

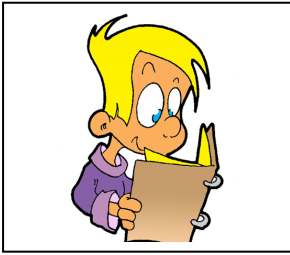
Analogies: Object to Movement / Movement to Object

We associate most objects (and people) with certain movements. Here are some examples: *eye : wink, cat : pounce*.

Try this sample analogy.

baby : crawl :: ____ : buck

- a. treadmill b. sloth
c. bronco d. rhinoceros



EXPLANATIONS: Something that bucks “jumps upward quickly, with its head down and its back curved.” A treadmill doesn’t have a head or a back. A rhinoceros is too heavy to jump, and a sloth is too slow moving. Bronco is the only possible answer.

Most beings and machines move in several different ways, of course. The trick is to identify the movement that is impossible for that object.

Directions: Unscramble the letters to complete each analogy.

1. worm : wiggle :: artist : _____ (WARD)
2. chew : mouth :: swim : _____ (HISF)
3. flex : muscle :: beat : _____ (RATHE)
4. tailor : sew :: pelican : _____ (VIDE)
5. sparrow : fly :: ballerina : _____ (CENAD)
6. hand : grasp :: foot : _____ (CIKK)
7. rock : cradle :: _____ : pendulum (WINGS)
8. termite : nibble :: lever : _____ (TIFL)



Directions: Find the word that best completes each analogy. Circle the letter.

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| <p>9. wheel : turn ::
snail : ____
a. scamper
b. creep
c. tiptoe
d. float</p> | <p>11. Earth : rotate ::
____ : leap
a. elephant
b. octopus
c. shot-putter
d. deer</p> | <p>13. sun : rise ::
eagle : ____
a. stretch
b. waddle
c. soar
d. stumble</p> |
| <p>10. gear : shift ::
meteorite : ____
a. waver
b. sprint
c. plummet
d. tremble</p> | <p>12. rabbit : hop ::
____ : spew
a. volcano
b. puddle
c. snow
d. tape recorder</p> | <p>14. snake : slither ::
eagle : ____
a. lumber
b. hover
c. hop
d. gallop</p> |