

Aptitude Test Mock 3 Part 2



First Name:

Last Name:

Primary School:

Date of Birth:

Today's Date:

This paper is divided into two parts.

Part 1 includes:

- Maths (20 minutes)
- Non-Verbal Reasoning (10 minutes)
- English (20 minutes)
- Verbal Reasoning (10 minutes)

Break (30 minutes)

Part 2 includes:

- Puzzles & Problem Solving (15 minutes)
- Creative Comprehension (25 minutes)

Total test time: 100 minutes

Aptitude Test – Puzzles & Problem Solving

Read the instructions carefully.

1. Do not turn the page until you are told to do so.
2. You may work the questions out in your head, or by working out on the white area around the question.
3. Work as quickly and carefully as you can.
4. Make any alterations to your answers **clearly**. You will not lose marks for crossing out.
5. You will have **15 minutes** to do this test. If you find you cannot do a question, do not waste time on it, but go on to the next one.
6. Once the test has begun, you should not ask about questions in the test.
7. The use of electronic calculators of any description (including smart watches) is **NOT** permitted.

Puzzles & Problem Solving
(15 minutes)

- 1 Complete the multiplication table below. Use each of the numbers shown in bold on the left once. Write the numbers into the grey squares on the grid.

8	9	4
2	3	5
6	10	7

×					
	6		21		27
		20		40	
	12			48	54
		40	70		

What is the total if we add the numbers in the top row?

- 2 Complete the multiplication table below. Use each of the numbers shown in bold on the left once. Write the numbers into the grey squares on the grid.

4	3	5
11	7	12
6	9	8

×	4	7	8	11	12
3	12		24		36
5		35		55	
6		42	48		72
9	36			99	

What is the total if we add the numbers in the top row?

- 3 Use the numbers in bold to fill the gaps in the squares to complete each pair correctly. Some of the numbers have been done for you.

$$\begin{array}{ccc} \textcircled{120} \text{ out of } \square & \square \text{ out of } \square & \square \text{ out of } \textcircled{60} \\ = 50\% & = 10\% & = 80\% \end{array}$$

35	48	240	350
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What is the smallest difference between the numbers in each pair?

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- 4 Use the numbers in bold to fill the gaps in the squares to complete each pair correctly. Some of the numbers have been done for you.

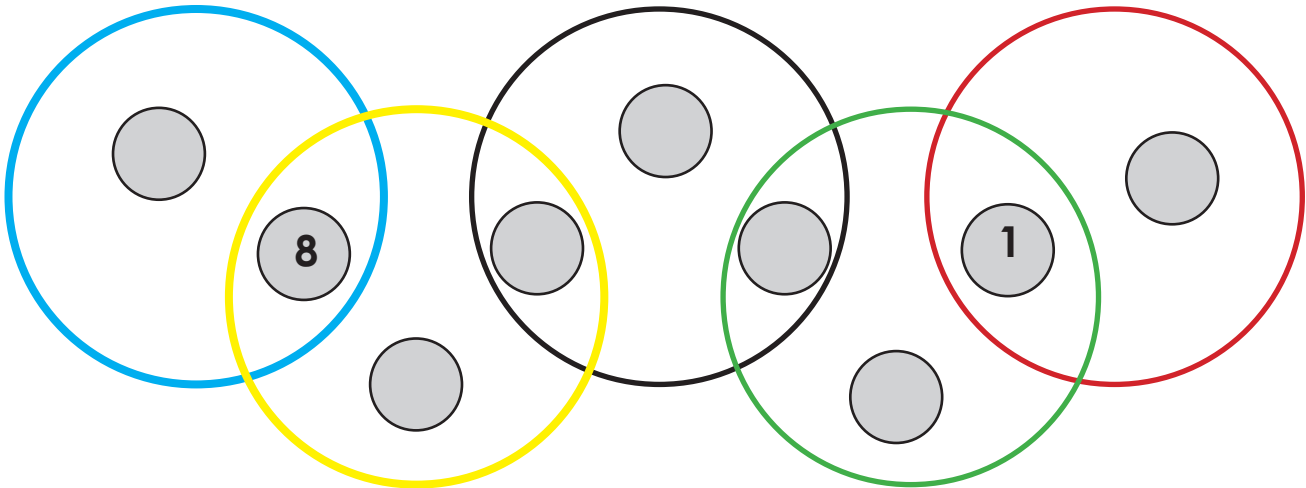
$$\begin{array}{ccc} \textcircled{24} \text{ out of } \square & \square \text{ out of } \square & \square \text{ out of } \textcircled{150} \\ = 20\% & = 60\% & = 30\% \end{array}$$

45	120	60	36
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What is the smallest difference between the numbers in each pair?

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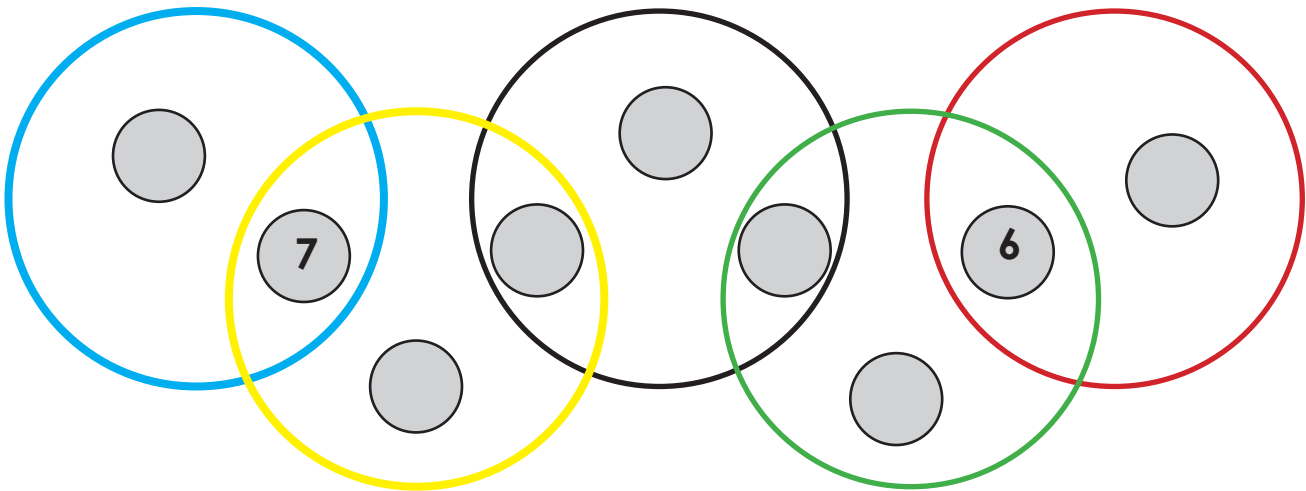
- 5 Use the numbers in bold to fill the gaps in the rings, so that the sum of the numbers in each ring is 14. Two of the numbers have been done for you.



2	7	10	13	3	6	4
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What is the sum of the odd numbers in the black ring?

- 6 Use the numbers in bold to fill the gaps in the rings, so that the sum of the numbers in each ring is 21. Two of the numbers have been done for you.



15	9	10	13	4	14	2
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What is the sum of the even numbers in the green ring?

Aptitude Test – Creative Comprehension

Read the instructions carefully.

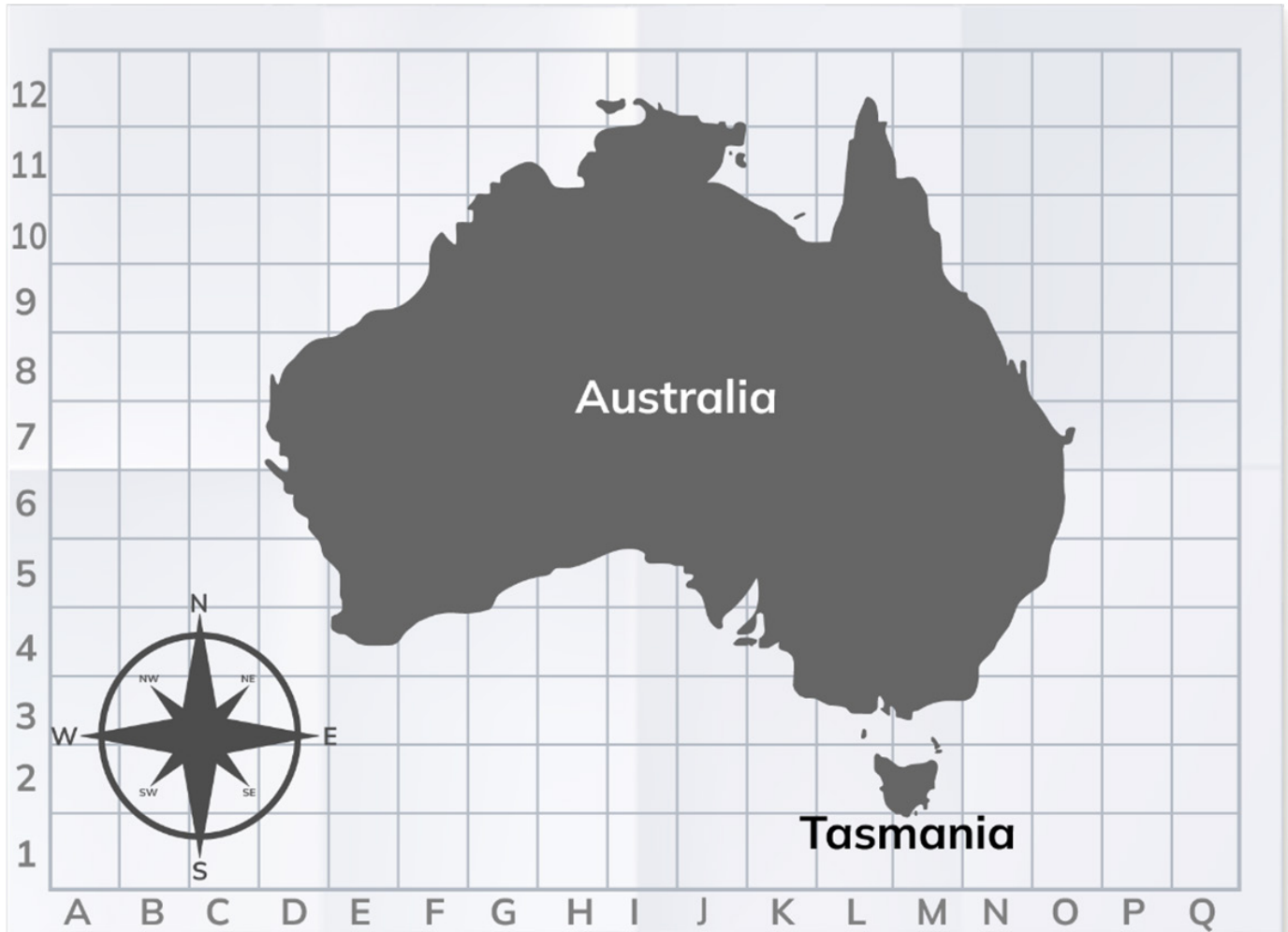
1. In this section you are required to analyse various sources and then answer questions about them.
2. You can refer back to the sources as many times as you need.
3. For each question, choose the correct answer choice by circling it.
4. Do not turn the page until you are told to do so.
5. Work as quickly and carefully as you can.
6. You will have **25 minutes** to do this test. If you find you cannot do a question, do not waste time on it, but go on to the next one.

Creative Comprehension

(25 minutes)

Analyse the sources and then answer the questions that follow.

Source 1



Source 2

In the novel *Gulliver's Travels* by Jonathan Swift, Lemuel Gulliver finds himself in a series of strange and exciting lands, meeting fascinating characters. This includes rough and wicked humans, calm giants and even highly intelligent horses who believe truth is a very important quality. While reading this adventurous tale, many have tried to figure out where these imaginary places might be on a real-world map. Since the story mentions actual countries and locations, readers can make educated guesses about where *Gulliver's Travels* may have taken place.

For example, in Chapter V, we learn that 'The empire of Blefuscu is an island situated to the north-east of Lilliput, from which it is parted only by a channel of eight hundred yards wide.' Another part of the story describes Gulliver's journey to Lilliput by boat, explaining that 'we were driven by a violent storm to the north-west of Van Diemen's Land. By an observation, we found ourselves in the latitude of 30 degrees 2 minutes south.'

Van Diemen's Land was the name given to the island now known as Tasmania. This name was used by European settlers when they took control of the land from the Aboriginal people who originally lived there. They attacked and forcibly removed many of them.

Source 3

Location	Description	Possible Real-World Equivalent
Lilliput & Blefuscu	People approximately 15 centimetres tall	Near Indonesia or the Indian Ocean
Brobdingnag	Land of giants	Pacific coast of North America
Laputa, Balnibarbi, Luggnagg	Floating island	Japan or Southeast Asia
Houyhnhnms	Clever horses	Southern Hemisphere, near Australia or South America
Yahoos' Land	Crude and brutish humans	Southern Hemisphere, near Australia or South America

- 1** Which grid square contains most of Tasmania in Source 1?
- A K1
 - B N2
 - C M2
 - D P4
 - E L2
- 2** According to Source 3, which fictional place is linked to the Pacific coast of North America?
- A Lilliput
 - B Laputa
 - C Brobdingnag
 - D Houyhnhnms
 - E Yahoos' Land
- 3** Which source provides historical information about Tasmania's former name?
- A Source 1
 - B Source 2
 - C Source 3
 - D Sources 1 and 3
 - E Sources 2 and 3

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What does the compass in Source 1 help you determine?

- A The distance between islands.
- B The climate of Tasmania.
- C The direction of north.
- D The historical background of Lilliput.
- E The latitude and longitude.

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Which description best fits the Houyhnhnms according to Source 3?

- A Clever horses
- B Evil and cunning creatures
- C Small people with flying machines
- D Land of giants
- E Seafaring islanders

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According to Source 3, which real-world region is associated with Laputa, Balnibarbi, and Luggnagg?

- A North Africa
- B Southern Europe
- C Southeast Asia
- D Australia
- E Southeast Asia

- 7** According to Source 3, what feature distinguishes Brobdingnag from the other lands?
- A Its flying technology.
 - B Its strong navy.
 - C Its tropical setting.
 - D Its population of giants.
 - E Its clever horses.
- 8** What theme is shared between the Houyhnhnms and the Yahoos?
- A Both are clever animals.
 - B Both live in the Northern Hemisphere.
 - C Both are found in the same general region.
 - D Both are obsessed with treasure.
 - E Both are peaceful societies.
- 9** What does Source 2 suggest about the impact of European settlers on Tasmania?
- A They built many schools.
 - B They introduced horses.
 - C They renamed it Lilliput.
 - D They left it untouched.
 - E They removed Aboriginal people by force.

- 10** According to Source 1, which place is directly north of Tasmania?
- A Blefuscu
 - B Australia
 - C Brobdingnag
 - D Japan
 - E Yahoos' Land
- 11** Looking at sources 1 and 2, which of the following coordinates could be the location of the fictitious Lilliput?
- A P3
 - B M7
 - C H9
 - D K3
 - E Q12
- 12** According to sources 2 and 3 there are two islands where inhabitants are around 15cm tall. How far apart are these islands?
- A 2 minutes
 - B 800 yards
 - C 30 degrees
 - D 15cm
 - E You cannot tell

13 Look at sources 2 and 3. On which island would you find crude humans?

A Yahooos' Land

B Laputa

C Brobdingnag

D Blefuscu

E Luggnagg

14 Use Sources 2 and 3. Which group from *Gulliver's Travels* values truth most highly?

A Yahooos

B Brobdingnagians

C Houyhnhnms

D Lilliputians

E Laputians

15 What is likely a reason Jonathan Swift included real places in his story?

A To sell more books.

B To teach geography.

C To confuse readers.

D To help readers imagine the locations.

E To copy real voyages.

- 16** Looking at source 2, what can we infer about Gulliver's journey, based on the passage?
- A Gulliver travelled to real places that exist on modern maps.
 - B *Gulliver's Travels* includes both real and fictional locations.
 - C *Gulliver's Travels* is a non-fiction text.
 - D The story of *Gulliver's Travels* is based on true historical events.
 - E Jonathan Swift travelled to many places.

Working-out Space

[illegible]

END OF PART 2

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