

Teaching Notes

Analogies

Overview

These twenty-six transparencies provide models and practice items designed to help students recognize and comprehend the most common types of analogy relationships. In addition to sharpening critical thinking skills, they help students prepare for the SAT and for state-specific tests.

Types of Analogy Relationships

The transparencies that follow include a variety of challenging activities. Nine common types of analogy relationships, as well as a mixture of miscellaneous types, are provided.

- **Word : Antonym.** Words are paired with opposites, or near opposites.
Example GORGE : NIBBLE :: GUZZLE : SIP
- **Word : Synonym.** Words are paired with other words having similar meanings.
Example AMUSING : HILARIOUS :: COLD : FRIGID
- **Agent : Action.** A person or object is paired with its characteristic action.
Example WITNESS : TESTIFY :: PROSECUTOR : QUESTION
- **Agent : Acted Upon.** A person or object is paired with a person, place, or thing that he, she, or it normally affects.
Example ZOOLOGIST : FAUNA :: BOTANIST : FLORA
- **Action : Acted Upon.** An action is paired with the person or object it usually acts upon.
Example DELIVER : SPEECH :: TEACH : LESSON
- **Action : Emotion.** An action is paired with the emotion usually associated with it.
Example SWELL : PRIDE :: SHRINK : EMBARRASSMENT

Teaching Notes *(cont.)*

- **Part : Whole.** A part of something is paired with the whole to which it belongs.
Example WICK : CANDLE :: BULB : LAMP
- **Noun : Quality.** A person or object is paired with a characteristic or quality of the person or object.
Example STUBBLE : COARSE :: SANDPAPER : ABRASIVE
- **Adjective : Quality.** An adjective is paired with a noun that names the quality referred to by the adjective.
Example FRUGAL : THRIFT :: EXTRAVAGANT : WASTE

Answers

Brief answers are provided for your convenience on the transparencies. Explanations of the answer choices are included on the Answer Key pages that follow.

Analogies

Analogies show relationships between pairs of words.

MODEL

DRAWER : DESK ::

- A curtain : window
- B slice : loaf
- C page : book
- D shelf : bookcase
- E course : meal

The answer is D.

A *drawer* is part of a *desk*, which is a piece of furniture, and a *shelf* is part of a *bookcase*, which is also a piece of furniture.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 LINK : CHAIN ::

- A stanza : poem
- B button : shirt
- C bead : necklace
- D hem : dress
- E bristle : brush

3 CELLS : TISSUE ::

- A paint : palette
- B knee : leg
- C blood : organ
- D points : line
- E threads : cloth

2 SCALES : FISH ::

- A notes : song
- B fur : mammal
- C lungs : whale
- D eyelashes : eye
- E segments : worm

4 FACTIONS : COALITION ::

- A letters : anagram
- B animals : menagerie
- C adversaries : confederacy
- D nations : alliance
- E bricks : wall

Analogies

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MODEL

THRIFTY : STINGY ::

- A careful : steady
- B firm : obstinate
- C severe : austere
- D happy : wistful
- E generous : gracious

The answer is B.

A person who is extremely *thrifty* is often *stingy*, and a person who is extremely *firm* is often *obstinate*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
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1 TIRED : EXHAUSTED ::

- A believable : credible
- B blurry : murky
- C nervous : worried
- D haughty : impetuous
- E quiet : inaudible

3 SHOWY : OSTENTATIOUS ::

- A essential : integral
- B repugnant : odious
- C boastful : conceited
- D presumptuous : pretentious
- E hectic : haphazard

2 LARGE : IMMENSE ::

- A old-fashioned : quaint
- B long : interminable
- C glowing : luminous
- D audacious : notorious
- E odd : irksome

4 BEND : TWIST ::

- A influence : manipulate
- B convince : persuade
- C smell : stink
- D deceive : distort
- E goad : ingratiate

Analogies

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MODEL

IMPROVE : DETERIORATE :: The answer is C.
 A agree : concede To *improve* is the opposite
 B interrupt : censure of to *deteriorate*, and to
 C expand : contract *expand* is the opposite of
 D approve : degenerate to *contract*.
 E confuse : misconstrue

DIRECTIONS

- Select the pair of words that best completes each analogy.
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- | | |
|--|--|
| <p>1 AMBIVALENT : ADAMANT ::</p> <p>A lazy : diligent</p> <p>B desperate : livid</p> <p>C negligent : resolute</p> <p>D placid : passive</p> <p>E clear : lucid</p> | <p>3 ADMIRE : DESPICABLE ::</p> <p>A compliment : delectable</p> <p>B denounce : contemptible</p> <p>C condemn : laudable</p> <p>D demolish : cumbersome</p> <p>E spurn : lucrative</p> |
| <p>2 POISON : INNOCUOUS ::</p> <p>A paradox : contradictory</p> <p>B epidemic : contagious</p> <p>C haven : indestructible</p> <p>D monarch : obsolete</p> <p>E hypocrite : sincere</p> | <p>4 ACQUIESCE : DEFY ::</p> <p>A reconcile : usurp</p> <p>B palliate : intensify</p> <p>C accustom : inure</p> <p>D comply : flaunt</p> <p>E quarantine : ostracize</p> |

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MODEL

BENEFACTOR : GENEROUS ::

A tyrant : subservient

B tycoon : charitable

C opponent : qualified

D extrovert : hysterical

E novice : inexperienced

The answer is E.

A *benefactor* is a person who is *generous*, and a *novice* is a person who is *inexperienced*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 HOAX : FRAUDULENT ::

A stratagem : arbitrary

B revelation : surprising

C tradition : universal

D conspiracy : resourceful

E recognition : subtle

3 AXIOM : TRUE ::

A assertion : dubious

B fallacy : outrageous

C hypothesis : unproven

D ideology : false

E epithet : derogatory

2 STOIC : INDIFFERENCE ::

A cynic : compassion

B zealot : fervor

C bigot : affinity

D heretic : persecution

E scapegoat : submission

4 FOLKLORE : ORAL ::

A metaphor : literal

B editorial : factual

C legend : ancient

D farce : humorous

E gossip : malicious

Analogies

Analogies show relationships between pairs of words.

MODEL

INGENIOUS : CLEVER ::

- A honorable : legendary
- B local : indigenous
- C optional : mandatory
- D luxurious : comfortable
- E palatable : insatiable

The answer is D.

An *ingenious* person or idea is extremely *clever*, and something that is *luxurious* is extremely *comfortable*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 FALLACY : ERRONEOUS :: 3 EMBELLISH : ELABORATE ::

- A irony : incongruous
- B climax : implausible
- C consensus : impromptu
- D synopsis : inaccurate
- E jargon : incomprehensible

- A dupe : beguile
- B pause : hesitate
- C conquer : vanquish
- D complain : carp
- E badger : nag

2 BAYOU : ARID ::

- A steppe : arable
- B moor : balmy
- C desert : humid
- D sluice : artificial
- E ecosystem : diverse

4 EPISODE : NARRATIVE ::

- A excerpt : biography
- B scene : drama
- C symbol : myth
- D protagonist : novel
- E refrain : ballad

Analogies

Analogies show relationships between pairs of words.

MODEL

PENCIL : DRAW ::

- A voice : squeak
- B shovel : dig
- C needle : poke
- D finger : point
- E eraser : smudge

The answer is B.

A *pencil* is an implement that is used to *draw*, and a *shovel* is an implement that is used to *dig*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 BRAKE : STOP ::

- A engine : roar
- B window : open
- C radiator : leak
- D wheel : rotate
- E accelerator : move

3 CAMOUFLAGE : CONCEAL ::

- A fugitive : flee
- B helmet : protect
- C armor : augment
- D skin : peel
- E impostor : deceive

2 LAWYER : REPRESENT ::

- A jury : acquit
- B architect : build
- C aristocrat : bestow
- D detective : investigate
- E martyr : invoke

4 MENTOR : TEACH ::

- A pacifist : cede
- B mercenary : assail
- C navigator : guide
- D hypochondriac : imagine
- E delegate : vote

Analogies

Analogies show relationships between pairs of words.

MODEL

SCISSORS : HAIR ::

- A hammer : nail
- B sandpaper : wood
- C chisel : stone
- D mop : floor
- E lawnmower : grass

The answer is E.

Scissors are used to cut *hair*, and a *lawnmower* is used to cut *grass*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 SCALE : WEIGHT ::

- A ruler : circumference
- B thermometer : temperature
- C compass : distance
- D barometer : humidity
- E odometer : speed

3 ADVERTISER : PUBLIC ::

- A coach : team
- B novice : master
- C candidate : electorate
- D heir : king
- E autocrat : bureaucracy

2 GOGGLES : EYES ::

- A hearing aid : ear
- B braces : teeth
- C thimble : finger
- D stitches : wound
- E mask : proboscis

4 PARALYSIS : MOVEMENT ::

- A optimism : despair
- B subterfuge : privacy
- C integrity : corruption
- D indolence : activity
- E propaganda : freedom

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MODEL

MOURN : GRIEF ::

- A swagger : chagrin
- B condole : sympathy
- C sneer : annoyance
- D complain : contempt
- E confide : recalcitrance

The answer is B.

You *mourn* when you are feeling *grief*, and you *condole* when you are feeling *sympathy*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
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1 COMPROMISE : FLEXIBLE :: 3 ATTACK : AGGRESSIVE ::

- A consent : brusque
- B entice : vulnerable
- C improvise : spontaneous
- D exonerate : invincible
- E plead : ambivalent
- A surrender : implacable
- B relent : imperious
- C vilify : tenacious
- D connive : devious
- E provoke : irascible

2 APPLAUD : ADMIRATION :: 4 GLOAT : SMUG ::

- A surmise : audacity
- B apologize : anguish
- C antagonize : humiliation
- D encroach : shyness
- E loathe : hatred
- A deign : condescending
- B complement : diplomatic
- C fulminate : affable
- D evade : wary
- E fawn : noncommittal

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MODEL

BEWILDERED : CONFUSION :: The answer is C.
 A intrepid : fear A person who is *bewil-*
 B ambiguous : proficiency *dered* feels *confusion*, and
 C callous : indifference a person who is *callous*
 D tentative : tenacity feels *indifference*.
 E hilarious : felicity

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

- | | |
|--|--|
| <p>1 INTREPID : COURAGE ::</p> <p>A apprehensive : trepidation</p> <p>B insolent : incredulity</p> <p>C formidable : awe</p> <p>D impetuous : caution</p> <p>E redundant : somnolence</p> | <p>3 PATHETIC : PITY ::</p> <p>A jaded : apathy</p> <p>B noncommittal : mistrust</p> <p>C resilient : affinity</p> <p>D revolting : disgust</p> <p>E expedient : self-interest</p> |
| <p>2 EMINENT : RESPECT ::</p> <p>A quixotic : deference</p> <p>B contemptible : disdain</p> <p>C chaotic : havoc</p> <p>D rapacious : greed</p> <p>E adept : dexterity</p> | <p>4 POISED : EQUILIBRIUM ::</p> <p>A despicable : despair</p> <p>B loyal : fidelity</p> <p>C inflamed : swelling</p> <p>D erratic : inaccuracy</p> <p>E precarious : stability</p> |

Analogies

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MODEL

PONDER : THOUGHTFUL ::

- A resolve : convivial
- B grimace : malevolent
- C defile : factious
- D question : inquisitive
- E imagine : stoic

The answer is D.

When you *ponder*, you are feeling *thoughtful*, and when you *question*, you are feeling *inquisitive*.

DIRECTIONS

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- Then, state how the two pairs of words are alike.

1 POTTER : CLAY ::

- A gardener : soil
- B jeweler : necklace
- C carpenter : wood
- D artisan : craft
- E chef : recipe

3 POMPOUS : ARROGANCE ::

- A subservient : impunity
- B vengeful : recrimination
- C sad : contrition
- D supercilious : haughtiness
- E superfluous : prominence

2 HUMILIATE : ASHAMED :: 4 BROOM : SWEEP ::

- A rejoice : exultant
- B praise : laudable
- C scrutinize : nonchalant
- D vilify : abusive
- E deprecate : disparaged

- A sponge : absorb
- B washcloth : scrub
- C hose : spray
- D lamp : illuminate
- E soap : lather

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MODEL

LEASH : DOG ::

- A pet : cat
- B pierce : ear
- C restrain : crowd
- D play : piano
- E fasten : seatbelt

The answer is C.

You *leash* a *dog* in order to control its behavior, and you *restrain* a *crowd* in order to control its behavior.

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1 REMOVE : STAIN ::

- A redress : grievance
- B repress : emotion
- C restore : trust
- D depose : dictator
- E repel : invasion

3 BREACH : AGREEMENT ::

- A cancel : performance
- B betray : confidence
- C waive : right
- D assert : opinion
- E demand : explanation

2 FULFILL : OBLIGATION ::

- A achieve : goal
- B thwart : enemy
- C define : objective
- D elapse : time
- E greet : guest

4 IGNITE : FIRE ::

- A abate : pain
- B implement : plan
- C incite : riot
- D intercept : message
- E inspire : loyalty

Analogies

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MODEL

RAVENOUS : HUNGRY ::

- A parched : thirsty
- B convincing : valid
- C probable : unlikely
- D severe : harsh
- E starving : famished

The answer is A.

Someone who is *ravenous* is extremely *hungry*, and someone who is *parched* is extremely *thirsty*.

DIRECTIONS

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1 ADAMANT : CERTAIN ::

- A boring : dull
- B meager : scarce
- C intermittent : incessant
- D unremitting : persistent
- E destitute : impoverished

3 DAWDLE : LINGER ::

- A wander : roam
- B assume : presume
- C worsen : aggravate
- D shrink : dwindle
- E procrastinate : delay

2 AROMA : STENCH ::

- A awe : dread
- B danger : hazard
- C racket : noise
- D aura : atmosphere
- E surface : texture

4 ARROGANT : PROUD ::

- A lax : lenient
- B grotesque : fantastic
- C pushy : assertive
- D ambitious : enterprising
- E affable : amiable

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MODEL

PRUDENT : RECKLESS ::

- A synthetic : artificial
- B tactful : discreet
- C durable : enduring
- D tactless : inconsiderate
- E benign : harmful

The answer is E.

Someone who is *prudent* is the opposite of *reckless*, and someone or something that is *benign* is the opposite of *harmful*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 LUCID : INCOHERENT ::

- A futile : ineffectual
- B garrulous : frivolous
- C inadvertent : intentional
- D bumptious : askew
- E uncanny : bizarre

3 REBUKE : BLAMELESS ::

- A permeate : compact
- B rationalize : incredulous
- C exonerate : innocent
- D prove : alleged
- E appease : implacable

2 IMPARTIAL : BIAS ::

- A unscrupulous : honesty
- B indelible : permanence
- C indomitable : precision
- D legitimate : austerity
- E infallible : kindness

4 INANE : LOGIC ::

- A demoralized : morality
- B callous : sensitivity
- C elite : impact
- D ruthless : mercy
- E static : motion

Analogies

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MODEL

DISHEVELED : UNKEMPT ::

- A drastic : tawdry
- B arduous : grueling
- C sparse : terse
- D staunch : tepid
- E absolute : vehement

The answer is B.

Disheveled is a synonym for *unkempt*, and *arduous* is a synonym for *grueling*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 PROFICIENT : FACILE ::

- A acute : chronic
- B audacious : bold
- C precise : accurate
- D illustrious : infamous
- E tawdry : ornate

3 BIT : DRILL ::

- A vertebrae : spine
- B blade : knife
- C nostril : nose
- D core : apple
- E elbow : arm

2 IMPLY : EXPLICIT ::

- A require : superfluous
- B contaminate : toxic
- C comfort : baleful
- D accost : fastidious
- E offend : impertinent

4 VERIFY : FACT ::

- A propose : solution
- B redress : grievance
- C confirm : reservation
- D abut : argument
- E refute : allegation

Analogies

Analogies show relationships between pairs of words.

MODEL

SAGE : WISE ::

- A crony : inexplicable
- B novice : wily
- C upstart : resourceful
- D charlatan : deceitful
- E spendthrift : frugal

The answer is D.

A *sage* is someone who is *wise*, and a *charlatan* is someone who is *deceitful*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 ANGUISH : PAINFUL ::

- A dissent : verbose
- B competition : vigorous
- C vernacular : rudimentary
- D anxiety : stressful
- E discretion : secret

3 SANCTUARY : REFUGE ::

- A intrusion : distraction
- B threat : menace
- C panacea : immunity
- D bulwark : closure
- E deluge : attrition

2 SARCASM : BITING ::

- A simile : literal
- B repartee : verbatim
- C parody : mocking
- D soliloquy : extemporaneous
- E symbol : poetic

4 PLATITUDE : TRITE ::

- A intuition : intricate
- B stigma : inexplicable
- C inhibition : unconscious
- D veneer : superficial
- E surmise : accurate

Analogies

Analogies show relationships between pairs of words.

MODEL

MARTYR : SUFFER ::

- A plaintiff : settle
- B sovereign : assail
- C plebeian : fight
- D usurper : lend
- E scholar : study

The answer is E.

A *martyr* is someone willing to *suffer* for the sake of a cause, and a *scholar* is someone willing to *study* for the sake of gaining knowledge.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 MASK : COVER ::

- A knob : pull
- B sortie : flee
- C electricity : conduct
- D recipient : hoard
- E mirror : reflect

3 REPLICA : DUPLICATES ::

- A phalanx : wrests
- B amendment : alters
- C adage : describes
- D propaganda : dissuades
- E anecdote : foreshadows

2 ALLY : HELP ::

- A diplomat : goad
- B enemy : oppose
- C victim : discriminate
- D criminal : flay
- E employee : commute

4 OBSTACLE : BLOCKS ::

- A consequence : occurs
- B calamity : overwhelms
- C credential : qualifies
- D debacle : amuses
- E investment : depreciates

Analogies

Analogies show relationships between pairs of words.

MODEL

AX : TREE ::

- A splinter : skin
- B needle : thread
- C scythe : grain
- D drill : wood
- E plow : soil

The answer is C.

An *ax* is used to cut down a *tree*, and a *scythe* is used to cut down *grain*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 TEACHER : STUDENT ::

- A attorney : witness
- B doctor : patient
- C author : character
- D songwriter : singer
- E director : producer

3 FLAW : PERFECTION ::

- A clemency : justice
- B fortress : invasion
- C remedy : illness
- D impunity : punishment
- E quorum : consensus

2 MECHANIC : ENGINE ::

- A germ : host
- B reporter : event
- C dentist : tooth
- D seller : buyer
- E antibiotic : bacteria

4 SIEVE : SAND ::

- A grater : cheese
- B grinder : coffee
- C mortar : brick
- D stomach : food
- E sifter : flour

Analogies

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MODEL

ENVY : JEALOUSY ::

- A intimidate : spite
- B cherish : avarice
- C ridicule : exasperation
- D endorse : approval
- E discredit : deference

The answer is D.

When you *envy* someone, you show *jealousy*, and when you *endorse* someone or something, you show *approval*.

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- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 DERIDE : SCORNFUL ::

- A fulminate : melancholy
- B reprimand : disapproving
- C confound : disoriented
- D eavesdrop : candid
- E banter : brusque

3 NITPICK : HYPERCRITICAL ::

- A irritate : irascible
- B exploit : browbeaten
- C undermine : preemptory
- D bicker : volatile
- E perceive : discerning

2 STRUT : VAIN ::

- A taint : poisoned
- B goad : provocative
- C bait : harassed
- D chide : indignant
- E gasp : apprehensive

4 SEETHE : AGITATION ::

- A grieve : camaraderie
- B recoil : horror
- C vacillate : indecision
- D glorify : charisma
- E manipulate : malevolence

Analogies

Analogies show relationships between pairs of words.

MODEL

INTRICACY : COMPLEX ::

- A fortitude : subservient
- B demeanor : friendly
- C affirmation : positive
- D fauna : inanimate
- E chivalry : archaic

The answer is C.

By definition, *intricacy* is *complex*, and by definition, *affirmation* is *positive*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 BEAM : JOY ::

- A scoff : dismay
- B smirk : bitterness
- C peer : alarm
- D glance : fascination
- E scowl : displeasure

3 CLIMAX : SUSPENSEFUL ::

- A ambivalence : hostile
- B catharsis : purifying
- C compliance : recalcitrant
- D prestige : pretentious
- E exertion : exhaustive

2 KEY : LOCK ::

- A knob : closet
- B plug : socket
- C hinge : door
- D combination : safe
- E code : hieroglyphic

4 METAPHOR : COMPARE ::

- A amnesty : pardon
- B allegory : synchronize
- C epithet : describe
- D conjecture : explain
- E guarantee : promise

Analogies

Analogies show relationships between pairs of words.

MODEL

INVARIABLE : CONSTANCY ::	The answer is A.
A unstable : change	Something that is <i>invariable</i> is characterized by
B consecutive : oscillation	<i>constancy</i> , and something
C enduring : change	that is <i>unstable</i> is characterized by
D effective : finality	<i>changes</i> .
E comprehensive : clarity	

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

- | | |
|---------------------------------|---------------------------------|
| 1 FALLIBLE : ERROR :: | 3 MALEVOLENT : SPITE :: |
| A self-righteous : apology | A omnivorous : ambiguity |
| B vulnerable : pain | B posthumous : mortality |
| C inconsolable : comfort | C pernicious : harm |
| D irrefutable : conjecture | D impartial : neutrality |
| E abominable : friendship | E indomitable : frailty |
| 2 DESTITUTE : POVERTY :: | 4 INDIGNANT : OUTRAGE :: |
| A resonant : sound | A conspicuous : attention |
| B alluring : greed | B inert : resistance |
| C affluent : wealth | C derogatory : deprecation |
| D carnivorous : ferocity | D voracious : hunger |
| E resilient : stoicism | E contentious : controversy |

Analogies

Analogies show relationships between pairs of words.

MODEL

REVISE : DRAFT ::

- A feed : cat
- B reject : suitor
- C refresh : memory
- D retire : job
- E rehearse : play

The answer is E.

When you *revise a draft*, you try to improve the writing, and when you *rehearse a play*, you try to improve the performance.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 READ : BOOK ::

- A break : window
- B borrow : library
- C watch : movie
- D defend : opinion
- E write : letter

3 ANTICIPATE : OBJECTION ::

- A invoke : rule
- B infer : meaning
- C surpass : expectation
- D precipitate : crisis
- E rationalize : decision

2 RESIST : TEMPTATION ::

- A predict : future
- B ignore : warning
- C inherit : legacy
- D elect : delegate
- E flaunt : law

4 POLLUTE : RIVER ::

- A tarnish : reputation
- B replenish : supply
- C propagate : plant
- D capsize : boat
- E vandalize : statue

Analogies

Analogies show relationships between pairs of words.

MODEL

PLANNED : IMPULSIVE ::

A innumerable : myriad

B fragile : brittle

C erroneous : innocuous

D auspicious : ominous

E vivacious : transparent

The answer is D.

A *planned* action is the opposite of an *impulsive*

one, and something that is

auspicious is the opposite of something that is *ominous*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 RAPACIOUS : GREEDY ::

A grandiose : impressive

B painstaking : meticulous

C long : serial

D terse : meager

E misanthropic : insidious

3 ENERGETIC : LETHARGY ::

A irrational : foresight

B intangible : definition

C recalcitrant : acquiescence

D timorous : fear

E quixotic : idealism

2 WAIVE : RIGHT ::

A evoke : mood

B depose : witness

C relinquish : throne

D cast : spell

E stipulate : condition

4 NIMBLE : AGILITY ::

A sporadic : frequency

B intolerant : malevolence

C tepid : intensity

D staunch : loyalty

E invidious : animosity

Analogies

Analogies show relationships between pairs of words.

MODEL

GRAIN : RICE ::

- A stalk : wheat
- B kernel : corn
- C pea : pod
- D bunch : grape
- E tuft : grass

The answer is B.

A *grain* is one tiny, discrete piece of *rice*, and a *kernel* is one tiny, discrete piece of *corn*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 CARDIOLOGIST : HEART :: 3 GAUDY : COLORFUL ::

- A podiatrist : children
- B radiologist : radio
- C dermatologist : skin
- D psychologist : therapy
- E chemist : atom

- A dead : deceased
- B eccentric : creative
- C used : antique
- D glib : eloquent
- E devout : pious

2 SKIN : WRINKLED ::

- A marble : smooth
- B edge : jagged
- C sweater : fuzzy
- D bark : gnarled
- E burlap : coarse

4 MEDDLE : INTRUSIVE ::

- A mortify : embarrassed
- B impose : grandiose
- C conceal : furtive
- D imitate : disrespectful
- E insinuate : insidious

Analogies

Analogies show relationships between pairs of words.

MODEL

BARRIER : SEPARATE ::

A catastrophe : avert

B conviction : overturn

C assumption : challenge

D benefit : help

E anagram : array

The answer is D.

A *barrier* is something that will *separate* one thing from another, and a *benefit* is something that will *help* someone.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 COUNTERFEIT : GENUINE :: 3 ALLIGATOR : REPTILE ::

A rude : politic

B coincidental : predestined

C impromptu : punctual

D innate : instinctive

E contraband : expensive

A crocodile : amphibian

B frog : toad

C gorilla : chimpanzee

D whale : mammal

E salmon : shark

2 EAT : EDIBLE ::

A inherit : congenital

B burn : pallid

C spend : lucrative

D ingratiate : thankful

E succumb : docile

4 VACUUM : EMPTINESS ::

A pauper : poverty

B misanthrope : hatred

C rectitude : retribution

D orthodoxy : belief

E decadence : decay

Analogies

Analogies show relationships between pairs of words.

MODEL

STAMMER : FLUSTERED ::

A mumble : brazen

B whine : cranky

C quaver : serene

D jostle : frazzled

E mutter : abrasive

The answer is B.

When you *stammer* you are usually feeling *flustered*, and when you *whine* you are usually feeling *cranky*.

DIRECTIONS

- Select the pair of words that best completes each analogy.
- Then, state how the two pairs of words are alike.

1 CLOCK : TIME ::

A freezer : ice

B iron : clothing

C odometer : mileage

D dishwasher : silverware

E television : program

3 VICIOUS : MEAN ::

A stodgy : old-fashioned

B obvious : apparent

C lethal : injurious

D negligible : insignificant

E extravagant : lavish

2 SURGEON : HOSPITAL ::

A writer : bookstore

B proofreader : error

C actor : audience

D chemist : laboratory

E painter : canvas

4 DIFFIDENT : TIMIDITY ::

A disparate : immorality

B despondent : rejection

C incongruous : incoherence

D redundant : consensus

E inharmonious : dissonance