



## GL Non-verbal Reasoning Helper

### SPANS – What to Check Every Time

- Shape: has the shape changed?
- Position: has it moved or rotated?
- Angle: is it pointing a different way?
- Number: how many sides or dots?
- Shading: is it black, white or hatched?

### Speed & Accuracy Algorithm for Series

- Isolate: pick one feature and ignore the rest.
- Track: follow that feature across each box.
- Predict: imagine where it should go next.
- Eliminate: remove options placing it incorrectly.
- Repeat: choose a new feature if needed.

### NAPS Mnemonic (for Classification Tasks)

- Number: count sides or dots.
- Appearance: curved or straight, shaded or clear.
- Position: turned left or right, dot inside or outside.
- Shape: symmetry and identical forms.

### Golden Rules of Observation

- Rule of One: pick one tiny detail and track only that.
- 3–2–1 Elimination: remove wrong shapes first.
- Count What Counts: polygons often follow side-count rules.
- Look for the Oddball: match shapes 1, 3 and 5 first.

### Golden Rules of Action

- Be a Robot: follow exact changes, not guesses.

- Use Your Hands: rotate your pencil to match turning shapes.
- Distractor Check: spot tiny mistakes in your chosen answer.

### **Speed Optimisation Protocols**

- Rotation Fluency: recognise turns instantly.
- Skipping Rule: if stuck for 30 seconds, skip.
- Batch Codes: decode only the first letter first.
- Point and Touch: track elements with your pencil.
- Block Transfer: copy answers in groups of five.