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Name— Age—
Class— School/College—
Father's/Guardian's name— Occupation—
Home address— Date—

GENERAL INSTRUCTIONS

In this booklet you will find mentioned some interesting problems which will require the use of your thinking ability and imagination to solve them. The purpose is to see how quickly and imaginatively you can think under situations which require novel ways of dealing with them. Read each problem carefully and apply your best thinking in giving the responses. Write your responses either in English or in your mother tongue. Responses have to be given briefly but clearly in the space provided under each problem. Give a serial number to each of your responses. There are no right or wrong responses to any of these problems. Therefore use your imagination to think of as many responses as you can.

The problems are divided into Four Activities. Each Activity is separately timed. Within the time-limit for each Activity you may work on the different problems according to your speed. When you finish one problem, go to the next. If necessary, you may return to the previous one again for any addition you would like to make. Remember that you have not to go the next Activity until the time for the first Activity is over and you are told to proceed further.

At the end you will be given 5 minutes extra time, which you may use at any problem of any Activity in which you want to do additional work.

Please do not omit any problem.
Activity: 1. What will happen, if.....................

DIRECTIONS:

1. On this and the next page, you have been given some situations which will appear to you impossible. You have to think what would happen if such situations actually arise.

2. Give as many ideas as may come to your mind but try to think as many novel ideas as you possibly can. Ideas which you think no one else might have thought of what would be the best. Write your responses in the space provided for.

3. You will be given to 15 MINUTES for this activity. After every five minutes you will be told the time so that you may move on to the next problem in the activity.

An example has been given which will help you to know what you have to do.

Example:

Question— What will happen if birds and animals start speaking like man?

Responses: (i) This world will change into a different kind of society.
(ii) New leaders will emerge from amongst the animals.
(iii) It is possible that a donkey will become our leader.
(iv) It is also possible that he becomes our prime minister.
(v) Men may confide their secrets to their animal friends, etc.

PROBLEMS:

1. What will happen if man flies like birds?
2. What will happen if your school is put on wheels?

3. What will happen if man does not require any food to eat?
Activity : 2

**NOVEL USES OF THINGS**

_DIRECTIONS:_

1. On this and the next page, you have been given names of certain things which could be used in many different ways. You have to think in how many different and new ways the things may be used.

2. Write as many uses as you can, but do try to think also those which are novel, that is, those which you think no one else might have thought of.

3. You will be given 12 MINUTES for this activity. After every four minutes you will be told the time so that you may move on to the next item in the activity.

Below is given an example which will help you to know what you have to do.

*Example:* Newspaper.

*Uses:* 
(i) To read the news  
(ii) To make paper toys  
(iii) To get protection from the sun.  
(iv) To wrap something.  
(v) To cover a dirty place; etc.

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**PROBLEMS**:

1. Piece of stone
2. Wooden stick

3. Water
Activity : 3

SIMILARITIES

DIRECTIONS :

1. On this and the next page, you have been given pairs of words which can be related to each other in many different ways. You have to think in how many different and new ways are they related.

2. Write as many relationships as you can, but also try to think those which are novel, that is, those which you think no one else might have thought of.

3. You will be given 15 minutes for this activity. After every 5 minutes you will be told the time so that you may move on to the next problem in the activity.

Below is given an example which will help you to know what you have to do.

Example : Man and animal

Relationship : ( i ) Both have life.
              (ii ) Both need food and water.
              (iii) Both can fall ill.
              (iv) Both are afraid of enemy.
              (v ) Both have the experience of feeling cold and hot, etc.

PROBLEMS :

1. Tree and House
2. Chair and Ladder

3. Air and Water
Activity : 4 Making Things More Interesting and Useful

DIRECTIONS:

Just keep in mind a simple model of a horse. You have to imagine in what ways you can change this simple model into an interesting and novel one for children to play with. You may think of adding any number of parts or accessories in order to make it really interesting and fascinating for children. Do not bother about the cost of the new parts or accessories that you would like to use in order to make the toy model interesting and fascinating for children.

Write all the ideas which come to your mind in a serial order in the space given below.

You will be given 6 minutes for this activity.
## SCORING SHEET

### ACTIVITY I

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### SCORE SUMMARY

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*See back page for further instructions regarding originality scoring.*
**ORIGINALITY SCORING FOR RESPONSES NOT MENTIONED IN THE RESPONSE LIST**

For any novel response not mentioned in the response list given in the manual, first of all briefly note it down in the space provided below giving the number of the activity and the item to which it belongs. Then, after you have scored all the test scripts, give it a score according to the scheme given in the manual and note the score in the appropriate column in the Scoring Sheet. In all probability, there will be very few such responses.

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