DIRECTIONS:

This booklet contains a few games for imagination. These games are a measure of how people think about various things. They are not a measure of how smart they are. There are three kinds of games in this. They are: 1. Instances 2. Alternate Uses and 3. Similarities. For each of these games, you may take as much time as you need. Be sure not to skip anything. Answer all the items. There are no right or wrong answers. And do not be thinking about whether your answers are nice, silly or ridiculous. Do not make any markings on this booklet.

The instructions for answering each game are given at the beginning of the games.
I. INSTANCES

"In this game, you are given some items like "things that are cold", "things that are round", etc.,. We would like you to write as many things as you can think of for each item. For "things that are cold", probably you would come out with answers like the following: water, ice, dew, winterdays and so on. There are all kinds of different answers that are possible. Try to write as many as you can, in the answer sheets given to you. You may take as much time as you need. Remember to write as many things as you can think of for each item".

ITEMS

1. Name all the square things you can think of.

2. Name all the things you can think of that make noise.

3. Name all the things you can think of that move on wheels.
II. ALTERNATE USES

"In this game you are given some objects like 'bulb', 'floor', or 'string'. Your task will be to write all the different ways in which that object can be used. For example, think about a piece of string. One can use a string to tie a packet, jump rope, to sew or hang clothes. You probably can think of many other uses of a string. Write all of the different ways of using each object in the answer sheets given to you. You are not timed on this. So take as much time as you need".

ITEMS

1. Write all the different ways in which you can use a knife.

2. Write all the different ways in which you can use a car tyre—either the tube or the outer part.

3. Write all the different ways in which you can use a Key—the kind that is used in doors.
III. SIMILIARIES

"In this game you are given pairs of objects. We would like you to try to think of all the ways in which the objects in each pair are alike. For example, think of all the ways in which an apple and an orange are alike. Probably you would answer as follows: both are round, fruits, have seeds, sweets, have skins and so on. For each of the pair of objects given below, we would like you to write as many similarities as you can think of in the answer sheets. Please remember that you are not timed on this game. So take as much time as you need".

ITEMS

1. Write all the ways in which a potato and a carrot are alike.

2. Write all the ways in which a grocery store (Provision store) and a hotel are alike.

3. Write all the different ways in which a radio and a telephone are alike.
This booklet contains a few games for imagination. These games are a measure of how people think about various things. They are two kinds of games in this: 1. the Pattern Meanings, and 2. the Line Meanings. For each of these games you may take as long as you wish. Be sure not to skip anything, but write about all the items. There are no right or wrong answers. And do not be thinking about whether the answers are nice, silly or ridiculous. Do not make any markings on this booklet.

Please proceed to Pattern Meanings now. Instructions for this game are given at the beginning of the game.
1. PATTERN MEANINGS

"On this game we would like you to feel free to use your imagination. You are going to see some drawings. After looking at each one, we would like you to write down all the things you think each complete drawing could be. Here is an example - you can turn it any way you would like to".

"Some of the kinds of things you might have thought of are: the rising sun, a porcupine, eyelashes, a brush, coronation, etc... For each of the patterns on the following pages, please write down all of the things you think each of the drawings could be. Write your answer on the answer sheet provided separately. Take as much time as you like".
Pattern 1
Pattern 2
Pattern 3
2. LINE MEANINGS

"You are going to see some lines and after looking at each one, we would like you to write down all of the things it makes you think of. Take your time, and be sure that when you look at the line you write down what the whole line makes you think of, and not just a part of it. You can turn them any way you want to. For each of these lines please write down all the things it makes you think of. Remember there are no right or wrong answer and you can take as much time as you like".