

- Items 1 and 2 are teaching items. Corrective feedback is provided if the child does not provide a correct response. Provide no further assistance on this subtest.

Score

- The sample responses are not an exhaustive list and range from relatively inferior replies to more creditable ones. It is important that you evaluate unusual responses carefully and refer to the General Scoring Principles.
- If a child provides multiple responses for an item, each of which differs in quality and is worth a different point value, refer to the following:
 - ▼ Added remarks, obviously not part of the child's answer, do not affect the score (e.g., "A cat and mouse both have eyes, tails, legs and my cat caught a mouse.>").
 - ▼ A 2- or 1-point response to an item, accompanied by a spoiled response (which indicates a fundamental misconception of the words or underlying concept and thus spoils the entire response), is scored 0 points.
 - ▼ If the child provides several responses that vary greatly in quality, none of which spoil the entire response, score the best response.

Items 1–2

- Evaluate the child's response according to the sample responses and General Scoring Principles and score 1 or 0 points.

Items 3–23

- Evaluate the child's response according to the sample responses and General Scoring Principles and score 2, 1, or 0 points.

Maximum Total Raw Score: 44 points

General Scoring Principles

2 points

- Any major classification that is pertinent for both members of the item pair, such as "An apple and a banana are both fruit" or "A cat is a mammal and a mouse is a mammal."

1 point

- Any specific property common to both members that constitutes a minor or less pertinent similarity, such as "An apple and a banana both taste sweet" or "A cat and a mouse both have tails."
- Any major classification that is less pertinent for both members of the item pair, such as "An apple and a banana are both food."

0 points

- Any property that is not pertinent to both members, is too general in nature, or describes differences between members of the item pair, such as "Pens and pencils are both straight" or "An apple is red and a banana is yellow."
- Any clearly incorrect response.

The degree of abstraction of a response is an important determinant of the score. Therefore, a response that is a pertinent general categorisation merits full credit, whereas a response that names one or more common properties or functions of the members of a pair (a more concrete problem-solving approach) merits no or only partial credit. Thus the response that "Elbow and knee are both joints" (their general category) earns a higher score than the response "Both help you move" (a function common to both). Similarly, the response "Anger and joy are feelings or emotions" is less concrete (and worth a higher score) than the response that describes them as "Ways you feel."

Of course, even a relatively concrete approach to solving the problem ("A cat and a mouse both have fur") requires the child to conceptualise something similar about both members of the pair. Some children are unable to make connections between both members of the pair and may give a response that applies separately to each member rather than to the pair as a whole ("Your elbow is in your arm and your knee is in your leg"). Although such a response is a true statement, it is scored 0 points because it does not indicate a similarity.

6-16 → **Item Administration**

Introduce the subtest by saying, **Now, I am going to say two words and ask you how they are alike.**

Sample

Say, **In what way are RED and BLUE alike? How are they the same?**

Correct response [any response with the word *colours*]: Say, **Let's try another one.** Proceed to the appropriate start point.

Incorrect response [any response without the word *colours*] or failure to respond: Say, **Red and blue are both colours.** Proceed to the appropriate start point.

6-8 → **† Item 1**

Say, **In what way are a PEN and a PENCIL alike?**

Correct response [any 1-point response]: Say, **Let's try another one.** Proceed to next appropriate item if the discontinue criterion has not been met.

† Incorrect response or failure to respond: Say, **A pen and a pencil are both things you write or draw with.** Proceed to the next appropriate item if the discontinue criterion has not been met.

1 point

Things you (write, draw, colour) with
Writing utensils; Drawing tools
(School, Office, Art) supplies
[Demonstrates writing]

0 points

Have (a pointed tip, erasers) (Q)
Have (ink, lead) in them (Q)
Same (shape, size); Straight; Long; Round
Colours; Come in colours

† Item 2

Say, **In what way are MILK and WATER alike?**

Correct response [any 1-point response]: Say, **Let's try another one.** Proceed to the next appropriate item.

† Incorrect response or failure to respond: Say, **Milk and water are both liquids or fluids, and you drink them.** Proceed to the next appropriate item.

1 point

Liquids; Fluids
Good for you; Healthy; Nutritious
Drinks; Beverages; Things you drink
[Demonstrates drinking]

0 points

Wet; Have water (Q)
You can (pour, spill) them (Q)
In a (carton, jug) (Q)
Have vitamins (Q)
White; Cold

Items 3-23

Read each item verbatim to the child. Proceed to the next appropriate item if the discontinue criterion has not been met.

9-11 → **3. In what way are an APPLE and a BANANA alike?****2 points**

Fruits

1 point

Food; Things you eat; Edible (Q)
(Grow on, Come from) a tree (Q)
Taste (good, sweet); Sweet
Healthy; Nutritious; Have (minerals, vitamins)
Have (seeds, peels, skin)
Things you (peel, slice)

0 points

Good for you (Q)
Same colour; Yellow (Q)
Juicy; Chewy
Round; Small; Soft
Vegetables

4. In what way are a SHIRT and a SHOE alike?

2 points

Clothes; Clothing; Apparel; Garments
 (Wear, Dress up in) them
 Part of your (dress, attire)
 Part of a uniform

1 point

Dress (Q)
 Put them on; (Go on, Cover) your body (Q)
 Protect (you, your body); Keep you warm (Q)
 Fit on (your body, a person)

0 points

Tie; Zip; Button (Q)
 Leather; Cloth; Made from fabric; Sewn
 Cost money; You buy them
 Soft; Same colour
 Use them outside
 [Points to shoes or shirt]

12-16 → 5. In what way are a BUTTERFLY and a BEE alike?

2 points

Insects; Bugs

1 point

Animals; Creatures (Q)
 They have wings; Things that fly (Q)
 Have (6 legs, segmented bodies) (Q)
 (Come from, Live in) cocoons
 Collect (nectar, pollen); Pollinate flowers
 Have antennae

0 points

(Like, Sit on, Stop on, Eat from) flowers (Q)
 (Make, Collect) honey
 They sting
 Outside

6. In what way are a CAT and a MOUSE alike?

2 points

Mammals; Warm-blooded; Vertebrates
 Animals; Creatures; Animals with four legs
 Living things; Alive

1 point

Pets; You pet them (Q)
 Have (whiskers, tails, fur) [Names a shared physical feature] (Q)
 Crawl; Run; Scratch [Names a shared behaviour]
 Nocturnal; Can see in the dark; Active at night
 Both are small

0 points

House dwelling; Domestic; Live in a house (Q)
 Eat cheese; Steal food (Q)
 Same colour; [Names any colour]
 Play; You play with them
 Enemies; They (chase, hate) each other

7. In what way are WINTER and SUMMER alike?

2 points

Seasons; Seasons of the year
 Have solstices

1 point

(Times, Parts, Categories) of the year (Q)
 Weather; Change in weather; Climate (Q)
 Part of Spring, Summer, Winter, Autumn [Must name all 4 seasons] (Q)

0 points

Parts of nature (Q)
 Vacations; Breaks; Holidays (Q)
 Months (Q)
 Days; Weeks; Years
 Fun; Can go outside and play in them
 Have (clouds, sun, rain)
 Windy; Cold

8. In what way are ANGER and JOY alike?**2 points**

Emotions; Emotional (reactions, expressions, responses)
 Feelings; (Signs, Expressions) of how you feel
 Moods; Mental states; The way you feel mentally

1 point

Expressions; You can express both (Q)
 How you feel; Ways you can feel (Q)
 Responses; Reactions; Attitudes (Q)
 Facial expressions; (Looks, Things that show) on your face
 Inside you
 Thoughts

0 points

Something your mind controls (Q)
 Actions; Behaviours; Things you do
 (How, Ways) you are; Things you can be
 You can have both; Can happen to you
 Signs; Looks
 Faces; Faces you make [Vague reference to face]
 Part of your (image, personality, temperament)
 Parts of life

9. In what way are an ELBOW and a KNEE alike?**2 points**

Jointed; Body parts with joints
 Body parts that (bend, flex); Places where you bend a limb
 Where your bones join up; Holds both parts of your arm or leg together; Middle part of a limb
 Work like (hinges, a ball-and-socket); Both pivot

1 point

Help you bend; Bend; Bendable (Q)
 Body parts that connect bones (Q)
 Body parts that (move, are flexible) (Q)
 Parts of limbs (Q)
 (Attached to, Part of) your body (Q)
 Have (sockets, ligaments, muscles, cartilage)
 Bones that (connect, bend, move, hold together bones)
 Help you move; Can move with them; Need both to move

0 points

Move (Q)
 They connect (Q)
 Bones
 Round; Curved; Pointed; Hard; Covered with skin
 Break; Get hurt; You can (hurt, fall on) both
 You use them

10. In what way are a PAINTING and a STATUE alike?**2 points**

Artform; Artwork; (Works, Pieces, Kinds, Figures, Expressions) of art
 Artistic (expressions, depictions, creations); (Made, Created) by artists
 Art; Have to do with art
 Creative works

1 point

Artistic; Creative (Q)
 Creations; Man-made; You make them (Q)
 (Forms, Types, Kinds) of expression (Q)
 Express (ideas, emotions, feelings) (Q)
 Symbols; Symbolic (Q)
 (Represent, Commemorate) something
 In a museum; Could be masterpieces

0 points

Expressions; Feelings; Images
 You (paint, draw, build) them
 Show (people, stories, figures, designs, decorations)
 Collected; Bought; Antiques; Treasures
 Pictures; Drawings; Sculptures; Portraits
 Things you see; You can look at both

11. In what way are TIMBER and BRICKS alike?**2 points**

Construction (materials, supplies, products)
 (Materials, Supplies, Products) used to build a house
 Materials you use to make a (building, structure, wall, fence)

1 point

Materials; Resources; Supplies (Q)
 (Make, Build) things with them (Q)
 (For, Used in, Part of) buildings; Part of your house (Q)
 Things used to make a (house, building) (Q)
 Used in construction; Building tools (Q)
 Parts of (foundations, walls, fences)

0 points

Construction (Q)
 Things you can use
 Hard; Heavy; Solid; Rough; Man-made; Strong; Stackable
 Natural products; Elements of the earth

12. In what way are a FROWN and a SMILE alike?**2 points**

Facial expressions; Expressions you make with your (face, mouth, lips)
 How you show feelings with your (face, mouth, lips)
 Show (emotions, moods, feelings); Signs of (emotions, moods, feelings)
 Gestures to describe (feelings, emotions, moods)
 Emotions you show physically

1 point

Faces; Looks on your (face, mouth) (Q)
 Expressions; Reactions; Emotions; Feelings; Moods (Q)
 Body language; Gestures; Facial gestures (Q)
 You make them when you are (sad and happy, upset and glad) (Q)
 How you can tell if someone is (sad or happy, upset or glad) (Q)
 Ways to shape your face; Face (movements, reactions, actions)

0 points

Movements; Actions; Acts (Q)
 Something you do; You make them (Q)
 [Demonstrates frown and smile]

13. In what way are a POET and a PAINTER alike?**2 points**

Express themselves through art
 Artists; Masters of an art
 Create (art, artwork); Do creative things; Creators
 Jobs; Professions
 Make things that people (enjoy, appreciate)

1 point

Artistic; Talented; Creative; Imaginative; Expressive (Q)
 (Express, Illustrate, Convey) things; Convey their views (Q)
 Express (feelings, emotions) (Q)
 (Make, Design) things (Q)
 Make money from their art; Sell art

0 points

Art; Have to do with art (Q)
 Show (feelings, emotions); Emotional (Q)
 Work with their (minds, hands); Put things on paper (Q)
 Inspire people (Q)
 Paint; Write; Use (utensils, pens, brushes)
 Are famous people; Make heaps of money

14. In what way are a MOUNTAIN and a LAKE alike?**2 points**

(Geographical, Topographical) features; Physical features of the (earth, world, land)
 Landscapes; Land (features, formations)
 Geography; Geographical (places, phenomena)
 Part of the (terrain, earth's surface); Terrain
 Formed by (nature, glaciers, plate movement)
 Part of (nature, the environment, the wilderness)

1 point

Places on land; Part of the (earth, land, world) (Q)
 Physical features (Q)
 Nature; Natural; Natural resources (Q)
 Land (masses, characteristics) (Q)
 For (camping, recreation, vacation, tourists)
 Land; Landmarks; On a map
 Scenery; Surroundings
 Formed by weather

0 points

Places to (go, have fun, climb) (Q)
 Outside; In (forest, country, valley, bush)
 Have (rocks, snow, water, hills, animals)
 Big; High; Wide

15. In what way are ICE and STEAM alike?**2 points**

(Stages, Phases) of water; Water in different (forms, states)
 Water at extreme temperatures
 Physical changes in water

1 point

Water; Made of water; Created from water (Q)
 Temperature extremes (Q)
 Part of the water cycle (Q)
 (Forms, Phases, Stages) of matter
 Can become liquid
 Have chemicals in them

0 points

Wet; Moist (Q)
 Liquids (Q)
 Have temperature; Temperatures (Q)
 Can make each other (Q)
 Make (smoke, fog); Give off (mist, steam)

16. In what way are FIRST and LAST alike?**2 points**

Extremes; Extreme (placements, positions)
 End points; End points in a number sequence; Ends of (an order, a series, a line, a row, a queue)
 Positions in a (series, sequence)
 Exact opposite positions; Opposite places
 Part of a chronological sequence

1 point

Ends; At each end (Q)
 Rankings; Placements; Standings; Ratings (Q)
 Orders; Put things in order; Represent order (Q)
 In a sequence; Have to do with a sequence (Q)
 Positions; Positions in a (race, game, contest) (Q)
 Places in a (competition, sport, marathon, line, queue) (Q)
 Points in (time, a line, a queue, a race); Designated points (Q)
 On a scale; Part of a number scale

0 points

Places; Points (Q)
 In a line, In a queue (Q)
 Numerical order (Q)
 Have to do with (a name, time)
 Numbers
 Competition; Race
 Show where (you are, something stands)
 Get your turn

17. In what way are a FLOOD and a DROUGHT alike?

2 points

Natural disasters; Natural disasters with water
Severe weather; Weather tragedies
Caused by (weather, nature, water)
Extreme forms of (weather, nature, water)
(Acts, Forces) of nature

1 point

Have to do with (rain, precipitation); Related to (rain, precipitation) (Q)
(Problems, Accidents) involving (water, rain) (Q)
Weather (conditions, patterns); Related to (weather, climate) (Q)
Causes (devastation, disaster, destruction); Ruins (farming, crops) (Q)
(States, Conditions) of the land
Extremes; They are too much of something

0 points

Related to water (Q)
Tragedies; Problems; Bad conditions (Q)
Harmful; Dangerous; Hazardous (Q)
Seasonal; Come in a season; Seasons (Q)
Affect (people, ground, nature, earth)

18. In what way are RUBBER and PAPER alike?

2 points

By-products of trees; Tree products; Come from trees
Products of natural resources; Made from nature; Taken from environment
By-products of plants

1 point

Materials; Physical materials; Materials you use (Q)
From wood (Q)
Man made; Manufactured (Q)
Used to make (things, products)

0 points

Have many uses; Used in (school, an office) (Q)
Can be (recycled, burned)
(School, Office) supplies; Tools; Utensils
Rough; Smooth; Flexible; Thin
Substances; Chemicals

19. In what way are SALT and WATER alike?

2 points

Need them to live
Chemical compounds
Body needs them; Essential to body

1 point

Compounds; (Physical, Scientific) compounds (Q)
Have (elements, molecules) (Q)
Consumed by people; Edible (Q)
Good for our body
Have (minerals, nutrients)
Natural substances; Made by nature
Found in the ocean; Part of the sea
Cooking materials; Used as ingredients
Body perspires them

0 points

Elements; Chemicals; Minerals (Q)
Resources; Substances; Materials (Q)
Used for (hydration, crystallisation) (Q)
Organic (compounds, substances)
Dissolve; Can dissolve things
On the dinner table

20. In what way are REVENGE and FORGIVENESS alike?

2 points

(Choices you make, Things you can do) if someone does something bad to you
Ways to (deal, cope) with problems; Solutions to problems
Reactions to (anger, fighting, being hurt, bad things)

1 point

(Results, Consequences, Outcomes) of being hurt (Q)
Decisions; Choices; Options (Q)
Ways of reacting; Reactions (Q)
Acts; Actions (Q)
Things you can (give, do) to someone (Q)

0 points

Types of resolutions (Q)
Feelings; Emotions (Q)
Thoughts; Attitudes; Expressions
Have to do with you and another person
Human traits

21. In what way are PERMISSION and LIMITATION alike?

2 points

Methods of control; Ways to control behaviour
Set ranges for (what you can do, how we behave)
Boundaries; Guidelines; Parameters
Rules; Laws; Regulations; Levels of freedom
Conditions of (approval, authorisation, allowance)

1 point

Discipline measures (Q)
Have to do with (authority, control) (Q)
Orders; Commands; Instructions; Directions
Expectations of what you are to do; Set expectations
Standards
Have to do with (behaviour, actions); Consequences of behaviour
Allow you to do things; Let you do stuff [Emphasis on permission]
Restrictions; Restrain your activities; (Set, Put) limits [Emphasis on limitation]

0 points

(Parents, Teachers, Grownups, Adults) give them to you (Q)
Something you are granted; Things given to you (Q)
Needed for society
Can't have one without the other
Things you (earn, ask for)
Things you (can, can't) do

22. In what way are REALITY and DREAM alike?

2 points

(States, Levels) of consciousness; Levels of awareness
(States, Frames) of mind; (Mental, Psychic) states
Ways of (perceiving, viewing) the world; Ways we can see things
Mind sets

1 point

In your (brain, head, mind); Deal with your (brain, head, mind) (Q)
Forms of thought (Q)
Thoughts; Ideas; Feelings; Visions
(Experienced, Visualised) by people
(Picture, See, Experience) yourself in both
You can live in both; Ways you can live
Places we can be; States of where you are

0 points

Seem (real, true, factual, false, fictitious) (Q)
Affect your life; Involve your future (Q)
Boring; Exciting; Scary (Q)

23. In what way are SPACE and TIME alike?

2 points

Dimensions; Part of a continuum
Things we are limited by
Make up our existence

1 point

Measured; Measurement (Q)
Affected by (gravity, relativity, mass) (Q)
Infinite; Neither are absolute (Q)
Limited; Things you run out of (Q)
Abstract; Not physical; Can't be seen or touched
(Move, Travel) through both
Settings

0 points

Inevitable; Constant (Q)
Uncontrollable; Something we cannot change (Q)
Move; Involved in movement (Q)
(Use, Take up, Fill) both
Forces; Matter
Part of (science, physics)
In the universe; Natural wonders
Unknown; Undiscovered
Fly through both
Big; Small; Fast; Long