

Importance of Analogies

- Analogies test the ability to reason with words and recognize relationships between ideas.
- Solving analogies promotes critical thinking, vocabulary, and an ability to identify associations.

Definition and Example

- An analogy is a way of expressing a relationship between words.
 - Example- student : class :: player : team
 - The analogy is read- Student is to class as player is to team.
 - A student is a member of a class, and a player is a member of a team. The relationship is that of part to a whole.

Strategies for Solving Analogies

- To solve analogies, do the following:
 - 1-Read the analogy slowly and concentrate on the words.
 - 2-Look for the relationship between the pairs of words. Ask yourself-How are the words similar? How are they different? What is the “connection” between them?
 - 3-Use the words of the analogy in a logical “test” sentence.
 - Example- attorney : client :: _____
 - A. money : bank
 - B. forest : squirrel
 - C. doctor : patient
 - D. plumber : sink
 - **Possible “test” sentence- An attorney helps a client in legal matters.
 - **Remember, always check all possible answers for logic and sense.

Common Types of Analogies

- Synonyms
 - Joy : happy :: sad : unhappy
- Antonyms
 - smile : frown :: light : dark
- Cause and Effect
 - storm : rain :: clearing : sunshine
- Purpose
 - camera : photograph :: calculator : computation
- Characteristics
 - silk : smooth :: cotton : soft
- Degree
 - surprised : stunned :: upset : hysterical
- Whole and Part
 - class : student :: team : player
- Action and Object
 - row : boat :: pedal : bicycle
- Place and Object
 - arctic : polar bear :: forest : squirrel
- Person and Tool
 - carpenter : hammer :: plumber : wrench

Practice 1: Write the italicized word that best completes each analogy. Then describe the relationship. Refer to example

- 1. whale : ocean :: camel : _____
 - (water, caravan, *desert*, herd)
 - A whale lives in the ocean; a camel lives in the desert.
- 2. _____ : deny :: accept : reject
 - (understand, assume, refuse, *acknowledge*)
- 3. word : _____ :: tree : forest
 - (almanac, dictionary, atlas, *definition*)
- 4. eclipse : moon :: _____ : stage
 - (sun, curtain, illumination, *night*)
- 5. exaggeration : tall tale :: _____ : fantasy
 - (unbelievable, time travel, magic, *novel*)
- 6. scalpel: surgeon :: _____ : painter
 - (paint, brush, canvas, *portrait*)
- 7. historian : _____ :: astronomer: space
 - (epoch, archaeology, study, *past*)
- 8. latitude : longitude :: horizontal : _____
 - (parallel, vertical, straight, *equator*)
- 9. _____: dangerous :: safety : security
 - (protection, guard, adventurous, *perilous*)
- 10. surplus : abundance :: deficit : _____
 - (efficiency, amount, shortage, *enough*)

Practice 2: Identify the relationship that describes each analogy. Refer to example

- 1. referee : game :: moderator : debate
 - What is the relationship? A referee makes sure that the rules of a game are followed; a moderator makes sure the rules of a debate are followed.
- 2. reality : illusion :: fact : fantasy
- 3. immortal : eternal :: endless : infinite
- 4. spinach : vegetable :: apple : fruit
- 5. dramatist : play :: sculptor : statue
- 6. inferior : superior :: passive : advancement
- 7. precise : exact :: progress : advancement
- 8. today : tomorrow :: present : future
- 9. solar system : planet :: universe : galaxy
- 10. dogs : domestic :: wolves : wild

Completing Analogies I

- 1. listen : radio :: watch : _____
- 2. fish : aquarium :: lion : _____
- 3. quadrilateral : four :: _____ : five
- 4. adolescence: adulthood :: youth : _____
- 5. disappear : vanish :: appear : _____
- 6. class: student :: faculty : _____
- 7. ice : solid :: _____ : liquid
- 8. farmer: farm :: _____: shop
- 9. disgrace: scandalize:: mock: _____
- 10. pack: wolf:: _____: person
- 11. miniature: colossal :: miniscule: _____
- 12. domestic: foreign:: _____: export
- 13. plumber: sink:: carpenter: _____
- 14. anthology: story:: _____: sales pitch
- 15. strength: power:: _____: grace

Concert

water

school

jungle

tariff

television

infant

Hammer

Product

Commercial

agility

Pentagon

square

zoo

maturity

gigantic

instructor

materialize

proprietor

import

crop

individual

cabinet

society

ridicule

Completing Analogies II

- 1. stockholder: dividend::salesperson: _____
- 2. cast: fracture:: _____: wound
- 3. partner: co-worker:: friend: _____
- 4. replacement: substitute:: _____: permanent
- 5. dandelion: weed:: tulip: _____
- 6. develop: build:: _____: tear down
- 7. court: attorney:: hospital: _____
- 8. circle: center:: _____: bull's eye
- 9. patients: patience:: _____: worn
- 10. chaos: disorder:: peace: _____
- 11. human: arm:: bird: _____
- 12. proposal: suggestion :: _____: command
- 13. strategies: objectives:: _____: goals
- 14. changeable: constant:: liquid: _____
- 15. legislator: law:: judge: _____

Selling

plant

warn

court

solid

tranquility

splint

tactics

war

physician

flight

eternal

relative

commission

nucleus

flower

acquaintance

results

sentence

wing

illness

finite

rust

bandage

target

demolish

diameter

order

water

comment

Solving Analogies I

- 1. absurd: preposterous:: _____
 - A. accountant: lawyer
 - B. desirable: imaginable
 - C. apprehensive: anxious
 - D. Meager: abundance
- 2. problem: solution:: _____
 - A. retaliate: surrender
 - B. reject: accept
 - C. argument: agreement
 - D. stationary: mobile
- 3. superior: dominant:: _____
 - A. inferior: submissive
 - B. strong: weak
 - C. variety: uniqueness
 - D. personal: personable
- 4. palomino: horse:: _____
 - A. bear: grizzly
 - B. collie: dog
 - C. purring: cat
 - D. animal: domestication
- 5. counterfeit: phony:: _____
 - A. fiction: fact
 - B. money: finance
 - C. data: analysis
 - D. authentic: genuine
- 6. costume: disguise:: _____
 - A. seatbelt: safety
 - B. leave: embark
 - C. mask: face
 - D. event: memorable

Solving Analogies II

- 7. marriage: divorce:: _____
 - A. division: union
 - B. begin: end
 - C. partnership: breakup
 - D. Hate: love
- 8. porpoise: sea:: _____
 - A. eaglet: nest
 - B. hawk: air
 - C. vulture: carrion
 - D. wolf: prey
- 9. spectators: participant:: _____
 - A. audience: magician
 - B. visitors: museum
 - C. theater: performance
 - D. team: supporters
- 10. spy: espionage:: _____
 - A. computer: programmer
 - B. instruction: teacher
 - C. doctor: medicine
 - D. police officer: thief
- 11. eccentric: odd:: _____
 - A. brilliant: dull
 - B. feasible: possible
 - C. expansion: contraction
 - D. career: work
- 12. parts: whole:: _____
 - A. orchard: apples
 - B. synthesis: elements
 - C. pots: pans
 - D. ingredients: cake

Solving Analogies III

- 1. amateur: professional :: _____
 - A. minor: major
 - B. instructor: learner
 - C. expert: novice
 - D. Rookie: veteran
- 2. wicked: sinful :: _____
 - A. angelic: pleasant
 - B. good: righteous
 - C. evil: redemption
 - D. hurtful: compassionate
- 3. apparant: obscure :: _____
 - A. synonym: antonym
 - B. chaplain: minister
 - C. centigram: centipede
 - D. dehydration: hunger
- 4. discussion: argument :: _____
 - A. renounce: proclaim
 - B. difficult: simple
 - C. hill: mountain
 - D. river: water
- 5. illustrator: picture :: _____
 - A. doctor: patient
 - B. animator: cartoon
 - C. lawyer: client
 - D. building: architect
- 6. automobile: road :: _____
 - A. saddle: horse
 - B. train: track
 - C. crust: pie
 - D. office: company

Solving Analogies IV

- 7. advance: regress :: _____
 - A. behind: ahead
 - B. momentum: slow
 - C. progress: forward
 - D. Triumph: defeat
- 8. joy: ecstasy :: _____
 - A. fear: terror
 - B. history: past
 - C. happiness: enjoyment
 - D. belief: faith
- 9. horses: corral :: _____
 - A. bears: wild
 - B. elephants: ivory
 - C. monkeys: cage
 - D. birds: flight
- 10. ridicule: praise :: _____
 - A. scandal: humiliation
 - B. shame: tears
 - C. sympathy: sincerity
 - D. cowardice: valor
- 11. subconscious: conscious :: _____
 - A. submarine: ship
 - B. subterranean: surface
 - C. subscribe: magazine
 - D. dream: nightmare
- 12. run: stampede :: _____
 - A. worry: nervousness
 - B. cattle: range
 - C. alarm: panic
 - D. race: walk