APPENDIX 5

SCORING CRITERIA AND SAMPLE ANSWERS: COMPREHENSION:

Responses are scored 2, 1 or 0 (except for items 1 and 2 which are scored 2 or 0) depending on the degree of generalization and the quality. Since no attempt has been made to list all possible replies, the examiner will have to use his judgement when he encounters unusual responses. Poor verbalization should not be penalized - a satisfactory 2-point response may be badly worded. Where it is indicated that a response should be questioned, as shown by (0), the reply to the questioning should be evaluated according to the stated criteria.

For every item, the general criteria for each level of credit is shown, followed by some typical answers. Most of the 0 point examples given typify marginal responses.

1. **Engine:**

   2 points - Response showing knowledge that engine provides power to move the train.

   To pull on .... For it to have power...

   In order to pull the load ..... To push it and the passengers.
0 points - Response not including idea of moving the train.

To keep the engineer warm ..... To lead the passengers or freight, you could not go anywhere without a ladder, like a captain in the army ..... To pay attention to the signals ..... To whistle when they come to a cross roads or a curve.

2. Clothes:

2 points - Any response which includes the idea of cleaning.

To get them clean ..... To have a clean suit ..... To get the dirt out ..... To get the germs out ..... So they will look good and clean.

0 points - Response not including reference to cleaning. Because it is Monday ..... It is good thing to do ..... To keep out of mischief ..... Because the God says so.

3. Bad Company:

2 points - Any response containing the idea that a person is changed for the worse, corrupted or improperly influenced by
bad company. Corrupts your own way of thinking .... They make you bad .... They will lead you into temptation .... So that you would not be bad yourself...
Influence our behaviour - Our thoughts ...
Keep from being spoiled by them ....
Usually follow in their footsteps...
Become like them .... They teach you to be bad.

1 point - Reference to a specific outcome rather than a generalization of effects of bad company. Ruin reputation .... So you would not get into trouble ....
Being classed as bad company yourself...
Cause you trouble all your life if you stay with them.... To keep your reputation finally become criminal yourself...
Teaches you to be a crook.

0 point - Reference to badness alone without further explanation, or idea of keeping out of trouble without explanation of why person would be in trouble. Bad company is no good .... Keep better company.... Get involved in a situation we could not control .... Cause do not learn anything good .... They give you trouble .... So we would not be picked up.
4.

Envelope:

2 points - Any response which shows recognition that letter should be put into the mails immediately. Return it to post office .... Mail it .... Drop it in nearest box.

1 point - Recognition that letter is property of someone else but poor idea as to disposition of it. Give it to policeman .... Take it to dead letter office. Try to find owner.

0 points - No idea of what to do with letter or that the letter is the property of someone else. Leave it alone .... Open it .... Take the stamp and leave it.

5.

City Land:

2 points - Mention of demand with the implication of limited supply.

Law of supply and demand .... More people want city land .... Because there is less of it and more people want it .... Being used more, more people want the location .... Harder to get in the city (explained demand).
I point - The idea of supply without the implication of demand, or mention of more than one convenience located in the city such as: theaters, stores, transportation, safety control, utilities, sanitation, streets. More people in the city .... Less land in the city .... Because you have better roads and more facilities - police, water, fire department .... Scarce in city (unexplained) .... Better business possibilities.

6. Brooks:

If the response is another proverb, ask for an explanation and score according to criteria.

2 points - an abstract generalization. If there is no depth, tendency is to talk a lot ... shallow people talk a lot ... people who have something
on the ball do not have to brag.

1 point - A reversal, or a specific instance, water running over rocks with no depth makes noise...

People who have a complex often make a lot of noise to cover up their shortcomings...

People who talk a lot do not think very deep.

7. Movies:

2 points - Recognition that a person in authority on the scene, such as manager or usher, should be notified.

Report it to usher .... Report it to manager .... Tell the man who shows you to your seat.

1 point - Recognition that responsible action, though not so immediately effective, should be taken. Ring the fire alarm...

Try to put fire out or call fire department.

0 points - Description of actions which would be creat a panic or would not avert disaster. Shout 'fire' .... I would try my best to get at .... Stay calm .... Warn the other people .... Run out .... Walk to nearest exist .... Go for water.
8. **Child labour:**

2 points - Mention of any two of these reasons: health, education, general welfare, exploitation, avoid cheap labour.

Avoid exploitation & protect health - to allow children to get an education and mature before being forced to work.

1 point - Mention of one of the reasons. To protect children by keeping them in school - most businessmen would take advantage of children and have them work for nothing.

0 points - The idea of protection alone or no explanation of why child labour is bad. Idea that child labour laws are to protect jobs for adults. Cheaper labour - injurious to children; if you do not, labour would be so cheap you would not get much for your labor - children can not take care of themselves - to prepare children for adult age.

9. **Deaf:**

2 points - A knowledge that one must hear sounds or speech before being able to repeat them.
Have to hear to repeat the sounds - They have not heard other people talk and do not learn how to talk - Because you can learn to talk by hearing.

1 points - The idea that hearing and talking are connected without the knowledge of how.

Cannot hear so cannot talk - Cannot hear how sounds are produced - They are never able to tell correct form of words - Because he cannot hear what he said.

9 points - No idea of that learning to talk has dependence on hearing others. The glands are connected - Must be that nerves are bad - That is the way you are born - The vessels of ear and tongue are connected.

10. Taxes:

2 points - Support of the government or government institutions. Keep up the government - support the government - So government should keep going - To run country (explained)
1 point - Specific mention of two or more institutions supported by the government.

pay for police department, for reads, etc - Keep all state schools, Keep the institutions - For upkeep of institutions of all kinds.

0 points - Reference to one specific institution, Organization or job showing no grasp of the idea that taxes are used for the entire government structure.

To pay city workers - It is their government - For their protection from gangsters, etc. - For unemployed - So that other people could make more money - Help city and city helps you.

11. Irons -
If the response is another proverb, ask for an explanation and score according to criteria.

2 points - An abstract generalization - When an opportunity comes, take advantage of it - Do it when you have the chance.

1 point - A specific instance or a related but not quite equivalent generalization. Iron has to be hot to be bent - Do it today - If you have a good idea, go ahead with it before someone changes his mind.
0 points - No recognition that the statement is a proverb. Responses about strikes, ironing.
Vague explanation of taking advantage of a situation on a personal level. Literal translation or elaboration.
If somebody is mad at you get even with them when you are both mad - It is a 'get even' idea - Do the first thing that comes to mind - Iron your clothes when the iron is hot - Go by your impulse.

12. Swallow:

If the response is another proverb, ask for an explanation and score according to criteria.

2 points - An abstract generalization - Don't generalize from a single instance - Should not jump to conclusions - Can not predict from a single experience.

1 point - A specific instance, or a related but not quite equivalent generalization. One indication of success does not presuppose complete success. One part does not make a string section - If one wins once, it does
not mean you will win all the time - One bird might be ahead of all the others and summer may still be a long way off.

0 points- No recognition that statement is a proverb, or distortion of meaning of proverb at very specific level.

When you do something good once, you are not the boss - A flock of swallows would all be gone at summer time - Takes lots people together to solve a problem.

13. Forest:

2 points - Any explained use of natural phenomena in order to find a way out or a systematic approach to the problem.

Try to go in one direction by using sun (or a stream, moss, etc) - Use of watch as compass - Look for a stream or path and follow it to avoid circles.
1 point - Mention of a haphazard means of getting out, or a partial 2 point response unexplained.

By the un (unexplained) - Moss (unexplained).
Follow a path - Walk in the direction of the sun - Climb to top of tallest tree and try to locate landmark - Look for landmarks for bearings.

0 points- Use of unreliable or senseless phenomena or reliance on people.

Try to find a policeman to help you find your way out - Keep on walking - Try to find the way you got in - Wait for a forest ranger - I usually watch the way I go in and follow the moon - I would shout.

14. **Radio Licence:**


1 point - Mention of the one usage or function of the licence fees - To establish new
radio stations - To pay the employees of
radio station - To pay the artists.

0 points - Of the usage of money paid for radio licence,
though aware that the fees must be paid.
Know about the unpaid licence - Can know
about the black money - Respect the law -
To detect the stolen radios - To prevent
criminal acts.
SCORING CRITERIA AND SAMPLE ANSWERS: SIMILARITIES:

The general criteria for scores of 2, 1 or 0 for any item are as follows:

2 points - Any general classification which is primarily pertinent for both members of the pair.

1 point - Any specific properties common to both and which constitute a relevant similarity.

0 points - Specific properties of each member of the pair, generalizations which are not pertinent or differences.

The following examples are some typical responses from the standardization population and illustrate how they were scored. The words 'Both are' or 'both have' may be understood as preceding most of the responses.

1. **ORANGE - BANANA:**

   2 points - Fruit

   1 point - Food ... To eat ... Have peels ... Same colour ... Grow ... Contain vitamins

   0 points - Round ... Same shape ... Contain calories
2. DOG - LION:

2 points - Animals ... Mammals
1 point - Legs ... Fur ... Tail ... Belong to same species
0 points - Look alike ... Lion grows, dog barks...
            Dangerous

3. NORTH - WEST:

2 points - Directions ... Compass points
1 point - Tell you where you are going ...
            Places on a map
0 points - Distance ... Go either way

4. SHIRT - FROCK:

2 points - Garments ... Wearing apparel ...
            Clothing
1 point - Made of cloth ... Keep you warm ...
            To wear ... Cover the body ... Things to put on.
0 points - Coat is warmer than dress ... Made of same material ...
            You put coat on top of dress ... Have buttons.

5. KNIFE - SCISSOR:

2 points - Tools ... Cutting implements
1 point - To cut ... Hardware
0 points - Made of metal ... People are afraid of them ...
            Have handles ...
6. **AIR - WATER:**

2 points - Necessary for life ... Have to have air to live and must have water to live ...

Necessary for functioning of the human body ... Can not live without them.

1 point - Elements ... Have oxygen ... Help us to live ... Means of transportation ...

You need both ... Fluids

0 points - Every where on earth ... Nature's products ...

Contain water ... Nature's gifts ...

Breathe the air and drink water ...

Water is a substance and air is a substance ... Keeps on going, so does water keep on going ... In clouds

7. **BICYCLE - BOAT:**

2 points - Vehicles ... Tools for travelling

1 point - We can go one place to another from both

0 points - Things ... Necessary for man ... Bicycle runs on road and Boat on water ...

Prepared from iron

8. **EYE - EAR:**

2 points - Senses ... Sense of perception ... Organs ...

Receptors of stimuli
1 point - Organs ... Parts of the body... You know from them ... You get knowledge from them

0 points - Necessary to man ... See with eye, hear with ear ... Both have an Opening...
Can tell what you are saying ... You read lips and ear hears what you say...
You need both.

9. FLY - TREE:

2 points - Living things ... Have life ...
1 point - Breathe ... Grow ... Need food ...
Created by nature ... Need sunlight to live ...

0 points - Up in air, outdoors ... Fly has wings, tree has leaves ... Fly is small, tree is big... Useful to man ... Carry germs

10. TRANSISTOR - REFRIGERATOR:

2 points - Electrical instruments
1 point - Have machines ... Scientific instrument

0 points - Transistor we can hear, Refrigerator we can put the thing ... Instruments ...
Things ... Useful to man ... Necessary for upper class.
11. **SEED**

2 points - Beginning of life - Reproduce what they come from ... Embryonic substances ...
Young come from both.

1 point - Things grow from both ... Produce ...
Give life ... Can create ... Have shells ...
Something grows from both ... Means of reproduction.

0 points - Grow ... Food ... One comes from other ...
You can eat both ... Have a yolk ...
Are round.

12. **TABLE - CHAIR**

2 points - Furniture ... Articles of furniture

1 point - Household objects ... Found in kitchen ...
and restaurants ... Used when you eat a meal

0 points - Table to eat on, chair to sit on ...
Have four legs ... Wooden objects

13. **POEM - STATUE**

2 points - Works of art ... Artistic creation ...
Expression artistic feeling

1 point - Man made - symbolic ... Beautiful things ...
Stir feelings ... Are memorial, make you remember ... Tell stories ... Express an emotion or idea
0 points - Poem describes statue ... By famous people...
Lifeless ... You read a poem and look at a
statue ... People like them ... Last along
time, if good.
3. VOCABULARY

Scoring criteria and sample answers

The general rule for scoring is that any recognised meaning of the word is acceptable, elegance of language and precision being discarded. Most of the words in the list can be scored 2, 1 or 0 without great difficulty. Elegance of expression is disregarded; by poverty of content did not disregard.

The general criteria to score 2, 1 or 0 are as follows:

2 Score:

1) A good synonym
2) A major use
3) One or more definitive features or primary features of objects
4) General classification to which the word belongs
5) A correct symbolic use of the word
6) Several less-definitive but correct descriptive features
7) (Verbs) Definitive example of action, casual relation

1 Score:

In general a response which is not incorrect but shows poverty of content.
1) A vague or less pertinent synonym
2) A minor use, not elaborated
3) Attributes which are correct but not definitive or not distinguishing features
4) Example using the word itself, not elaborated.

0 Score:-

1) Obviously wrong answers
2) Verbalism: Example: 'Victory means victory'. When no real understanding is shown after inquiry
3) Not totally in correct responses, but one which, after questioning, are very vague or trivial or show great poverty of content.

To help further in scoring, sample answers have been provided. Needless to say, these lists represent only a few of the numerous responses which will be secured.

**Word**

1. Peer 2 Score - leader .... noble .... a man of royal family
   1 Score - rich man .... wealthy man .... a man
   living like a king .... pompous man
   0 score - big man .... man.
2. Eternal

2 Score - ever lasting .... which has no end .... existing always.

1 Score - Lord Vishnu .... Sheshnaga .... the name of the fourteenth Jain Apostle (Tirthankar) .... the sky.

0 Score - much .... upto the horizon .... many .... for a longtime .... unfathomable .... wide .... unimaginable .... vast.

3. Vice President

2 Score - assistant to the president .... the person subordinate to the president.

1 Score - one who helps the president .... the person subordinate to the chief minister .... second president

0 Score - great president .... leader .... president's president .... head of the nation.

4. Firmament

2 Score - the sky .... heavens .... that can be seen from the above from the earth.
1 Score - astronomy .... group of stars .... constellation .... the system of planets.
0 Score - institution .... sky gazing .... the sun .... space .... big group .... a group of nine system .... a group of nine planets.

5. Pitcher

2 Score - a jug .... a zodiac .... water pot ....
1 Score - two mounts on elephant head ....
0 Score - many .... name.

6. Proportionate

2 Score - having proper evidence .... having proper proportion .... adequately proportional.
1 Score - with proportions .... equal proportion .... which has organized proportion.
0 Score - with every body .... belong to every body .... suitable .... honest.

7. Grand

2 Score - splendid .... very big.
1 Score - unexpected height ....
0 Score - beautiful .... calm .... tough .... ornament .... attractive .... very fine .... in a big quantity .... bungalow .... very likeable .... precious.
8. **Victory**

2 Score - success .... triumph.

1 Score ---- achieved by the defeating .... one who achieves success.

0 Score - to concern .... good act .... pleasure

9. **Custom**

2 Score - tradition .... taboo .... long established practice.

1 Score - practice .... habitual practice .... mannerism.

0 Score - habitual act .... conservative .... a way of living .... ignorance .... mutual social activities .... belief.

10. **Hawker**

2 Score - a peddler .... one who sells goods from street to street.

1 Score - seller .... who sells on road .... a wandering seller .... one who wanders to sell clothes.... one who wander to sell goods.

0 Score - indigenous messenger .... wandering with business.... a hand card puller .... trader.... retailer .... labourer.
11. A sleepy fellow

2 Score - a person who is habituated to sleep ....
   one who sleeps excessively.

1 Score - one who takes more sleep .... one who sleeps
   always ....

0 Score - idle .... carefree .... sluggard.

12. A house wax

2 Score - a house made of wax ....

1 Score - the house of pandavas ---- a house made by
   Duryodhana.

0 Score - a house of a millionaire .... a royal palace....
   a wooden house .... a millionaire ....
   living place .... fetters.

13. Fetters

2 Score - a chain.

1 Score - fetters .... iron chain.

0 Score - average .... worldly troubles .... life ....
   prisoner .... difficulty.
14. **Essential part**

2 Score - abridged part .... brief review.

1 Score - summary .... implied meaning .... meaning.

0 Score - essence .... main part .... difference .... purpose.

15. **Carelessness**

2 Score - a person having no care .... a person having no regard .... carefree.

1 Score - careless person .... without care.

0 Score - to work without attention.

16. **Taunt**

2 Score - pinching word .... a word with hidden meaning.

1 Score - to tell hurting words .... hurt words .... something told by somebody .... satire .... to repeat the same word often.

0 Score - to point out .... to attack .... a blemish .... bad words .... short words .... scold .... undesirable word.
17. **Horizon**

2 Score - an imaginary line where the earth and the sky seem to meet.

1 Score - axes ... a point where the sun sets.

0 Score - end ... position ... direction ... shadow ... least ... end ... evening ... line ... strait direction ... Indian line ... parallel.

18. **Push car**

2 Score - a car which is driven by pushing.

1 Score - toy-cart of children ... hand-cart ...

toy car ... pulling car ... a two wheeled vehicle pulled by man.

0 Score - paddle car ... goods train ... crane ... bullock cart.

19. **Fuel**

2 Score - wood or fire

1 Score - wood ... coal ... substance used to get fire.

0 Score - coakery ... hearth ... wealth.
20. **Playfull**

2 Score - a person busy in entertaining activity.
1 Score - who plays in every activity .... who takes interest in game .... who always plays ....
0 Score - who is not attending work .... loafer .... childish .... one who has no time to play .... player .... sluggish who plays instead of study .... expert in game.

21. **Guilding**

2 Score - glitter .... plating.
1 Score - to frame .... outward shape .... an attractive set up .... to make it charming.
0 Score - which appears to be fine .... deep .... try to look charming .... to keep up prestige .... to give form .... shape.

22. **Fair**

2 Score - a group of two things .... two persons .... two similar things.
1 Score - male and female .... husband and wife .... two bullocks.
0 Score - Similar .... similarity .... friend .... an associate .... more than one .... relation.... equal .... of the same age .... friendship.
23. **Concert**

2 Score - a public function for entertaining ....
   a conference .... a meeting for enjoyment.

1 Score - a big assembly.

0 Score - party .... extravagancy .... goal .... tea party ....
   sad .... an occasion to show happiness ....
   picnic .... religious gathering .... discussion ....

24. **Wealth**

2 Score - splendid .... prosperity.

1 Score - luxurious devices .... pomp .... one who has
   much money .... one who has lot of things.

0 Score - money .... rich man .... kingdom .... a person
   from noble family .... happiness .... respect ....
   false show .... closeness .... grand.

25. **Idleness**

2 Score - no liking for work.

1 Score - to sit without any work .... not to work even
   if one gets work.

0 Score - an infatuation .... a back-biter .... happiness ....
   proud .... bad person .... gaiety .... mind ....
   insanity .... greed for money.
26. Typhoon

2 Score - a cyclone .... storm.
1 Score - whirlwind .... big disturbance of wind and rain.
0 Score - job .... heart burning .... difficulty ....
a group .... unhappiness .... anarchism .... something which creates difficulty .... unstable.

27. Craftsman

2 Score - a person expert in handiwork .... machine operator .... expert in any work.
1 Score - a millworker .... one who works systematically .... an inventor ....
0 Score - an artist .... skill .... moulder .... labourer .... worker .... works with hand .... an active man .... hard worker.

28. The woman who walks elegantly like an elephant

2 Score - a woman whose walking is similar to that of an elephant.
1 Score - having elephant's made of walking .... slow walking.
0 Score - female elephant .... elephant rider .... whose size can not be measured .... ivory .... hand .... a woman like an elephant.
29. **Diagnosis**

2 Score - to find out real cause .... an examination of the causes of a disease .... identification of a disease.

1 Score - medical investigation .... investigation .... check up.

0 Score - end of a talk .... end of a thing .... treatment.... decision .... supervision .... solution.... accuracy.

30. **Incoherent**

2 Score - which is not be fitting.

1 Score - without company .... not appropriate.

0 Score - bad company .... good company .... unworthy.... who has no companion.

31. **Light house**

2 Score - a lamp director in the sea .... an instrument which gives signals to ships in the sea.

1 Score - a lamp post in the sea .... a lamp on the rock in the sea .... a lamp which gives caution to ships in the sea .... a lamp to prevent accidents in the sea.
0 Score - Gandhiji's light house .... signal of danger....
a lamp posted on the roof top of a big house....
name of an ashram .... to measure direction in
the sea .... symbol .... a guide to show direction...
Dandikuch .... usable thing .... a place to put
a lamp on.

32. Grooming

2 Score - ordarliness .... neatness .... repairing ....
external shine .... decoration .... pomp.

1 Score - fashionable .... decorated thing .... to try to
look good .... to keep clean .... to try to
keep the body in good condition.

0 Score - to beat .... an ascetic .... to get ready even
when not needed .... to wear good clothes ....
luxury .... to decorate .... clean.

33. Trick

2 Score - a plan .... a contrivance .... intrigue.

1 Score - To work with alertness .... an opportunity
acquired by intelligence .... to use intelligenec.

0 Score - cheating .... a thought .... an opportunity ....
intelligence .... an attempt .... plan remedy ....
to talk cleverly .... art skill .... a way to
escape.
34. **Warning**

2 Score - to warn .... to warn in advance .... caution.

1 Score - to tell in advance .... to tell to be alert .... to inform .... to make alert .... instruction.... before actual work .... instruction for not doing work.

0 Score - wrong doing .... selection.... instruction .... prediction .... danger .... to assure .... to pay attention.

35. **Juggler**

2 Score - a conjurer .... magician.

1 Score - one who performs entertaining tricks .... one who performs tricks.

0 Score - clever .... symbol .... one who can fight well.... brave .... a horse man .... one who plays chess.... magic .... a house of the game.... gambler .... hunter of birds .... player.

36. **Narrow minded**

2 Score - one with narrow view .... not broad minded.... closed one.

1 Score - a person with short sight .... capable of being narrow.

0 Score - suspicious .... one without doubt.... to be irritated.... inferiority .... less.... intelligent .... carefree.... short minded.
37. **One who fixes leather on musical instruments**

2 Score - one who fixes leather on drums .... one who paints umbrella, etc.

1 Score - one who makes drums .... one who makes tabla (percussion instrument)

0 Score - drums .... dull .... drummer .... printer .... a community .... one who repairs musical instruments .... one doing leather work .... an animal.

38. **Brisk**

2 Score - quickly .... at once ....

1 Score - at full speed .... quick preparation .... quickly and violently.

0 Score - to hurry up .... running here and there.... very fast .... to make mischief .... preparation.... complete preparation .... hard work .... all at once.

39. **Gratification**

2 Score - complete satisfaction .... more satisfaction.

1 Score - Satisfaction.

0 Score - to help others .... hope .... prize .... reward.... title .... to give honour .... dissatisfaction.... understanding .... pleasure.
Miscellaneous

2 Score - to eat subsidiary eatables .... to eat raw eatables.

1 Score - scattered things .... to eat anything ....
          to eat whatever is available.

0 Score - anything .... to eat irregularly.... irregular....
          to collect small articles, different articles,....
          vegetable salad .... to take snacks.
The test is being administered
The test is being administered
The test is being administered
The test is being administered
The test is being administered