4.18 Shape Codes: Test Pack

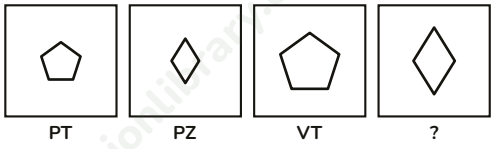
GL ASSESSMENT GL-EP.N6 · Calculators not allowed · about 60 minutes

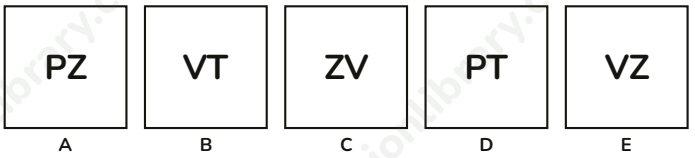
Total Marks

Name: _____ Date: ____ / ____ / _____

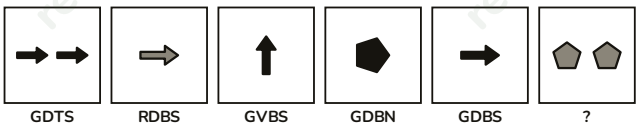
Answer ALL questions. Show all your working.

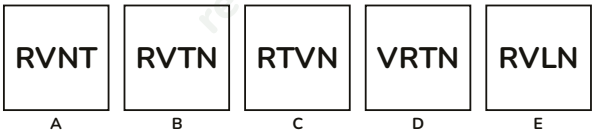
1 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.



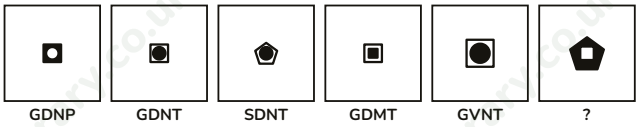


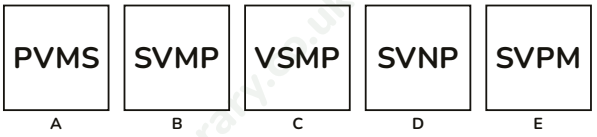
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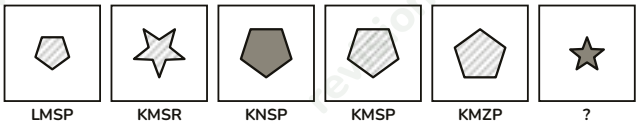


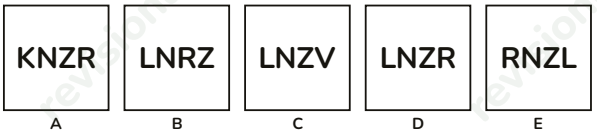
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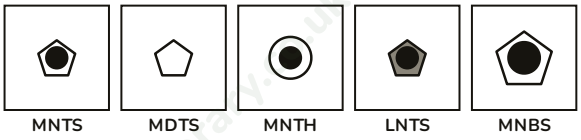


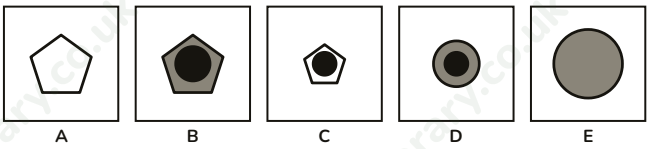
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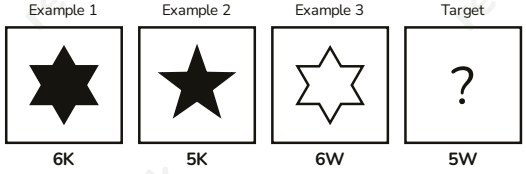


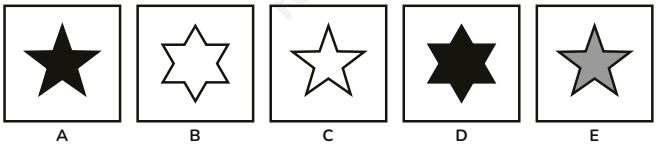
5 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code LDBH.





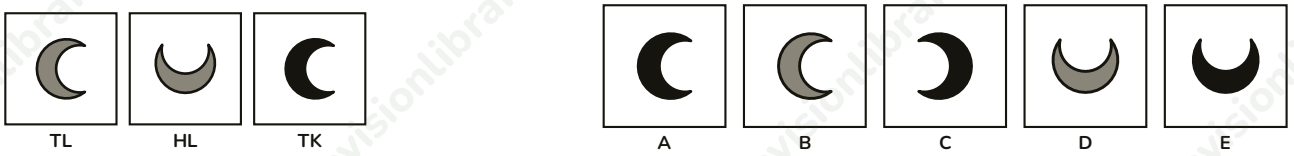
6 Study Examples 1 to 3 below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code given.





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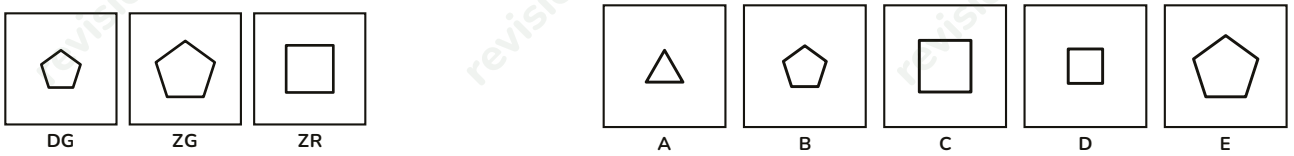
7 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code HK.



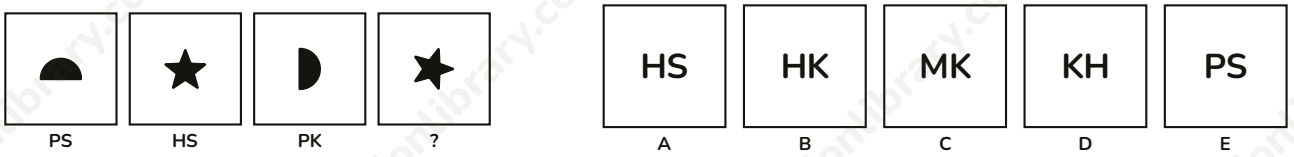
8 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.



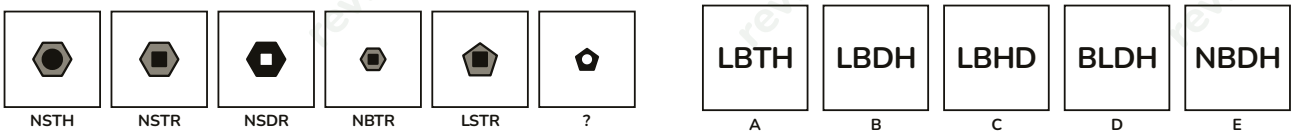
9 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code DR.



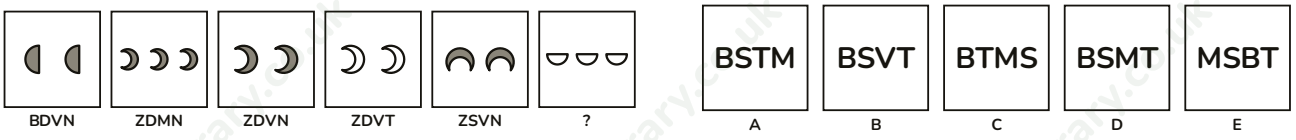
10 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.



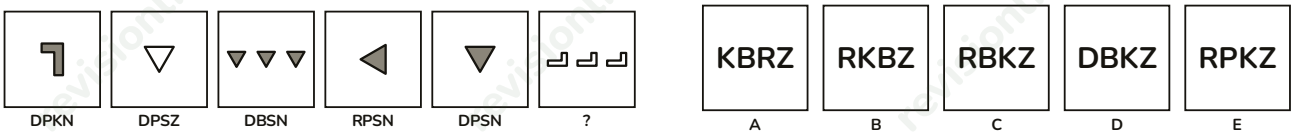
11



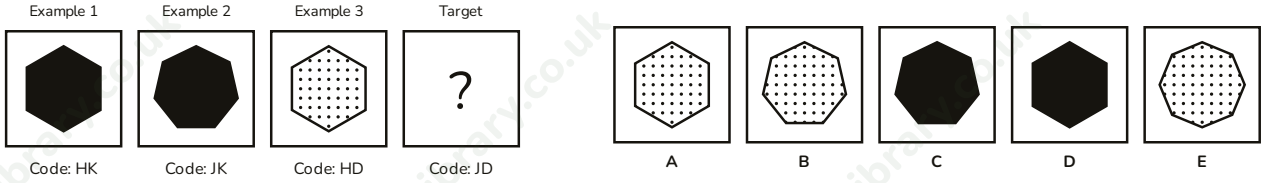
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13

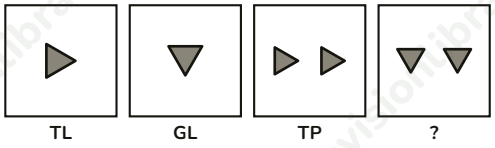


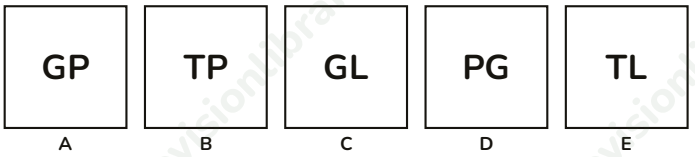
14 Study Examples 1 to 3 below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code given.



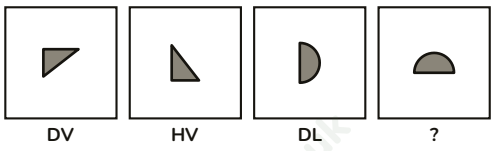
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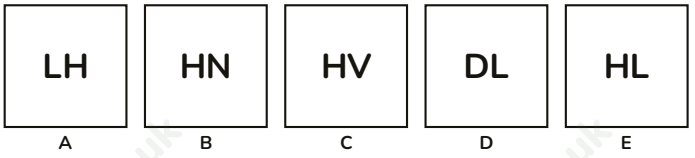
15 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.



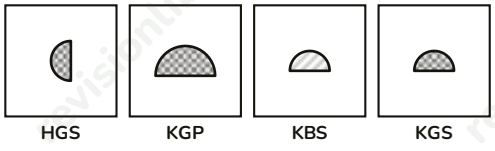


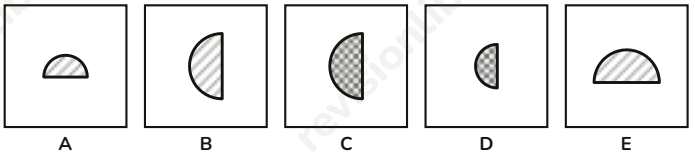
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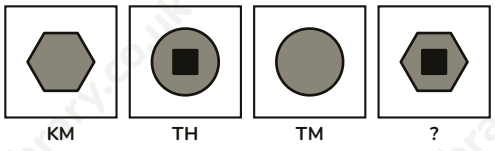


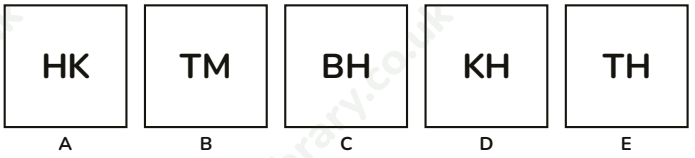
17 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code HBP.



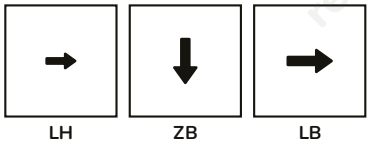


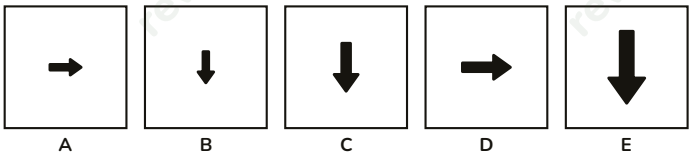
18 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.



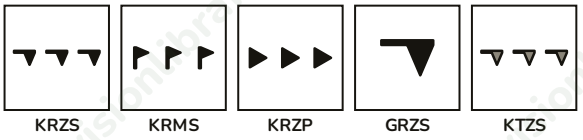


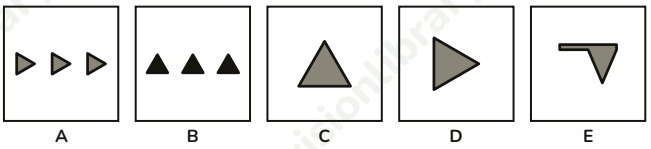
19 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code ZH.



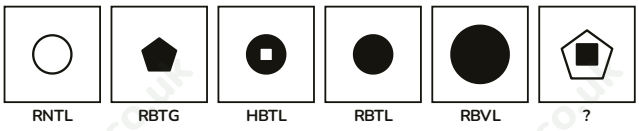


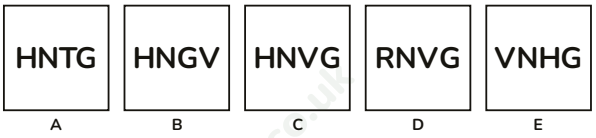
20 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code GTMP.





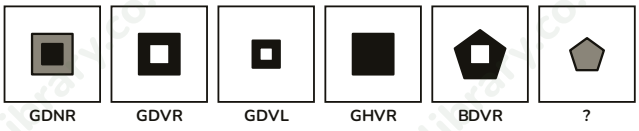
21 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.

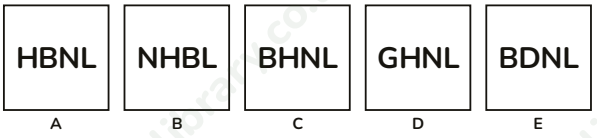




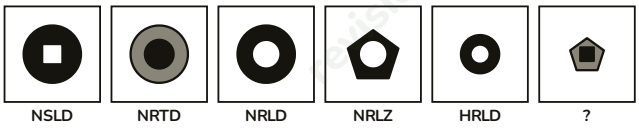
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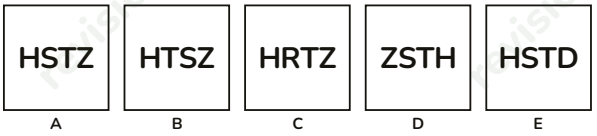
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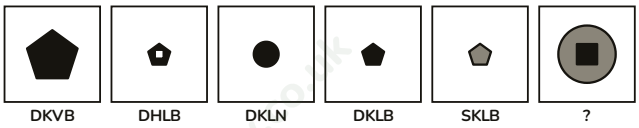


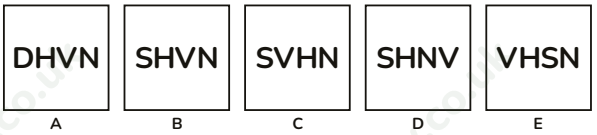
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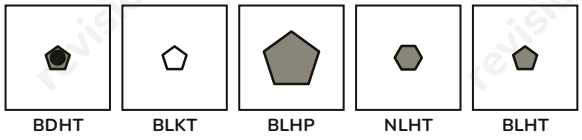


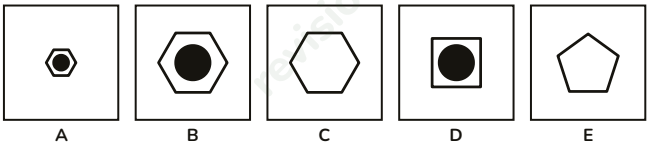
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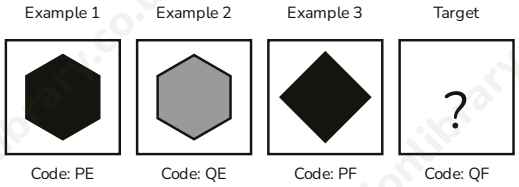


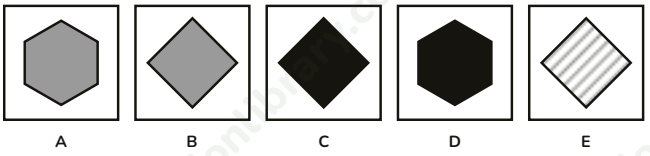
25 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code NDKP.



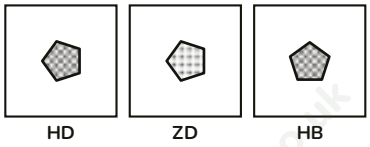


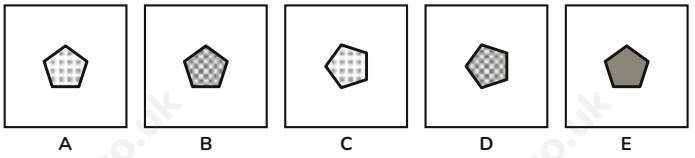
26 Study Examples 1 to 3 below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code given.



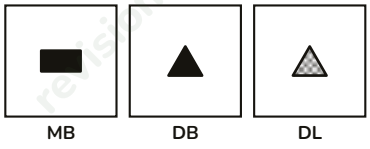


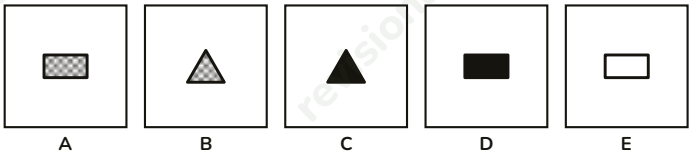
27 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code ZB.



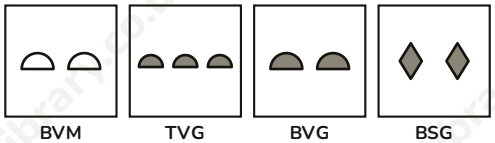


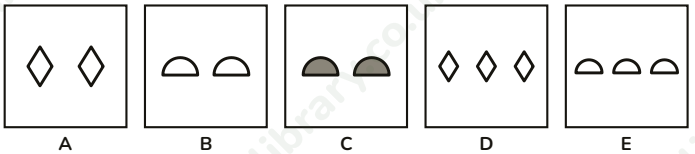
28 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code ML.





29 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code TSM.





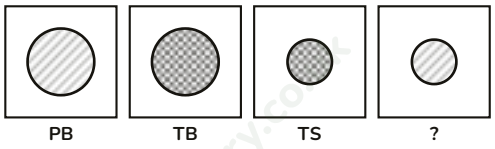
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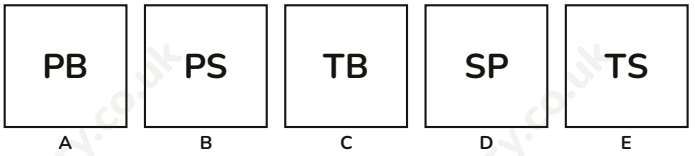
30 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code MH.



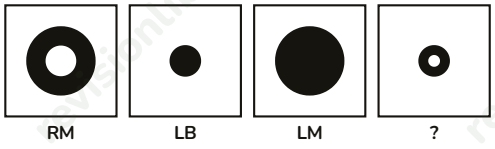


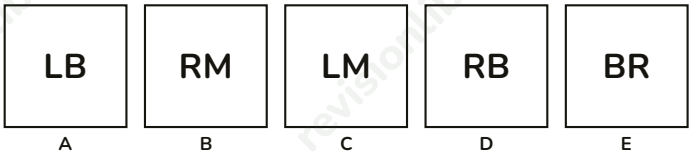
31 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.



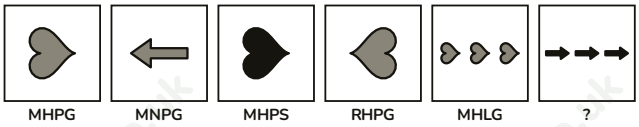


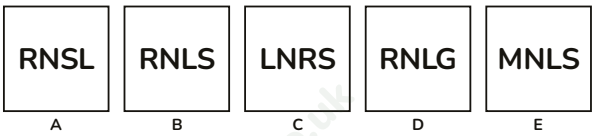
32



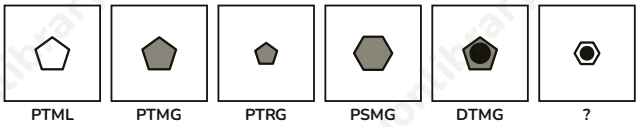


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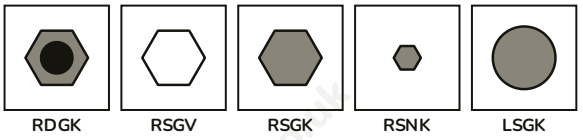


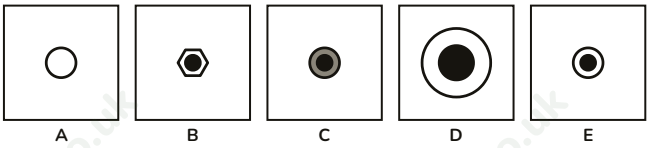
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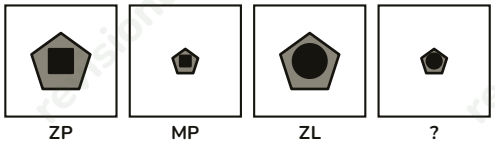


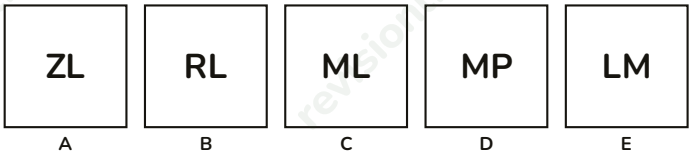
35 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code LDNV.



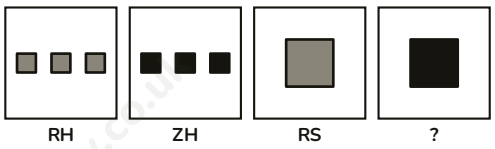


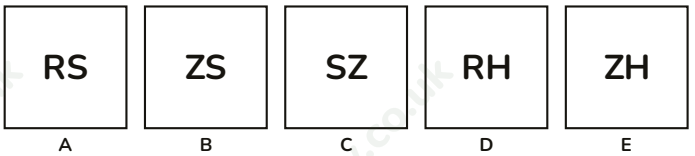
36 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.





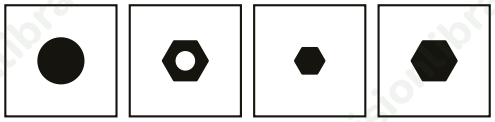
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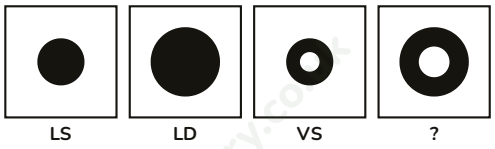
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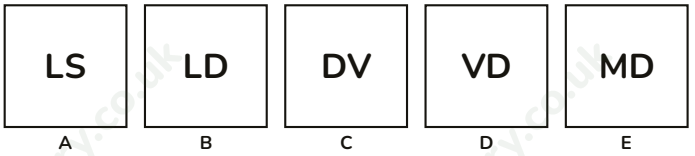
38 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) shows the figure with the code RNV.





39 Study the examples below to work out the rule linking each code to its figure. Then work out which option (A to E) is the code for the figure marked '?'.





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Mark scheme · 4.18 Shape Codes: Test Pack

Question 1

selects option E: size large is V, kind diamond is Z (cao) **B1**

Answer: E) VZ

Question 2

selects option B: fill mid-grey is R, turn turned 0 degrees clockwise is V, count 2 is T, kind pentagon is N (cao) **B1**

Answer: B) RVTN

Question 3

selects option B: kind pentagon is S, size medium is V, inner with an inner square is M, fill solid black is P (cao) **B1**

Answer: B) SVMP

Question 4

selects option D: size medium is L, fill mid-grey is N, turn turned 0 degrees clockwise is Z, kind star is R (cao) **B1**

Answer: D) LNZR

Question 5

selects option E: the code LDBH means fill mid-grey, inner with no inner shape, size large, kind circle (cao) **B1**

Answer: E) A large mid-grey circle

Question 6

Correct option identified (C oe, cao) - combines the confirmed code for five points (5) with the confirmed code for unshaded (W) **B1**

Answer: C

Question 7

selects option E: the code HK means turn turned 0 degrees clockwise, fill solid black (cao) **B1**

Answer: E) A large solid black crescent with its tips facing up

Question 8

selects option A: kind arrow is G, fill mid-grey is S, count 2 is K (cao) **B1**

Answer: A) GSK

Question 9

selects option D: the code DR means size medium, kind square (cao) **B1**

Answer: D) A medium unshaded (white) square

Question 10

selects option B: kind star is H, turn turned 90 degrees clockwise is K (cao) **B1**

Answer: B) HK

Question 11

selects option B: kind pentagon is L, size small is B, fill solid black is D, inner with an inner circle is H (cao) **B1**

Answer: B) LBDH

Question 12

selects option D: kind semicircle is B, turn turned 180 degrees clockwise is S, count 3 is M, fill unshaded (white) is T (cao) **B1**

Answer: D) BSMT

Question 13

selects option C: turn turned 270 degrees clockwise is R, count 3 is B, kind L-shape is K, fill unshaded (white) is Z (cao) **B1**

Answer: C) RBKZ

Question 14

Correct option identified (B oe, cao) - combines the confirmed code for heptagon (J) with the confirmed code for dotted shading (D) **B1**

Answer: B

Question 15

selects option A: turn turned 180 degrees clockwise is G, count 2 is P (cao) **B1**

Answer: A) GP

Question 16

selects option E: turn turned 0 degrees clockwise is H, kind semicircle is L (cao) **B1**

Answer: E) HL

Question 17

selects option B: the code HBP means turn turned 270 degrees clockwise, fill diagonally hatched, size large (cao) **B1**

Answer: B) A large diagonally hatched semicircle with its curved side facing left

Question 18

selects option D: kind hexagon is K, inner with an inner square is H (cao) **B1**

Answer: D) KH

Question 19

selects option B: the code ZH means turn turned 180 degrees clockwise, size small (cao) **B1**

Answer: B) A small solid black arrow pointing down

Question 20

selects option C: the code GTMP means count 1, fill mid-grey, turn turned 0 degrees clockwise, kind triangle (cao) **B1**

Answer: C) A large mid-grey triangle with one point facing up

Question 21

selects option C: inner with an inner square is H, fill unshaded (white) is N, size large is V, kind pentagon is G (cao) **B1**

Answer: C) HNVG

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Question 22

selects option C: kind pentagon is B, inner with no inner shape is H, fill mid-grey is N, size medium is L (cao) **B1**

Answer: C) BHNL

Question 23

selects option A: size medium is H, inner with an inner square is S, fill mid-grey is T, kind pentagon is Z (cao) **B1**

Answer: A) HSTZ

Question 24

selects option B: fill mid-grey is S, inner with an inner square is H, size large is V, kind circle is N (cao) **B1**

Answer: B) SHVN

Question 25

selects option B: the code NDKP means kind hexagon, inner with an inner circle, fill unshaded (white), size large (cao) **B1**

Answer: B) A large unshaded (white) hexagon, with a small solid black circle centred inside it (upright, the hexagon has its flat top and bottom)

Question 26

Correct option identified (B oe, cao) - combines the confirmed code for grey shading (Q) with the confirmed code for diamond (F) **B1**

Answer: B

Question 27

selects option A: the code ZB means fill dotted, turn turned 0 degrees clockwise (cao) **B1**

Answer: A) A medium dotted pentagon with one point facing up

Question 28

selects option A: the code ML means kind rectangle, fill cross-hatched (cao) **B1**

Answer: A) A medium cross-hatched rectangle (upright, the rectangle has its long sides horizontal)

Question 29

selects option D: the code TSM means count 3, kind diamond, fill unshaded (white) (cao) **B1**

Answer: D) Three small unshaded (white) diamonds side by side in a row

Question 30

selects option A: the code MH means fill mid-grey, inner with no inner shape (cao) **B1**

Answer: A) A medium mid-grey pentagon with one point facing up

Question 31

selects option B: fill diagonally hatched is P, size medium is S (cao) **B1**

Answer: B) PS

Question 32

selects option D: inner with an inner circle is R, size small is B (cao) **B1**

Answer: D) RB

Question 33

selects option B: turn turned 90 degrees clockwise is R, kind arrow is N, count 3 is L, fill solid black is S (cao) **B1**

Answer: B) RNLS

Question 34

selects option A: inner with an inner circle is D, kind hexagon is S, size small is R, fill unshaded (white) is L (cao) **B1**

Answer: A) DSRL

Question 35

selects option E: the code LDNV means kind circle, inner with an inner circle, size small, fill unshaded (white) (cao) **B1**

Answer: E) A small unshaded (white) circle, with a small solid black circle centred inside it

Question 36

selects option C: size small is M, inner with an inner circle is L (cao) **B1**

Answer: C) ML

Question 37

selects option B: fill solid black is Z, count 1 is S (cao) **B1**

Answer: B) ZS

Question 38

selects option B: the code RNV means inner with an inner circle, size small, kind circle (cao) **B1**

Answer: B) A small solid black circle, with a small unshaded (white) circle centred inside it

Question 39

selects option D: inner with an inner circle is V, size large is D (cao) **B1**

Answer: D) VD

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