <p>3) c (wholesome)</p> <p>4) d(annoyance)</p> <p>5) b(labyrinth)</p> <p>6)c(accomplice)</p> <p>7) b (assorted)</p> <p>8) e(lawful)</p> <p>9) b (notorious)</p> <p>10) b (jump)</p> <p>11) b (infrequent)</p> <p>12) d (improve)</p> <p>13) b outdated</p> <p>14) d (changeable)</p>	<p>Antonyms</p> <p>1) B (honesty)</p> <p>2) b (Solid0)</p> <p>3) d (turbulent)</p> <p>4) c (ignore)</p> <p>5) b(safe)</p> <p>6) b (rapid)</p> <p>7 d (mildly)</p> <p>8) b (give0)</p> <p>9) a(minute)</p> <p>10) e (rough)</p> <p>11) b (final)</p> <p>12) d (cautious)</p> <p>13) d (detach)</p> <p>14) c (ungrateful)</p> <p>15) b (loyal)</p>	<p>Shuffle</p> <p>1) d</p> <p>2) b</p> <p>3) l</p> <p>4) g</p> <p>5) d</p> <p>6) b</p> <p>7) h</p> <p>8) c</p> <p>9) e</p> <p>10) d</p> <p>Piano keys</p> <p>1) C</p> <p>2) A</p> <p>3) B</p> <p>4) A</p> <p>5) D</p> <p>6) D</p> <p>Summer doing nothing</p> <p>1) C</p> <p>2) B</p> <p>3) D</p> <p>4) A</p> <p>5) C</p>	<p>CLOZE</p>	<p>Short Maths</p> <p>1) 64</p> <p>2) 96</p> <p>3) 21,34</p> <p>4) Isosceles</p> <p>5) 21</p> <p>6) 0.2013, 2.013</p> <p>7) 2898</p> <p>8) 1,2,3,4,6,8</p> <p>9) 2x3x3x5</p> <p>10) 15</p> <p>11) 40</p> <p>12) 15+16</p> <p>13) 270 min</p> <p>14) 92720</p> <p>15) 96 min</p> <p>16) 16</p> <p>17) one million</p> <p>18) 4.65</p> <p>19) 1,2,5</p> <p>20) -6</p> <p>21) 10th July</p> <p>22) 6</p> <p>23) 12</p> <p>24) Obtuse</p> <p>25) 8</p>	<p>Problem Solving</p> <p>1) 4cm</p> <p>2) 4.8</p> <p>3) £47.85</p> <p>4) 40 ml</p> <p>5) (9,4)</p> <p>6) 50 sec</p> <p>7) 20</p> <p>8) 10</p> <p>9) £0.55</p> <p>10) 27</p> <p>11) 56cm</p> <p>12) 24</p> <p>13) 20cm</p> <p>14) 2</p> <p>15) 11:00</p> <p>16) 60 min</p> <p>17) 18</p> <p>18) 12</p> <p>19) 36</p> <p>20) 81,243</p>	<p>NVR Series</p> <p>1) e (change of colour, rotation and tail switches left and right)</p> <p>2) C (rotation of arrow c/w, shading of circle switches and horizontal line btm, top and disappers)</p> <p>3) c (arrow and circle moves along the table)</p> <p>4) a (Lines disappearing from corner and btm diagonal lines)</p> <p>NVR Odd Oout</p> <p>1) D ( tail and head shapes need to be identical)</p> <p>2) D (Line coming out is always diagnol down)</p> <p>3) a (Outside shape must match black inside shape)</p> <p>4) c (diagnol inside square must pont to corner of hexagon)</p> <p>NVR Hexagon Matrices</p> <p>1) d (series around hexagon and refelction)</p> <p>2) b (reflection of figure)</p> <p>3) c (clockwise shapes gets bigger but also rotates anticlockwise)</p> <p>4) c (symmetry and completes inside star)</p>	<p>NVR Similar Shapes</p> <p>1) e (4 sides and vertal stripes)</p> <p>2) d (alternate shading and symmetry)</p> <p>3) e (triangle and four sided shape)</p> <p>4) c (black circle in tail and 2 identicle shapes in body)</p> <p>NVR Codes</p> <p>1) a : 3rd letter determines inside shape</p> <p>2nd letter determines shading</p> <p>1st letter determins outside shape</p> <p>2) d: 3rd letter size of circle</p> <p>2nd letter no. of blacks</p> <p>3) d: 1st letter shape</p> <p>2nd letter dot or not</p> <p>4) e: 3rd letter arrow direction, 2nd letter 1st shape</p> <p>NVR Analogy</p> <p>1) c: large sape looses shape and black increase by 1</p> <p>2) c: shapes swap and shading roted clockwise 90 degrees</p> <p>3) e - arrow points in and each arrow head rotated 180 degrees</p> <p>4) d - small rotates 90 degrees clockwise and gets bigger</p>
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