



EFFECTS OF DIFFERENT METHODS OF  
ADMINISTRATION ON PERFORMANCE IN  
CONVERGENT AND DIVERGENT "TESTS"

by

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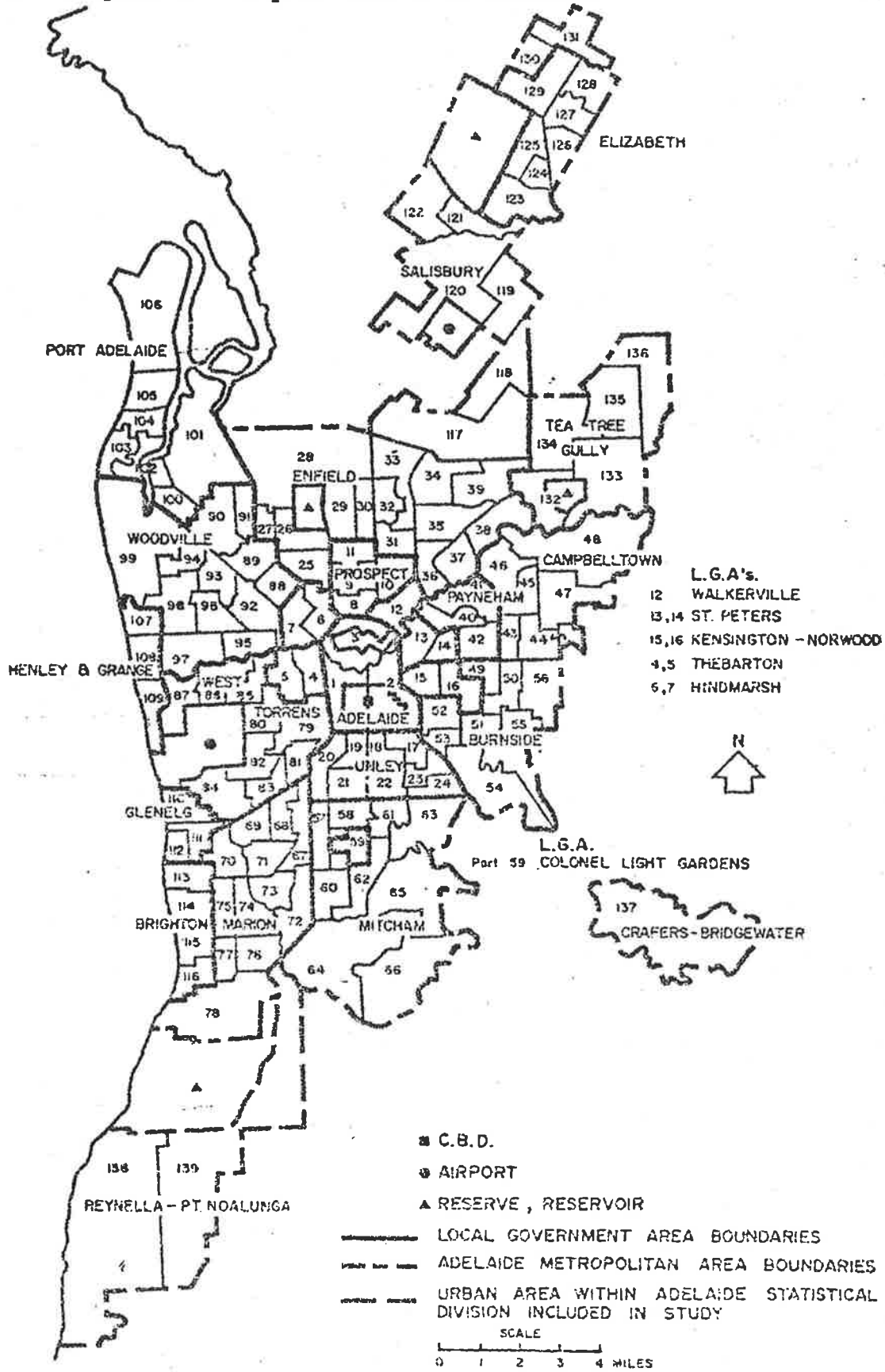
January 21, 1978

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APPENDIX A

Figure 1. Map of Adelaide Suburbs



Key to Fig. 1 giving A.C.D.  
or Suburb, Names

1. Adelaide City West
2. Adelaide City East
3. North Adelaide
4. Thebarton - Mile End
5. Torrensville
6. Bowden
7. Hindmarsh
8. Fitzroy
9. Prospect South
10. Nailsworth
11. Prospect North
12. Walkerville
13. St. Peters
14. Stepney
15. Kent Town - Norwood
16. Kensington - Marryatville
17. Parkside
18. Unley
19. Goodwood
20. Forresterville
21. Millswood - Clarence Park
22. Unley Park - Malvern
23. Fullarton
24. Highgate - Myrtle Bank
25. Croydon Park - Dudley Park
26. Ferryden Park
27. Woodville Gardens
28. Wingfield - Mansfield Park
29. Kilburn
30. Blair Athol
31. Broadview
32. Enfield
33. Gepps Cross
34. Northfield
35. Greenacres - Hillcrest
36. Manningham - Vale Park
37. Klemzig
38. Windsor Gardens
39. Valleyview - Gilles Plains
40. Joslin - Payneham
41. Marden - Felixtow
42. Payneham South - Trinity Gardens
43. Tranmere
44. Magill

Key to Fig. 1 (Cont'd.)

46. Campbelltown
47. Rostrevor - Newton
48. Paradise - Athelstone
49. Beulah Park - Kensington Park
50. Erindale - Kensington Gardens
51. Tusmore - Lindon Park
52. Rose Park - Toorak Gardens
53. Eastwood - Glenside
54. St. Georges - Glen Osmond
55. Burnside - Beaumont
56. Roslyn Park - Wattle Park
57. Clarence Park
58. Cumberland Park
59. Colonel Light Gardens - Daw Park
60. St. Marys
61. Hathorn - Kingswood
62. Clapham - Panorama
63. Netherby - Mitcham - Springfield
64. Eden Hills - Bellevue Heights
65. Belair - Glenalta
66. Blackwood - Hawthorndene
67. Glandore - Edwardstown
68. South Plympton
69. Plympton Park - Morphettville
70. Glengowrie
71. Parkholme - Ascot Park
72. Clovelly Park
73. Marion - Mitchell Park
74. Oaklands Park
75. Warradale
76. Sturt - Seacombe Gardens
77. Dover Gardens
78. Marino - Seaview
79. Richmond - Marlestone
80. Cowandilla - West Richmond
81. Kurralta Park
82. Netley - Plympton Park
83. Plympton
84. Novar Gardens - Camden Park
85. Underdale - Brooklyn
86. Lockleys
87. Fulham
88. West Croydon
89. Woodville - Kilkenny
90. Pennington - Cheltenham
91. Athol Park - Woodville North

Key to Fig. 1 (Cont'd.)

92. Beverley - Welland
93. Woodville South & West
94. Hendon - Albert Park
95. Flinders Park
96. Findon
97. Fulham Gardens - Kidman Park
98. Seaton
99. Semaphore Park - Royal Park
100. Queenstown - Alberton
101. Rosewater - Ottway
102. Port Adelaide - Ethelton
103. Semaphore - Exeter
104. Largs - Peterhead
105. Largs North
106. Osborne - Taperoo
107. Grange
108. Henley Beach
109. West Beach
110. Glenelg North
111. Glenelg
112. Glenelg South
113. Somerton Park
114. North Brighton - Hove
115. Brighton - South Brighton
116. Seacliff - Kingston Park
117. Parooka - Para Vista
118. Para Hills
119. Brahma Lodge - Salisbury East
120. Salisbury - Para Gardens
121. Salisbury North I
122. W.R.E. - Salisbury North II
123. Elizabeth Valey
124. Elizabeth Grove
125. Elizabeth - Elizabeth South
126. Elizabeth East - Elizabeth Heights
127. Elizabeth Park
128. Elizabeth Downs
129. Elizabeth North
130. Elizabeth West
131. Elizabeth Field
132. Holden Hill - Dernancourt
133. Hope Valley - Highbury
134. Modbury
135. Redwood Park - Ridgehaven
136. Fariview Park - Tea Tree Gully
137. Crafers - Bridgewater
138. Reynella - Happy Valley
139. Christies Beach - Port Noarlunga

FACTOR I. SOCIO - ECONOMIC STATUS

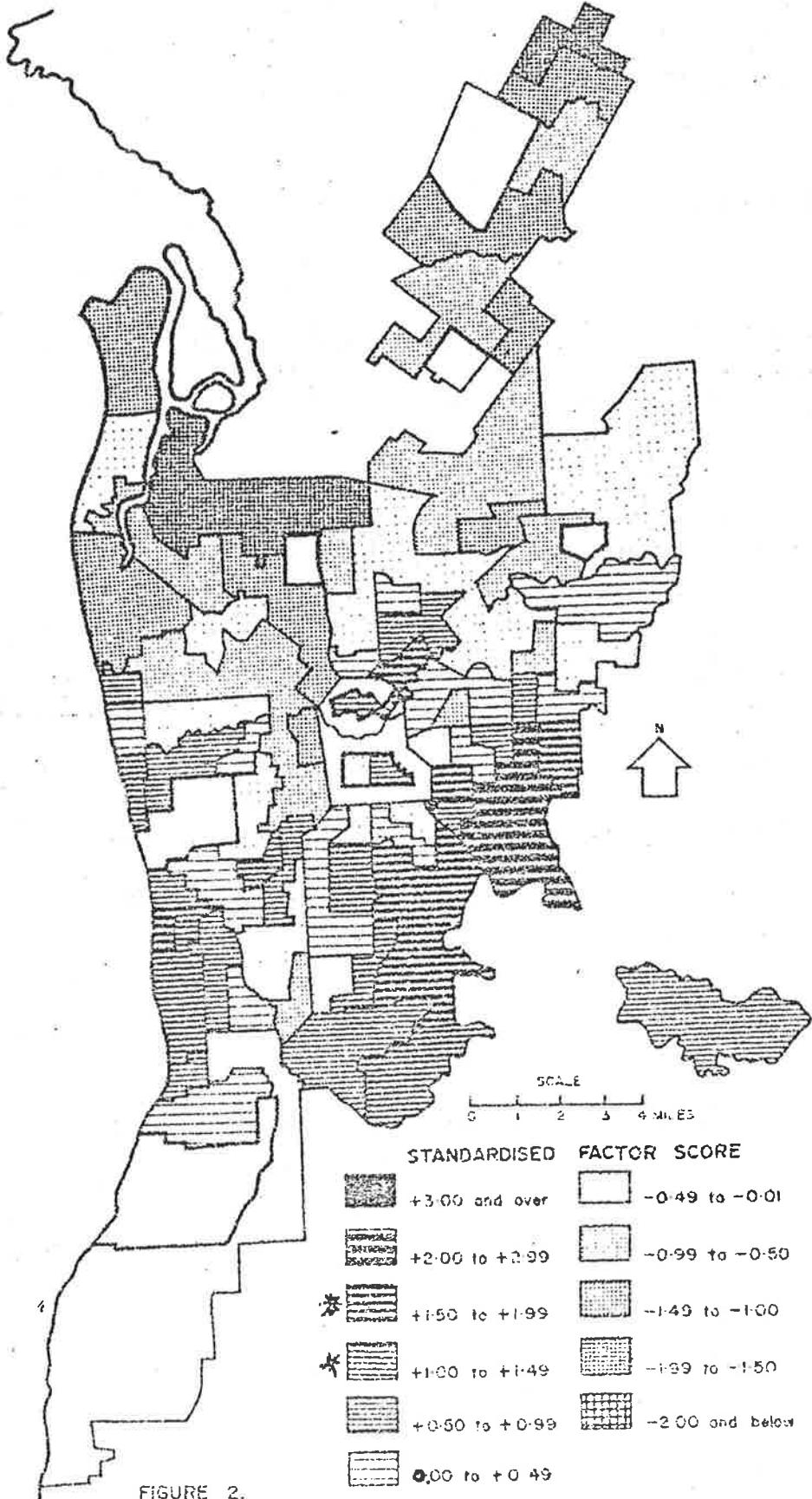


FIGURE 2.

FACTOR II. HOUSEHOLD COMPOSITION, LOW FAMILISM.

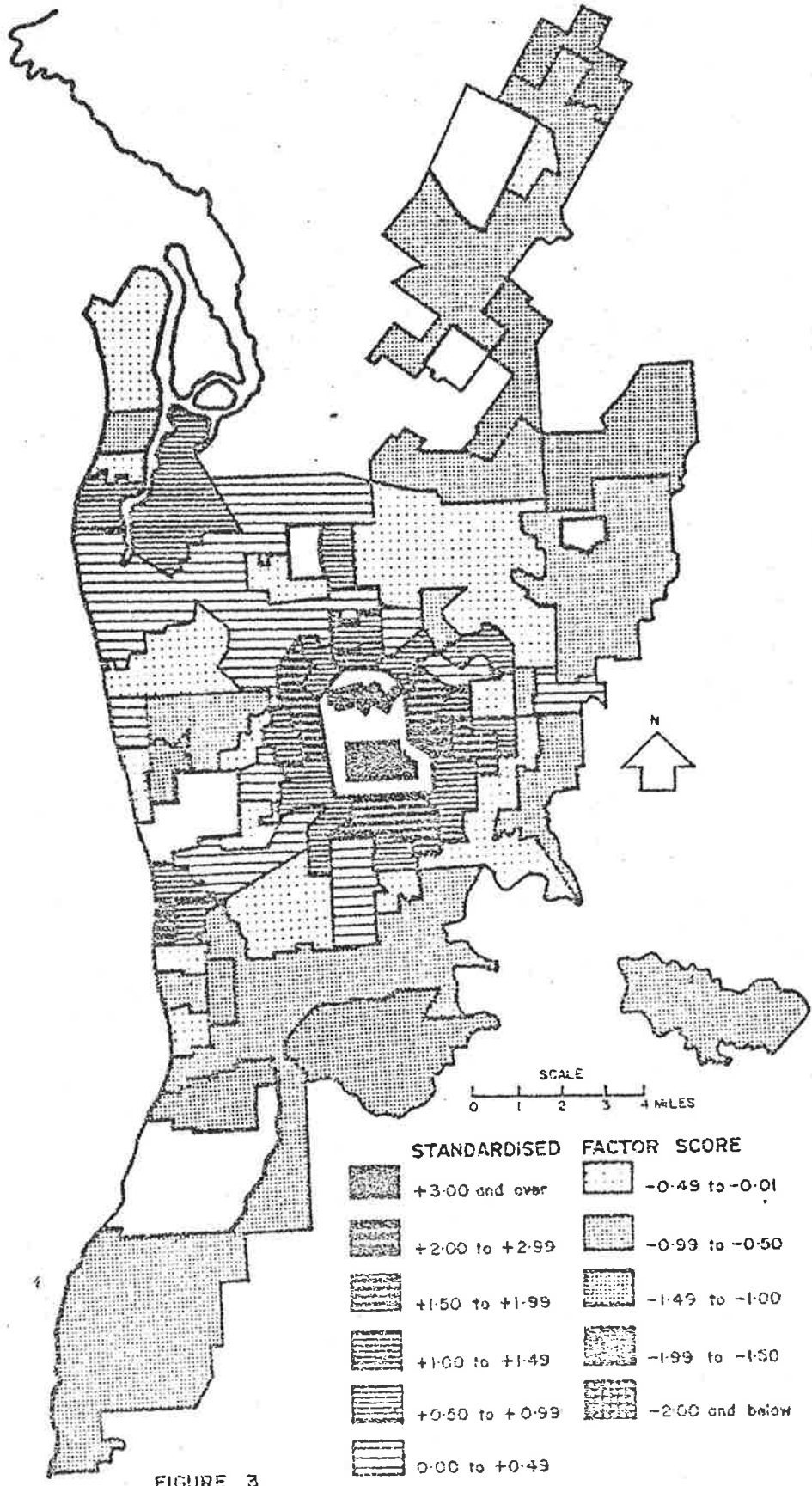


FIGURE 3



FACTOR III. RECENT U.K. MIGRANTS

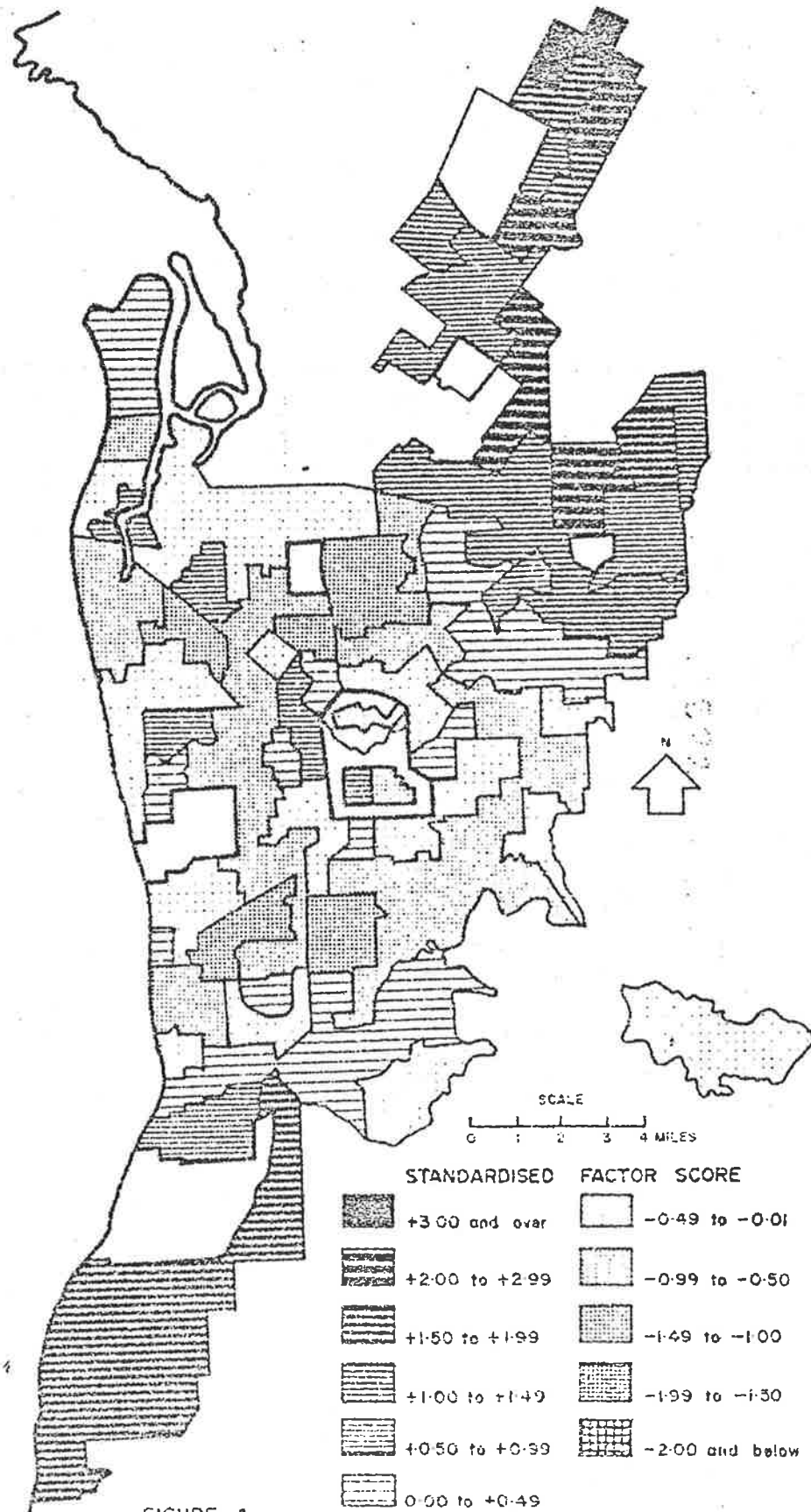


FIGURE 4

FACTOR IV. HIGH ETHNICITY

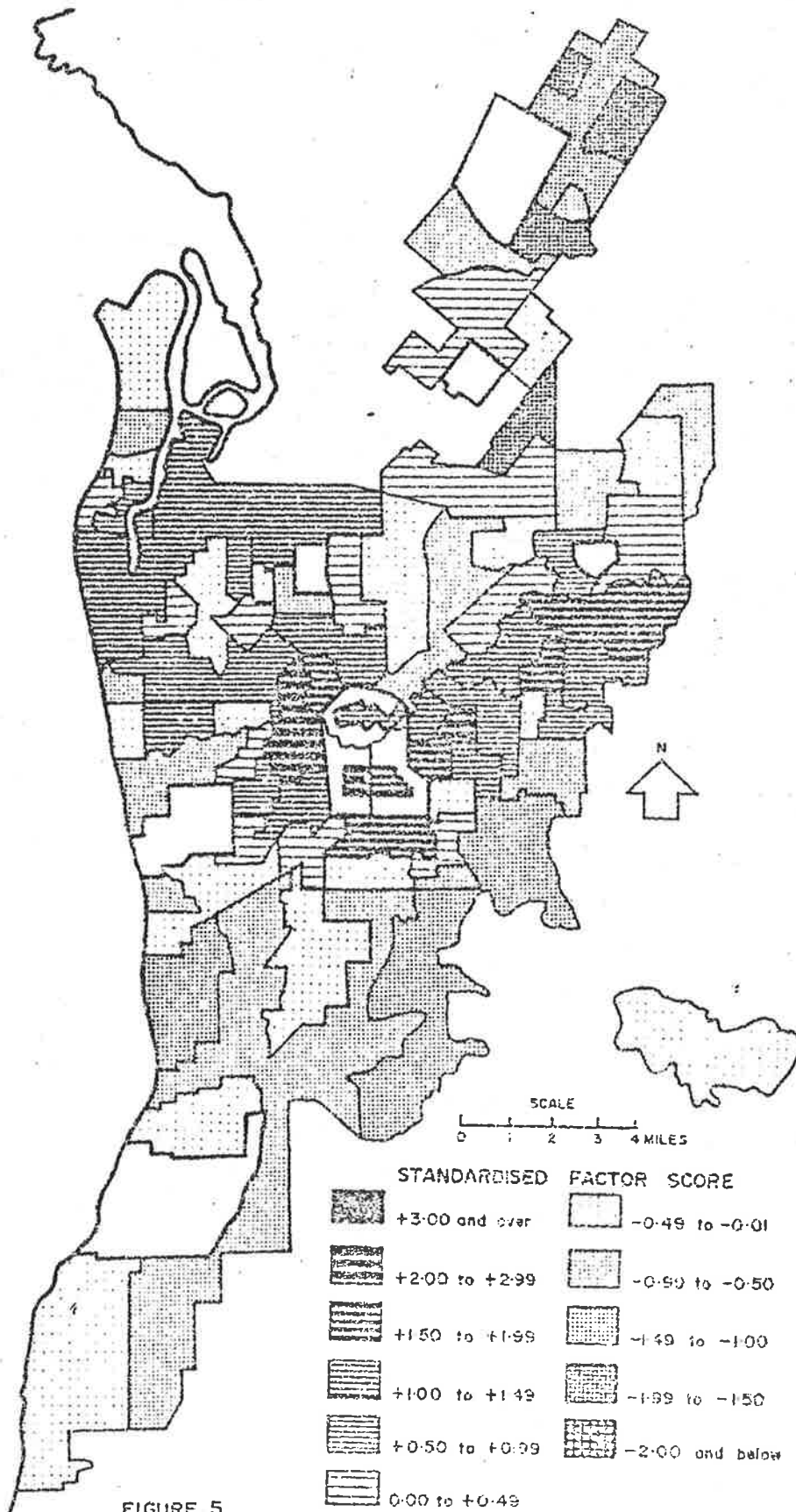


FIGURE 5

FACTOR V. AGED, LOW FAMILISM

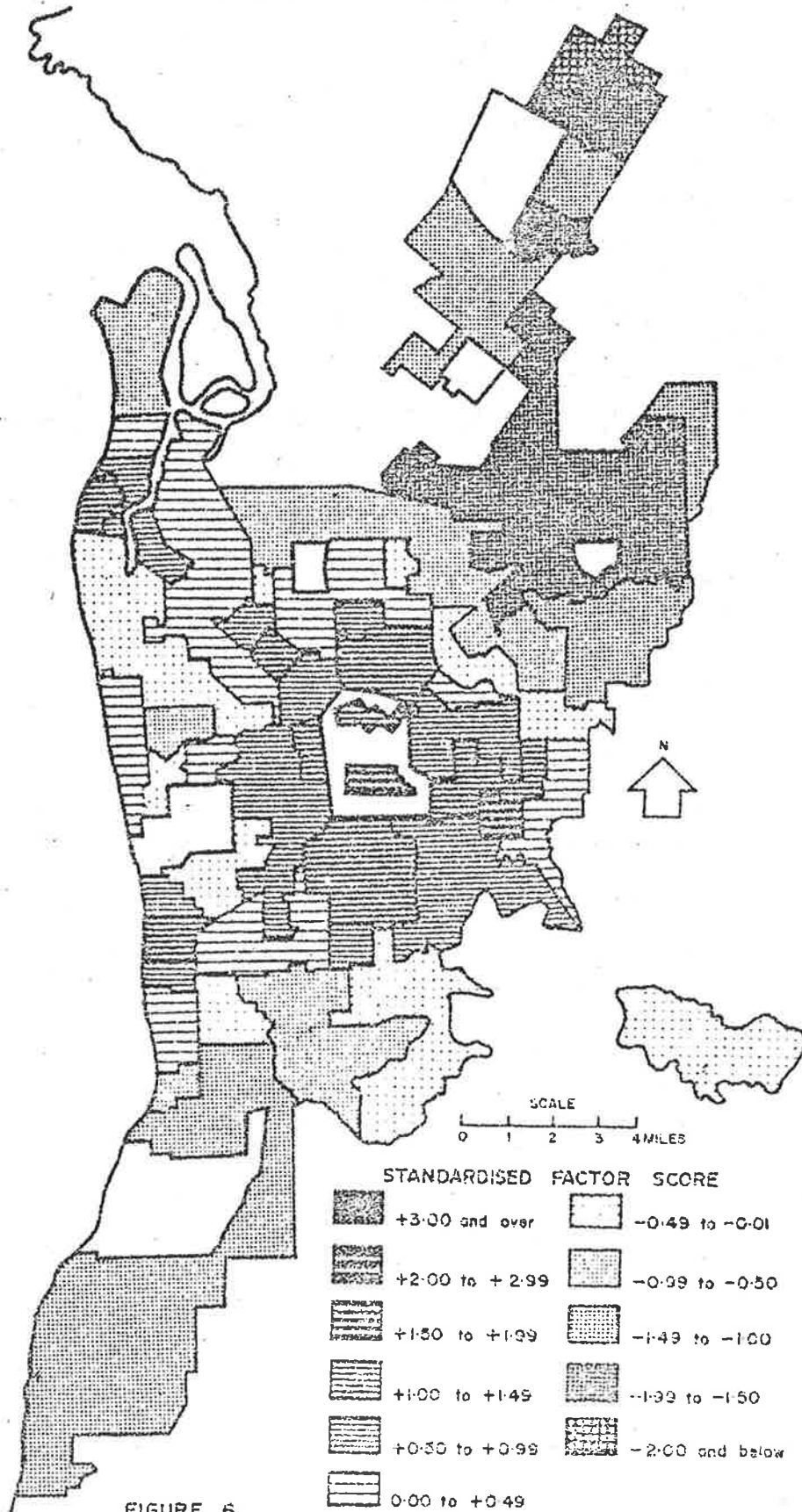


FIGURE 6

FACTOR VII. NW. & E. EUROPEAN MIGRANTS

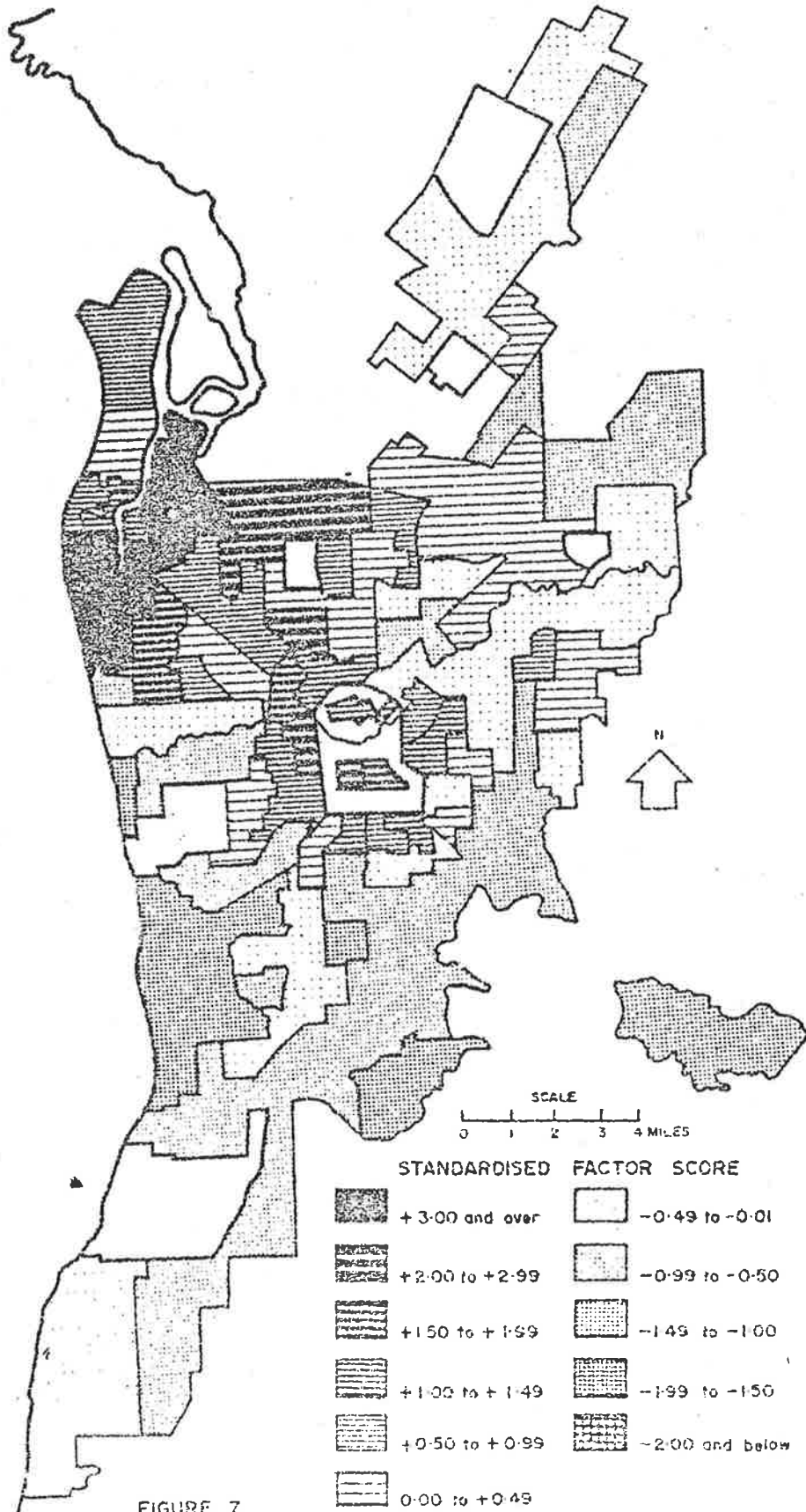


FIGURE 7.

TABLE I

Factor I - Socioeconomic Status

Eigenvalue 26.869, Percent of total variance 24.207

<u>Variable</u>	<u>Rotated Factor Loading</u>
1. MWF Empl.	+.915
2. FWF Empl.	+.787
3. MWF Self-empl.	+.535
4. MWF Empl.	-.854
5. FWF Empl.	-.405
10. M Non-WF Ret, indep. means	+.613
13. MWFI Manuf.	-.779
14. FWFI Manuf.	-.798
17. MWFI Trans, stor.	-.532
19. MWFI Fin, prop.	+.878
20. FWFI Fin, prop.	+.543
21. MWFI Commerce	+.759
24. MWFI Prof., bus.	+.864
25. FWFI Prof., bus.	+.653
26. MWFI Amus., hot. perserv.	+.428
28. MWFO Prof., tech.	+.888
9. FWFO Prof., tech.	+.688
30. MWFO Admin., exec., manag.	+.929
31. FWFO Admin., exec., manag.	+.759
32. MWFO Clerical	+.575
33. FWFO Clerical	+.382
34. MWFO Sales	+.805
35. FWFO Sales	-.311
36. MWFO Crafts, prodn., proc., lab.	-.899
37. FWFO Crafts, prodn., proc., lab.	-.814
39. FWFO Serv., sport, rec.	-.374
41. MWF Tert. quals.	+.905
43. MWF No quals.	-.525
44. Priv. dwell. owned	+.370
46. Priv. dwell. Govt. tenant	-.467
50. Priv. dwell. 2 + cars	+.643
51. M/F Ratio	-.518
58. Pop. 60+	+.318
60. Pop. 15 + non-sing. widowed	+.309
66. WF Female	+.331
71. Priv. dwell. flats	+.377
75. Persons/dwell.	-.395

TABLE 1 (Cont'd.)

<u>Variable</u>	<u>Rotated Factor Loading</u>
76. Pop. Australia	+.394
78. Pop. Overseas	-.394
79. Pop. Europe	-.326
86. Pop. Poland	-.336
88. Pop. USSR	-.309
89. Pop. Yugoslavia	-.373
94. Pop. N.Z.	+.785
95. Pop. USA, Canada	+.623
102. Migrants res. over 19 yrs.	+.494
104. Pop. Catholic	-.316
105. Pop. Ch. of Eng.	+.410
110. Pop. Hebrew	+.649

TABLE 2

Factor II - Household composition, low familism

Eigenvalue 21.036, Percent of total variance 18.951

<u>Variable</u>	<u>Rotated Factor Loading</u>
8. MWF Unempl.	+ .748
26. MWF Amus., hot, perserv.	+ .654
27. FWF Amus, hot, perserv.	+ .734
32. MWFO Clerical	- .311
33. FWFO Clerical	- .396
38. MWFO Serv., sport, rec.	+ .815
39. FWFO Serv., sport, rec.	+ .475
44. Priv. dwell. owned	- .492
45. Priv. dwell. tenant.	+ .699
47. Priv. dwell. T.V.	- .449
48. Priv. dwell. no car	+ .564
49. Priv. dwell. one car	- .377
50. Priv. dwell. 2+ cars	- .452
59. Pop. 15 + never married	+ .399
61. Pop 15 + non-sing. - div., sep.	+ .793
65. F. Pop. in WF	+ .521
66. WF Female	+ .306
67. F Pop. 15 + non-sing. home duties	- .445
71. Priv. dwell. flats	+ .379
72. Dwell. non-private	+ .778
74. Rooms/priv. dwell.	- .752
77. Pop. Aust., non-SA	+ .389
91. Pop. Greece	+ .384
92. Pop. Malta	+ .414
95. Pop. USA, Canada	+ .305
106. Pop. Methodist	- .387
108. Pop. Greek Orthodox	+ .345

TABLE 3

Factor III - Recent U.K. Migrants

Eigenvalue 9.649, Percent of total variance 8.694

<u>Variable</u>	<u>Rotated Factor Loading</u>
5. FWF Emplee	-.330
20. FWF Fin., prop.	-.326
42. MWF Sub tert. quals.	+.347
50. Priv. dwell. 2 + cars	-.308
53. Pop. 15-19	-.628
54. Pop. 20-29	+.538
56. Pop. 40-49	-.761
57. Pop. 50-59	-.457
59. Pop. 15 + Never married	-.401
63. Fertility ratio	+.480
69. Pop. change 1961-66	+.411
70. Priv. dwell. built 1961-66	+.562
76. Pop. Australia	-.745
77. Pop. Aust., non-SA	+.348
78. Pop. Overseas	+.745
80. Pop. UK	+.708
87. Pop. Baltic Countries	-.492
93. Pop. Other European.	+.366
99. Migrants res. 0-5 yrs.	+.841
101. Migrants res. 13-19 yrs.	-.846
102. Migrants res. over 19 yrs.	-.403
105. Pop. Ch. of Eng.	+.406
106. Pop. Methodist	-.555
111. Pop. no religion	+.357



TABLE 4

Factor IV - High Ethnicity

Eigenvalue 6.846, Percent of total variance 6.968

<u>Variable</u>	<u>Rotated Factor Loading</u>
16. MWF I Bldg., cons.	+.321
32. MWFO Clerical	-.331
42. MWF Sub tert. quals	-.356
43. MWF no quals.	+.402
47. Priv. dwell. TV	-.346
73. Priv. dwell. shared	+.364
79. Pop. Europe	+.808
80. Pop. UK	-.361
84. Pop. Hungary	+.478
89. Pop. Yugoslavia	+.367
90. Pop. Italy	+.864
91. Pop. Greece	+.508
92. Pop. Malta	+.345
97. Pop. Aliens	+.824
98. Migrants Aliens	+.796
100. Migrants res. 6-12 yrs.	+.584
104. Pop. Catholic	+.732
105. Pop. Ch. of England	-.657
107. Pop. Presbyterian	-.490
108. Pop. Greek Orthodox	+.533

TABLE 5

Factor V - Aged, Low Familism

Eigenvalue 4.375, Percent of total variance 3.942

<u>Variable</u>	<u>Rotated Factor Loadings</u>
9. M non-WF Pens.	+ .848
10. M non-WF Ret., indep. means	+ .565
16. MWFI Bldg., cons.	- .421
25. FWFI Prof., bus.	+ .325
26. MWFI Amus., hot, preserv.	+ .403
35. FWFO Sales	- .474
42. MWF Sub tert. quals.	- .653
45. Priv. dwell. tenant.	+ .529
46. Priv. dwell. Govt. tenant	- .394
47. Priv. dwell. TV	- .519
48. Priv. dwell. no car	+ .667
49. Priv. dwell. one car	- .681
51. M/F ratio	- .498
52. Pop. 0-14	- .797
55. Pop. 30-39	- .842
57. 50-59	+ .771
58. Pop. 60 +	+ .864
59. Pop. 15 + never married	+ .571
60. Pop. 15 + non-sing. widowed	+ .851
61. Pop. 15 + non-sing. div., sept.	+ .482
62. Dependency ratio	- .756
63. Fertility ratio	- .654
64. M Pop. in WF	+ .425
65. F Pop. in WF	+ .307
66. WF Female	+ .377
68. Pop. 15 + pensioners	+ .896
70. Priv. dwell. built 1961-66	- .567
71. Priv. dwell. flats	+ .526
73. Priv. dwell. shared	+ .639
75. Persons/dwelling	- .709

TABLE 5 (Cont'd.)

<u>Variable</u>	<u>Rotated Factor Loadings</u>
76. Pop. Australia	+.378
78. Pop. Overseas	-.378
80. Pop. U.K.	-.459
81. Pop. Netherlands	-.524
82. Pop. Germany	-.410
91. Pop. Greece	+.367
96. Pop. Asia	+.328
98. Migrants Aliens	+.336
102. Migrants res. over 19 yrs.	+.597
103. Pop. Baptists	+.357
108. Pop. Greek Orthodox	+.373

TABLE 6

Factor VI - High N.W. and E. European Ethnicity

Eigenvalue 3.483, Percent of total variance 3.139

<u>Variable</u>	<u>Rotated Factor Loadings</u>
14. FWFI Manuf.	+ .328
17. MWFI Trans., stor.	+ .373
18. MWFI Commun.	- .566
36. MWFO Crafts, prdn., proc., lab.	+ .351
<hr/>	
79. Pop. Europe	+ .328
82. Pop. Germany	+ .494
83. Pop. Austria	+ .526
85. Pop. Czechoslovakia	+ .384
86. Pop. Poland	+ .776
88. Pop. USSR	+ .767
89. Pop. Yugoslavia	+ .642
101. Migrants res. 13-19 yrs.	+ .300
106. Pop. Methodist	- .311

APPENDIX B

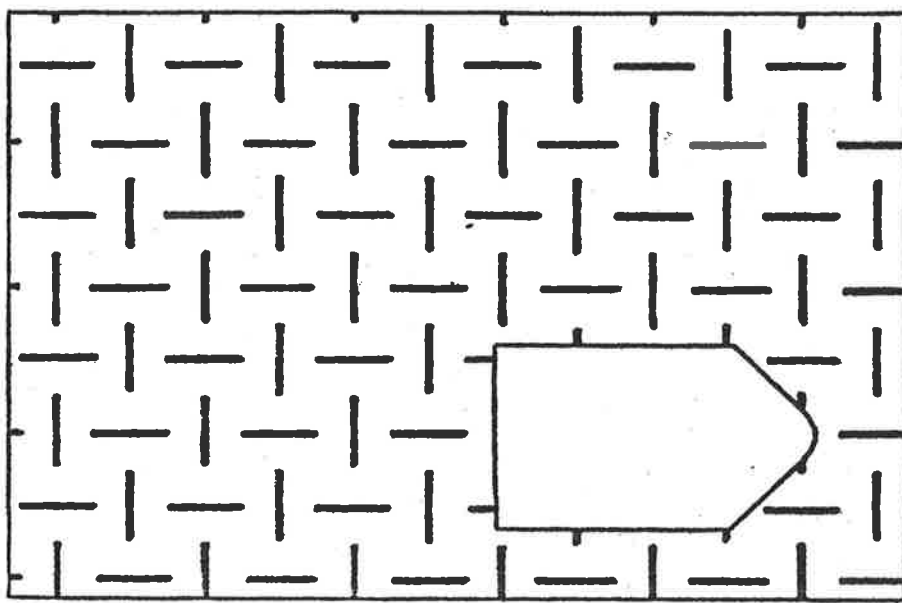
## SIMILARITIES

1. Lemons are sour but sugar is \_\_\_\_\_.
2. You walk with your legs and throw with your \_\_\_\_\_.
3. Boys grow up to be men and girls to be \_\_\_\_\_.
4. A knife and a piece of glass both \_\_\_\_\_.
5. In what way are a PLUM and a PEACH alike?
6. In what way are a CAT and a MOUSE alike?
7. In what way are BEER and WINE alike?
8. In what way are a PIANO and a VIOLIN alike?
9. In what way are PAPER and COAL alike?
10. In what way are a POUND and a YARD alike?
11. In what way are SCISSORS and a COPPER PAN alike?
12. In what way are a MOUNTAIN and a LAKE alike?
13. In what way are SALT and WATER alike?
14. In what way are LIBERTY and JUSTICE alike?
15. In what way are FIRST and LAST alike?
16. In what way are the NUMBERS 49 and 121 alike?

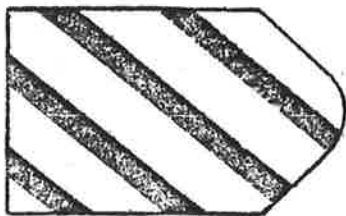
**COLOURED PROGRESSIVE MATRICES**  
**(Selection Only)**

# SET A

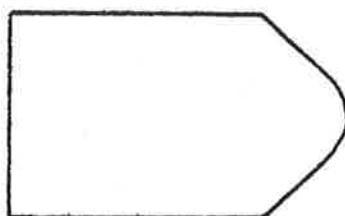
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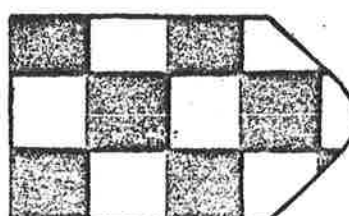
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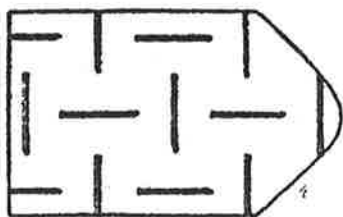
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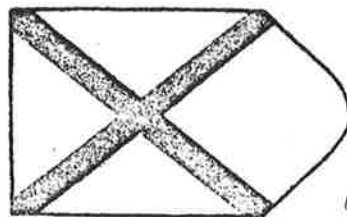
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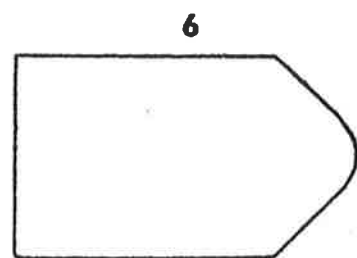
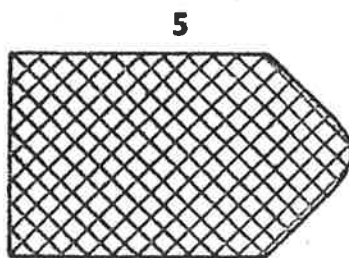
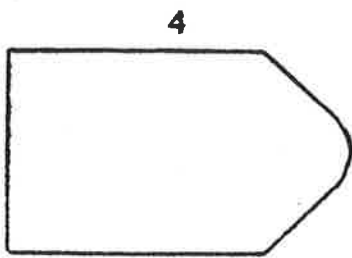
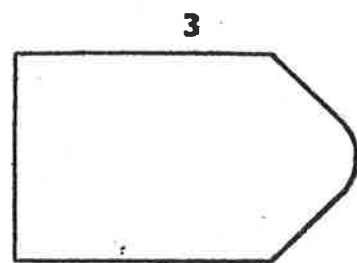
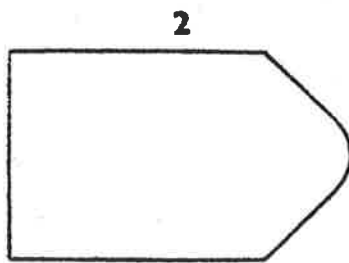
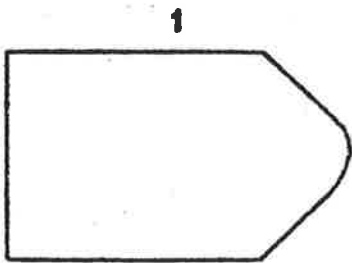
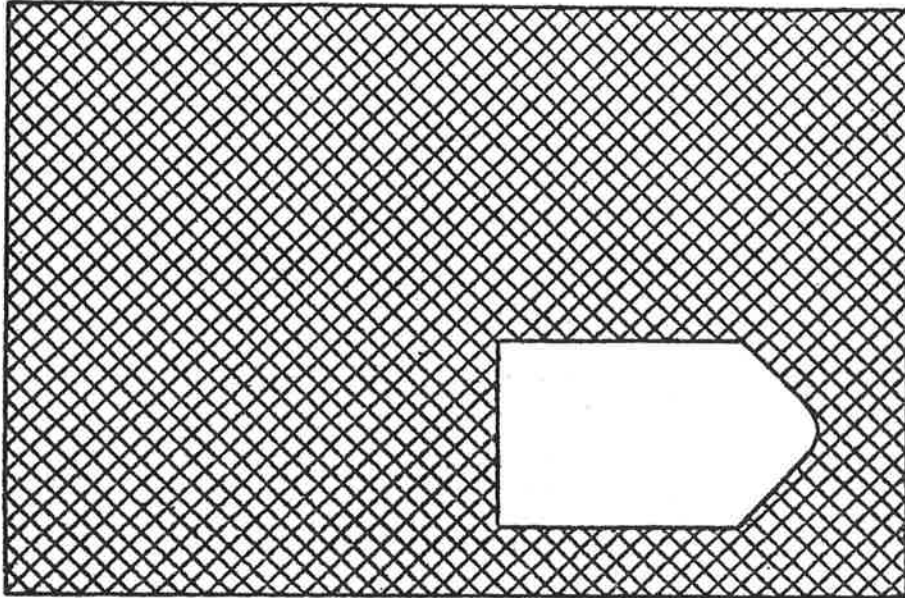


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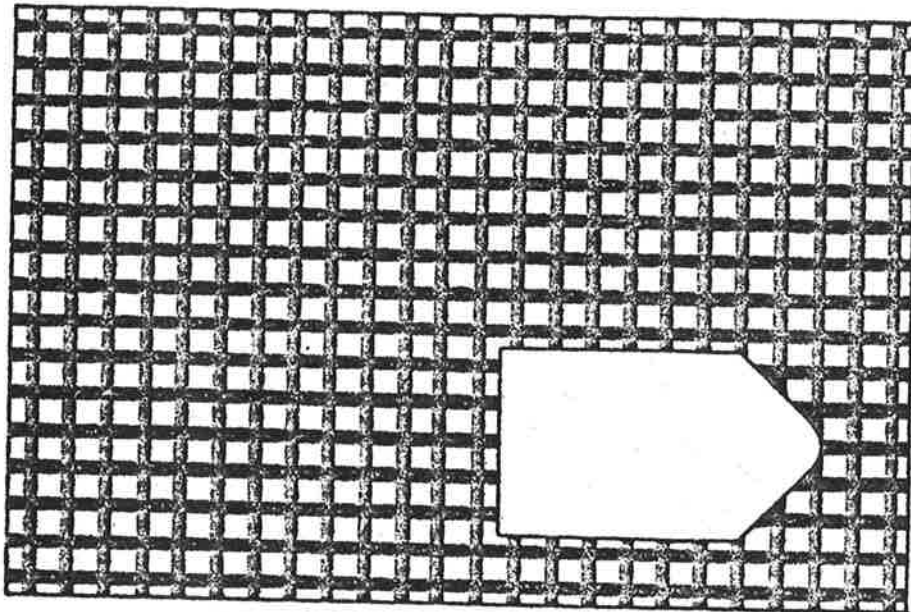


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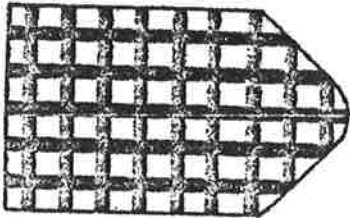


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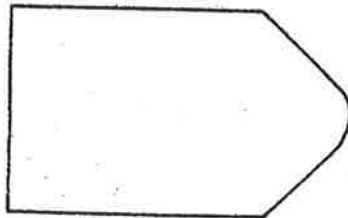
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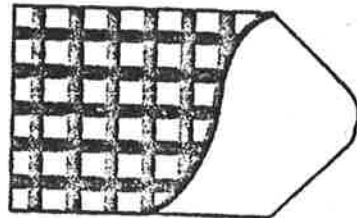
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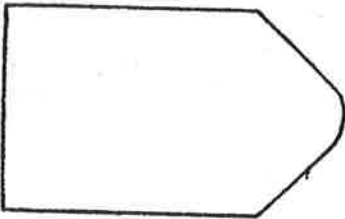
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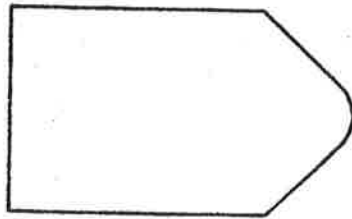
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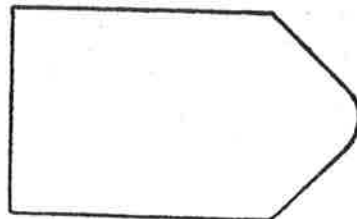
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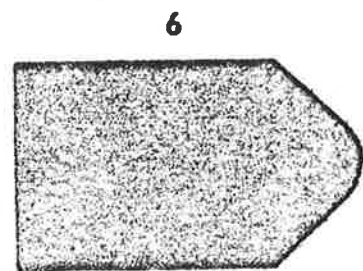
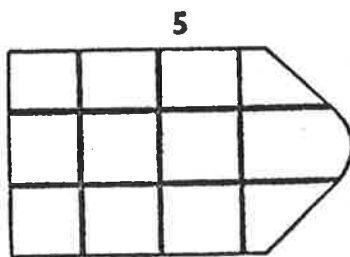
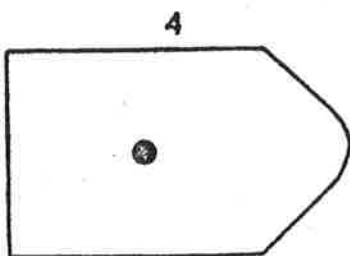
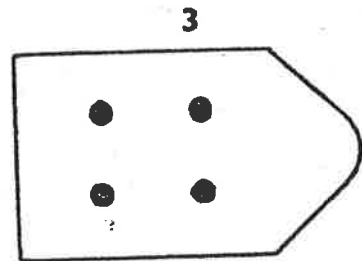
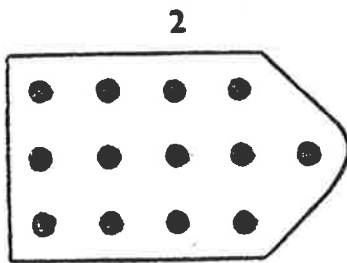
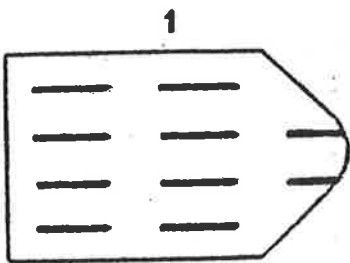
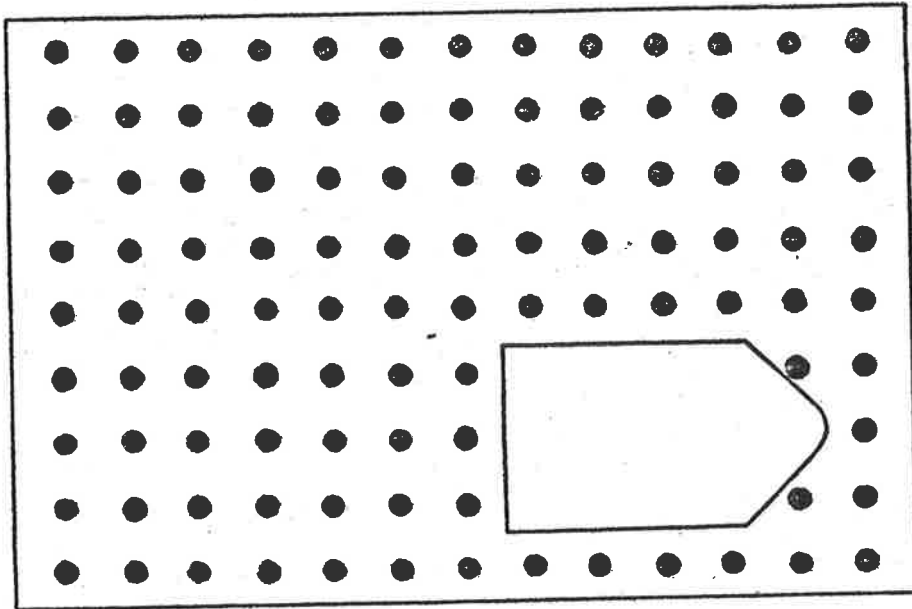
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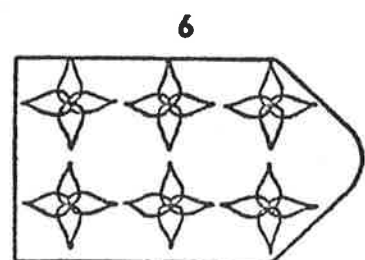
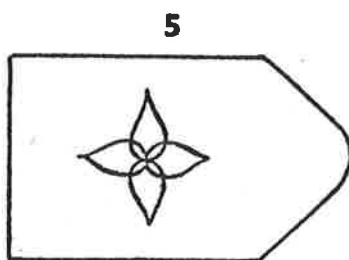
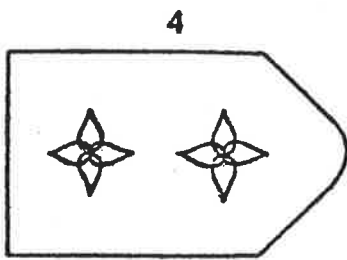
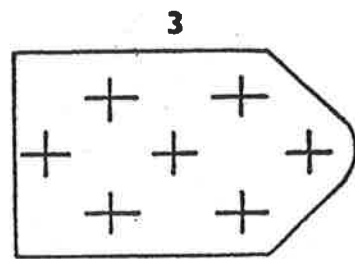
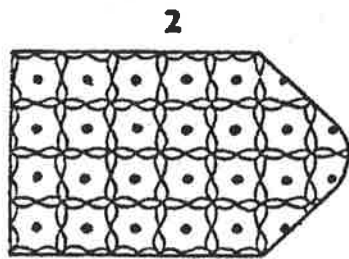
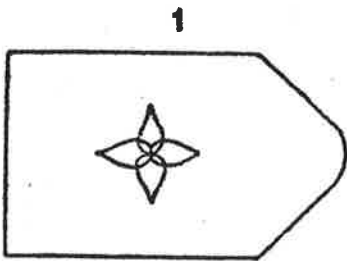
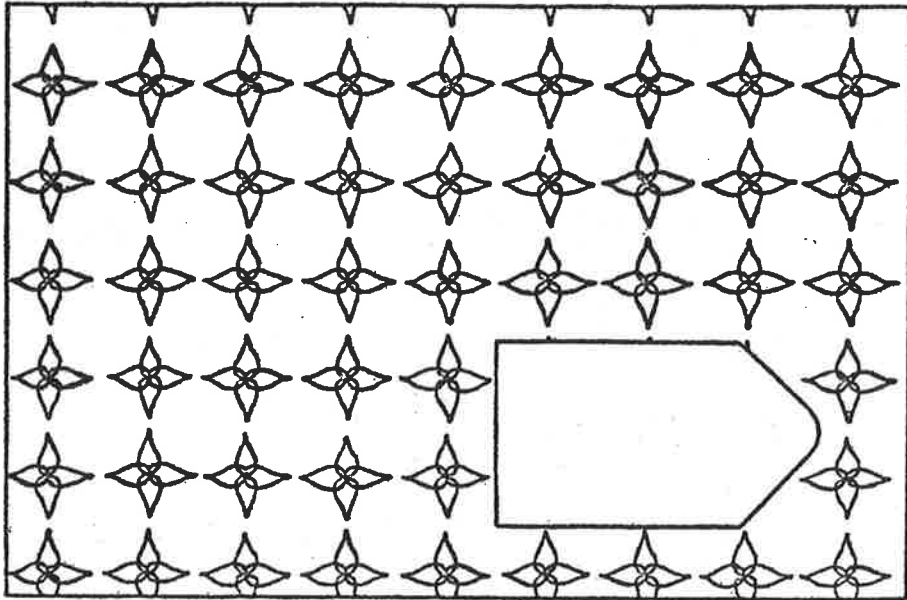
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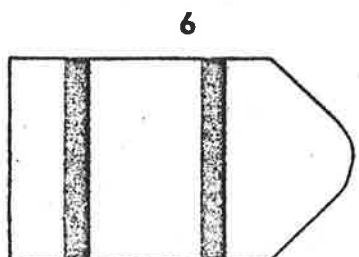
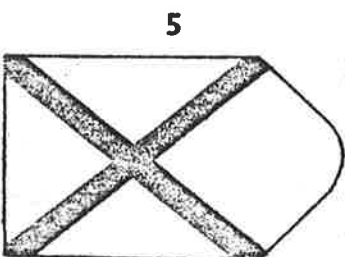
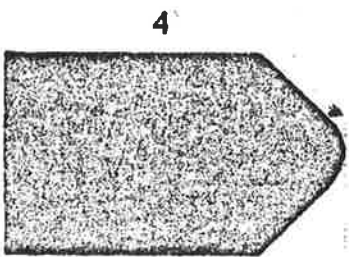
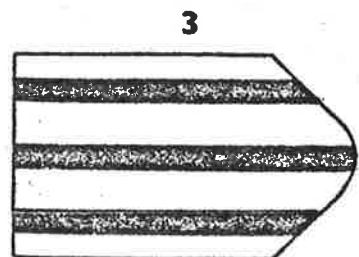
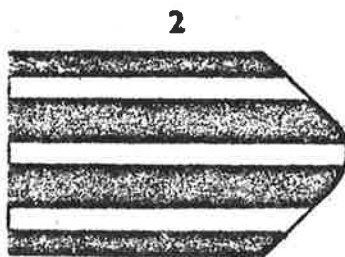
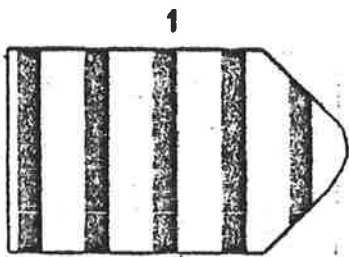
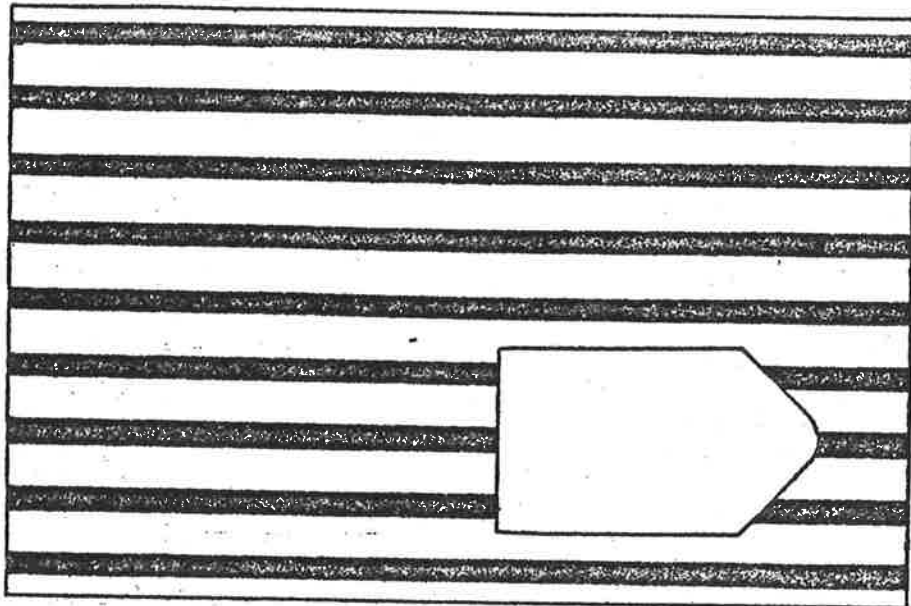
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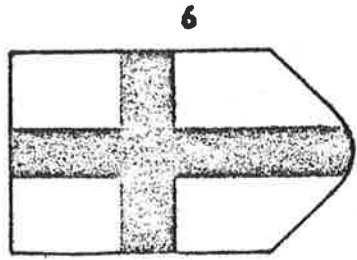
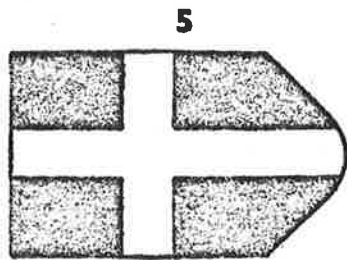
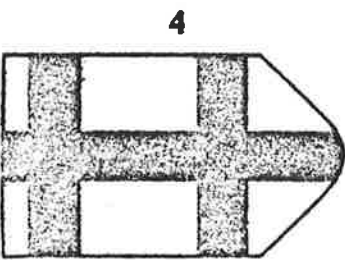
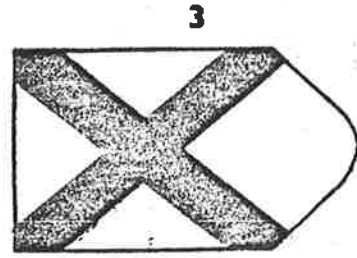
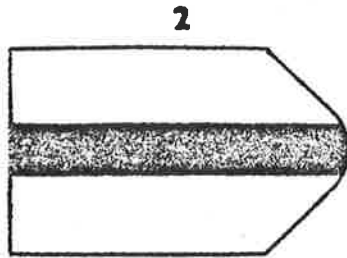
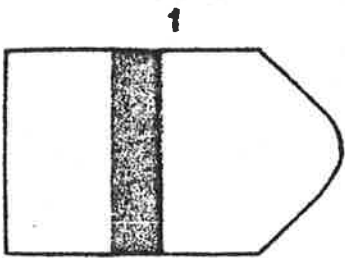
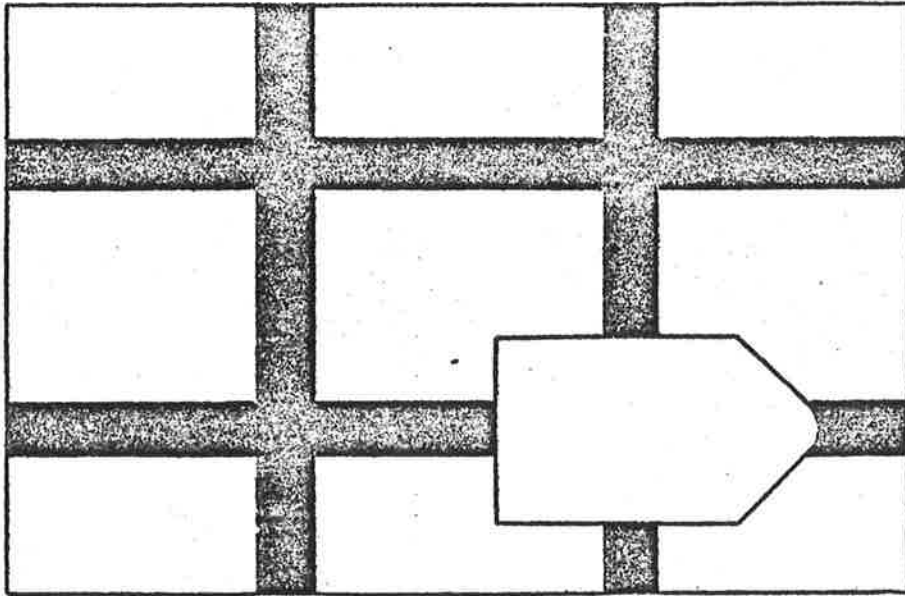
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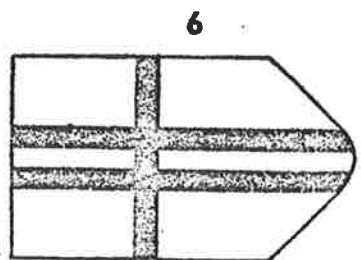
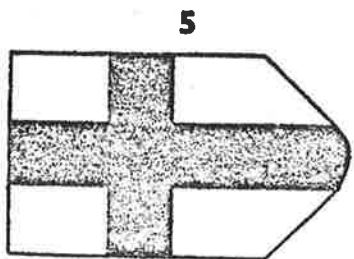
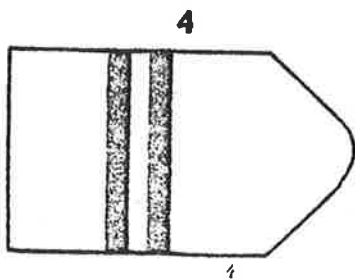
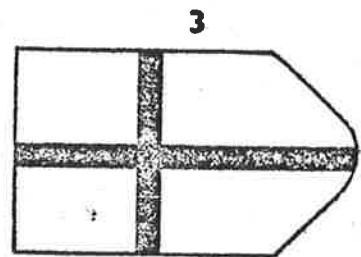
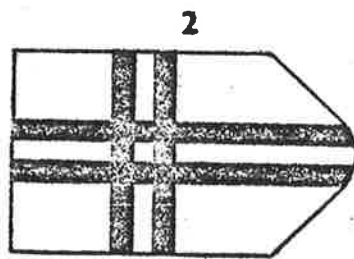
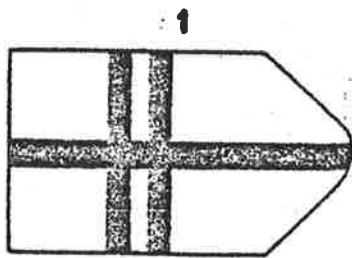
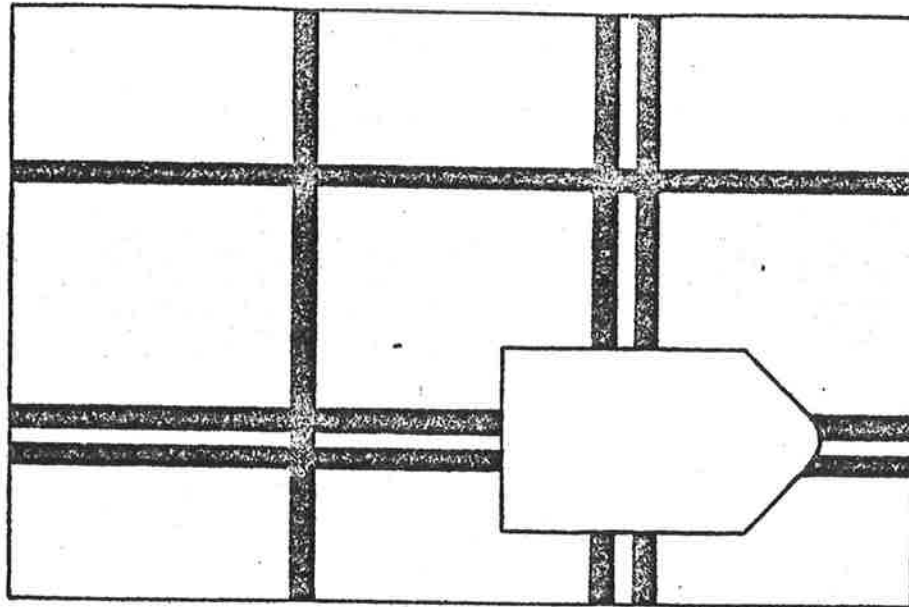
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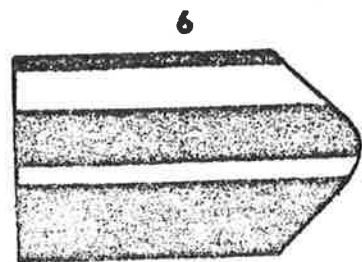
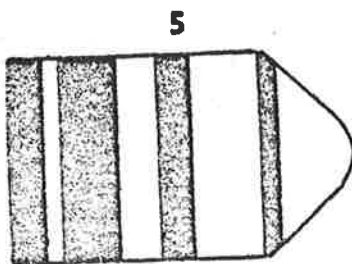
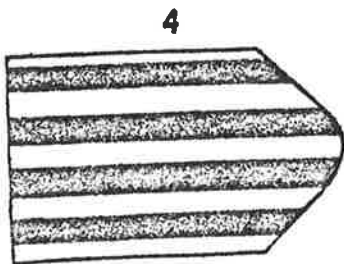
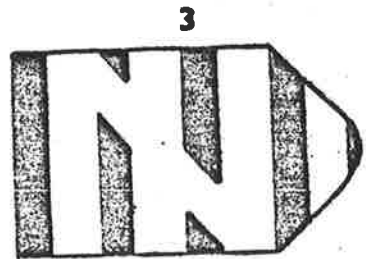
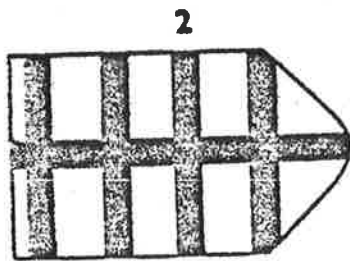
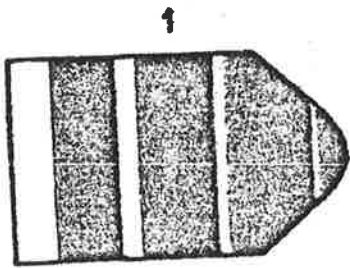
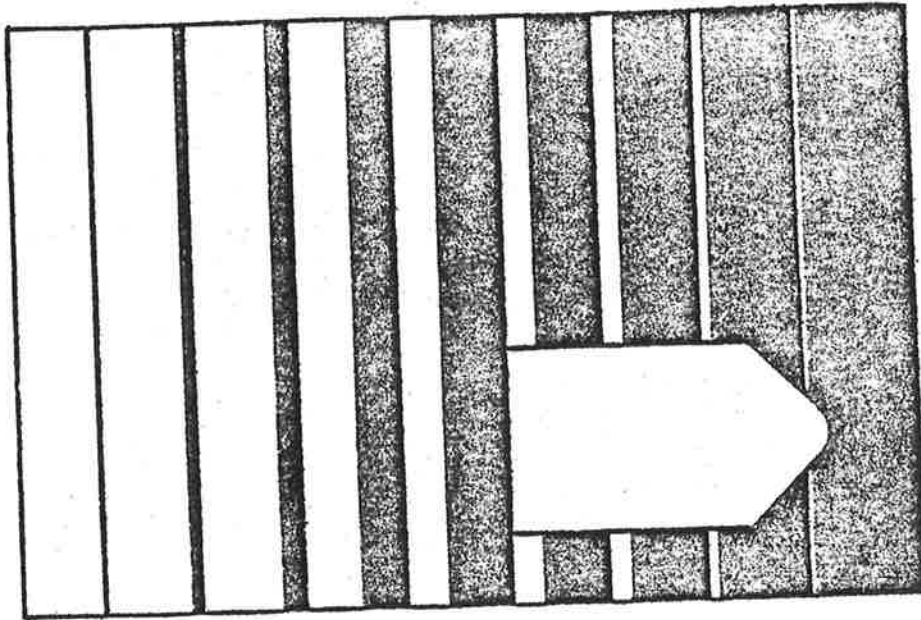


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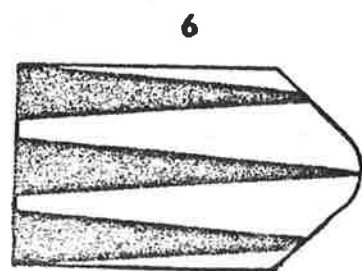
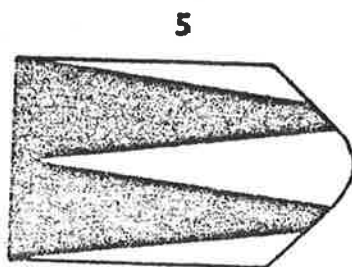
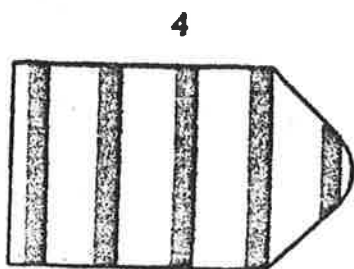
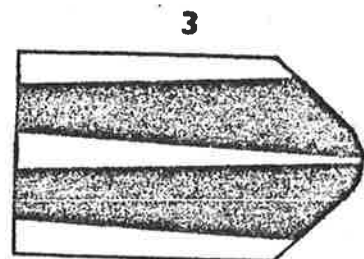
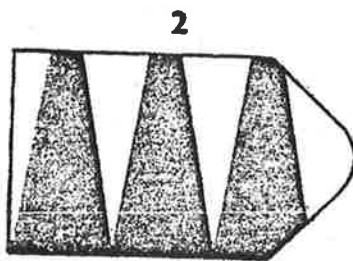
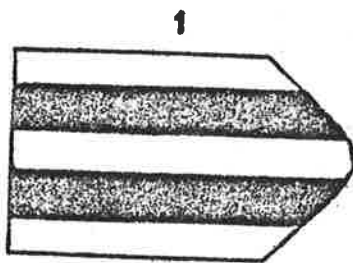
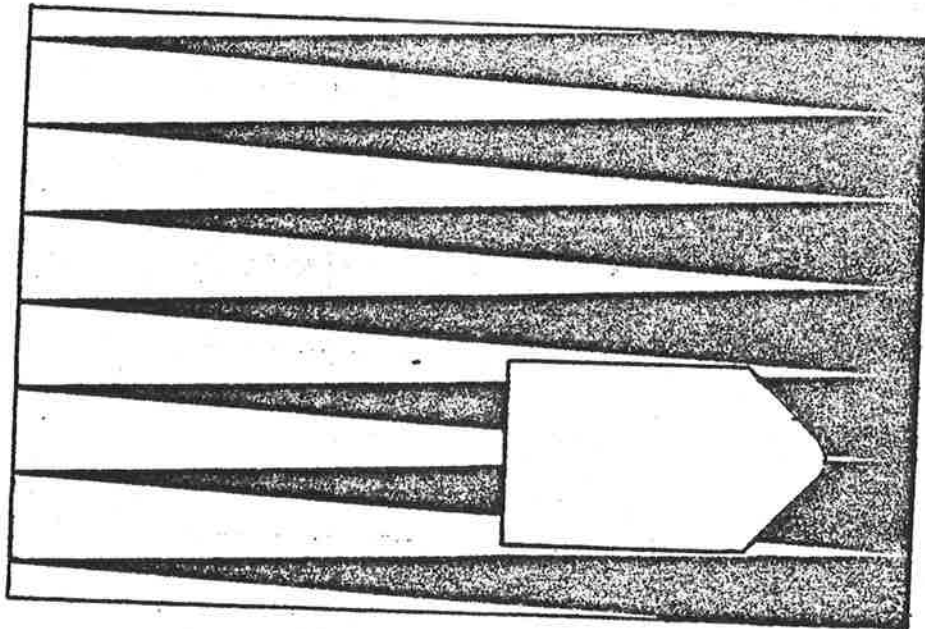


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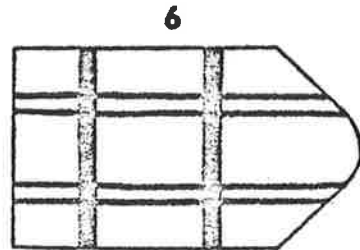
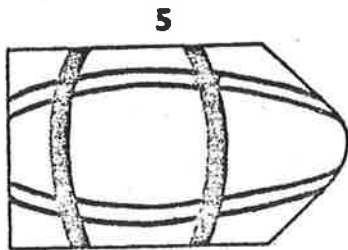
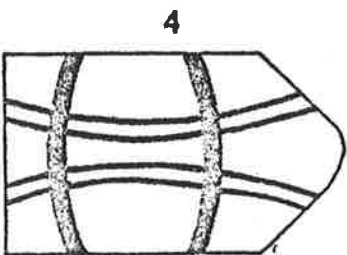
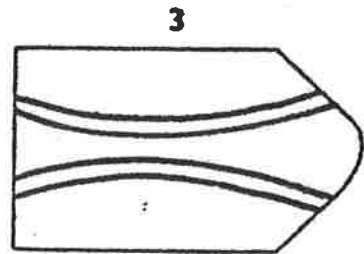
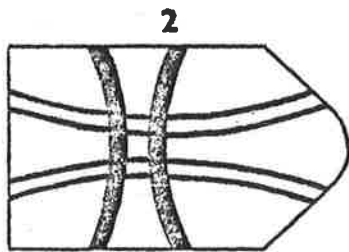
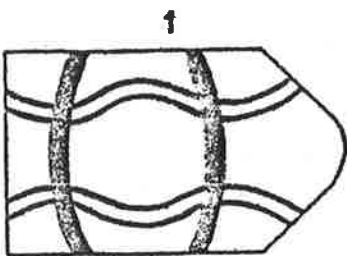
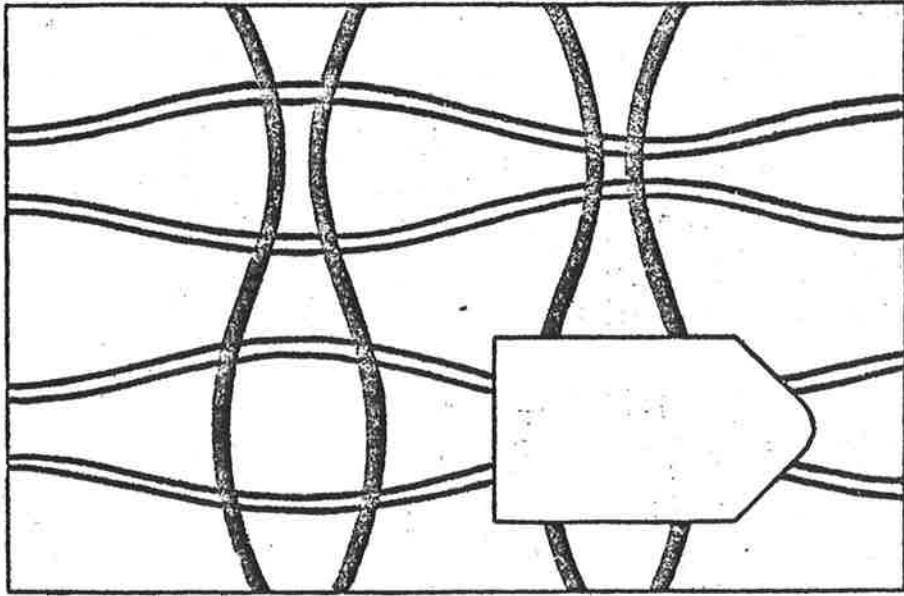




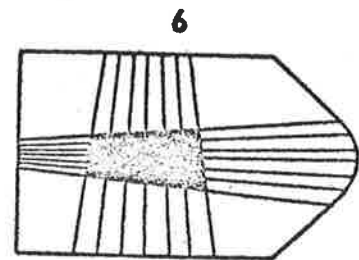
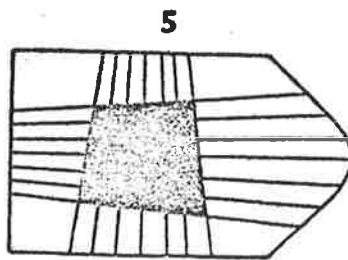
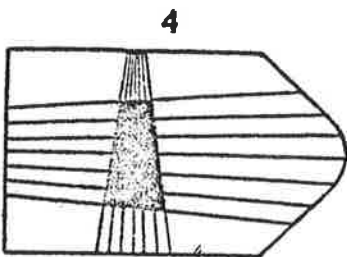
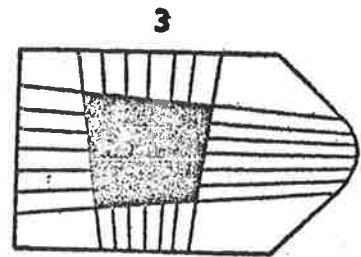
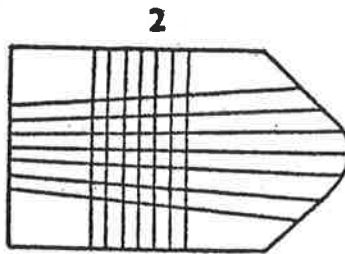
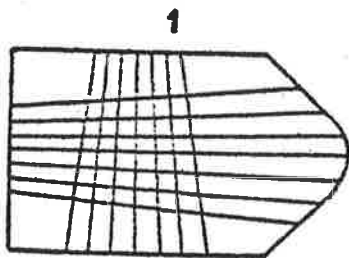
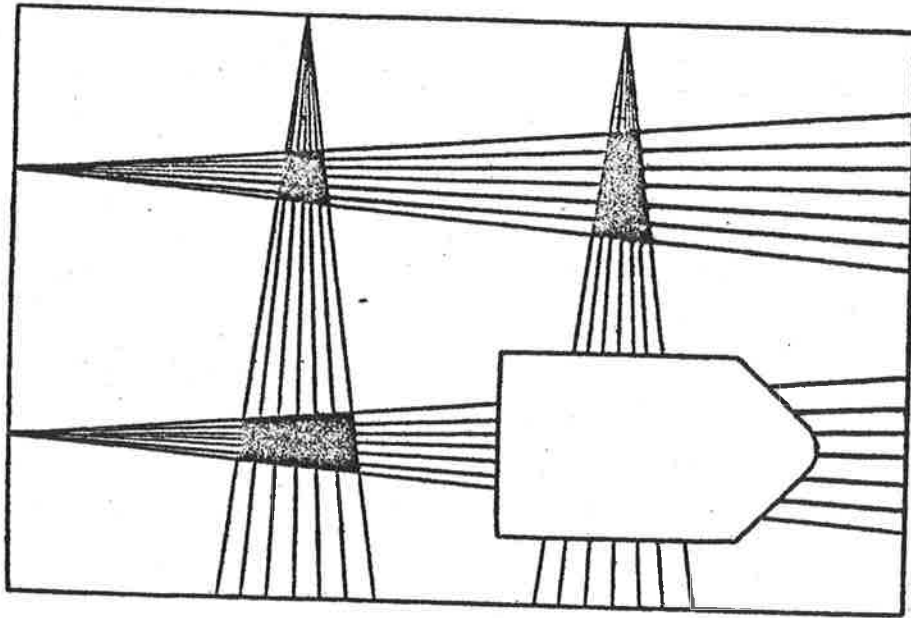
A 10



A II



A 12



## PICTURE COMPLETION

<u>Stimulus</u>	<u>Part Missing</u>
1. Comb	Tooth (Teeth)
2. Table	Leg
3. Fox	Ear
4. Girl	Mouth
5. Cat	Whiskers
6. Door	Hinge
7. Hand	Fingernail (polish)
8. Card	<u>Center Spade</u>
9. Scissors	Screw
10. Coat	Buttonholes
11. Fish	<u>Dorsal fin</u>
12. Screw	Slot (slit)
13. Fly	Antennae (feelers)
14. Rooster	Spur
15. Profile	Eyebrow
16. Thermometer	Mercury in bulb
17. Car	License Plate
18. Umbrella	Spokes
19. Cow	Cleft in foot
20. House with sun behind it	Shadow

**CRICHTON VOCABULARY SCALE**

NAME \_\_\_\_\_

SET ONE

1. Cap \_\_\_\_\_
2. Tomato \_\_\_\_\_
3. Frock \_\_\_\_\_
4. Rest \_\_\_\_\_
5. Patch \_\_\_\_\_
6. Damp \_\_\_\_\_
7. Loaf \_\_\_\_\_
8. Cruel \_\_\_\_\_
9. Afraid \_\_\_\_\_
10. Blaze \_\_\_\_\_
11. Near \_\_\_\_\_
12. Battle \_\_\_\_\_
13. Rage \_\_\_\_\_
14. Disturb \_\_\_\_\_
15. Unhappy \_\_\_\_\_
16. Perfume \_\_\_\_\_
17. Ache \_\_\_\_\_
18. View \_\_\_\_\_
19. Receive \_\_\_\_\_
20. Continue \_\_\_\_\_
21. Startle \_\_\_\_\_
22. Connect \_\_\_\_\_
23. Stubborn \_\_\_\_\_
24. Provide \_\_\_\_\_
25. Squabble \_\_\_\_\_
26. Shivel \_\_\_\_\_
27. Malaria \_\_\_\_\_
28. Schooner \_\_\_\_\_

SET ONE (Cont'd.)

- 29. Resemblance \_\_\_\_\_
- 30. Brag \_\_\_\_\_
- 31. Anonymous \_\_\_\_\_
- 32. Liberty \_\_\_\_\_
- 33. Mingle \_\_\_\_\_
- 34. Fascinated \_\_\_\_\_
- 35. Courteous \_\_\_\_\_
- 36. Prosper \_\_\_\_\_
- 37. Elevate \_\_\_\_\_
- 38. Thrive \_\_\_\_\_
- 39. Precise \_\_\_\_\_
- 40. Verify \_\_\_\_\_

NAME \_\_\_\_\_

SET TWO

1. Bed \_\_\_\_\_
2. Garden \_\_\_\_\_
3. Dog \_\_\_\_\_
4. House \_\_\_\_\_
5. Hurry \_\_\_\_\_
6. Parcel \_\_\_\_\_
7. Lock \_\_\_\_\_
8. Warm \_\_\_\_\_
9. Funny \_\_\_\_\_
10. Small \_\_\_\_\_
11. Thief \_\_\_\_\_
12. Search \_\_\_\_\_
13. Sob \_\_\_\_\_
14. Vanish \_\_\_\_\_
15. Echo \_\_\_\_\_
16. Rescue \_\_\_\_\_
17. Entrance \_\_\_\_\_
18. Dawn \_\_\_\_\_
19. Reply \_\_\_\_\_
20. Release \_\_\_\_\_
21. Cargo \_\_\_\_\_
22. Effort \_\_\_\_\_
23. Slender \_\_\_\_\_
24. Vacant \_\_\_\_\_
25. Triumph \_\_\_\_\_
26. Applaud \_\_\_\_\_
27. Progress \_\_\_\_\_
28. Select \_\_\_\_\_



SET TWO (Cont'd.)

29. Resemblance \_\_\_\_\_
30. Brag \_\_\_\_\_
31. Anonymous \_\_\_\_\_
32. Liberty \_\_\_\_\_
33. Mingle \_\_\_\_\_
34. Fascinated \_\_\_\_\_
35. Courteous \_\_\_\_\_
36. Prosper \_\_\_\_\_
37. Elevate \_\_\_\_\_
38. Thrive \_\_\_\_\_
39. Precise \_\_\_\_\_
40. Verify \_\_\_\_\_

**APPENDIX C**

4

**JUST SUPPOSE**

4

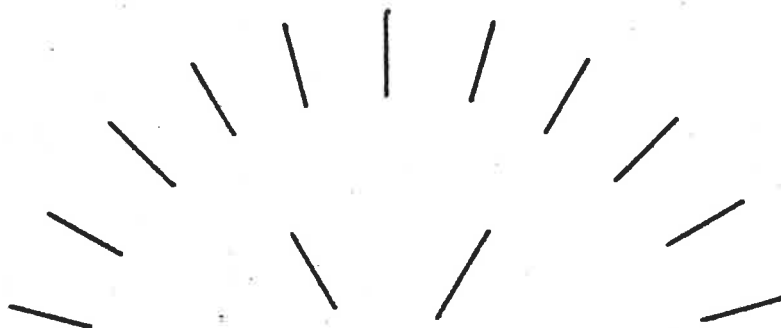
JUST SUPPOSE - Someone got caught in a big soap bubble  
and couldn't get out.

JUST SUPPOSE. - I was rolled flat by a steam roller.

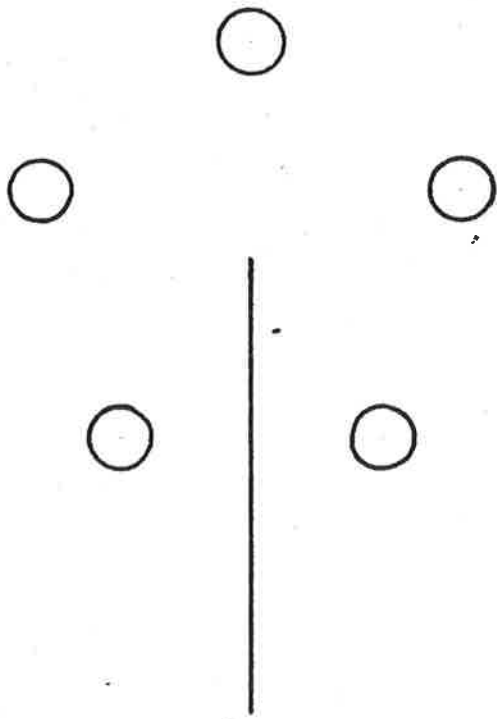
JUST SUPPOSE - A great fog were to fall all over the  
earth and all we could see would be feet.

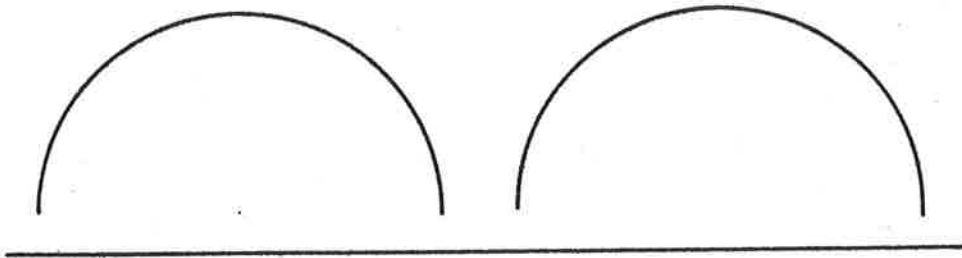
**PATTERNS**

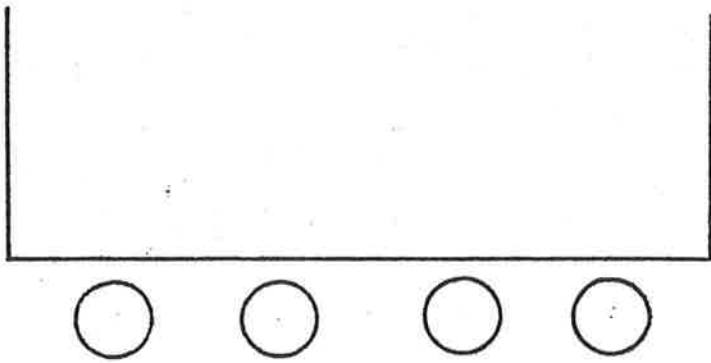
EXAMPLE

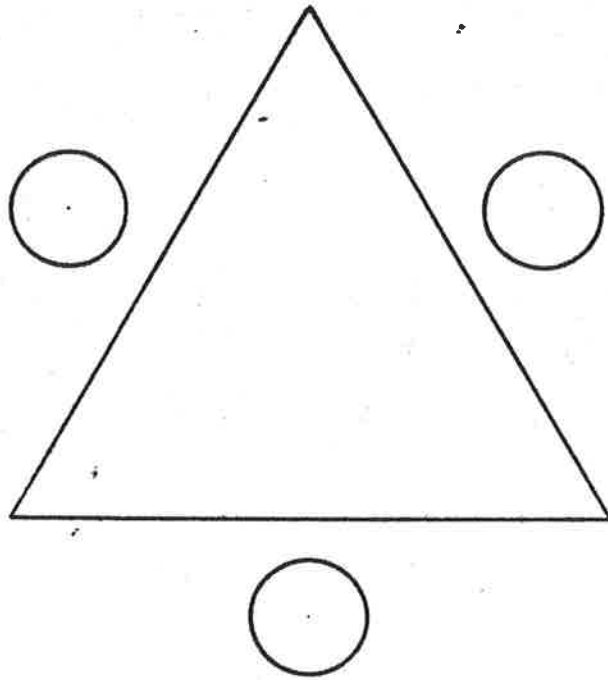












**USES OF OBJECTS**

A BARREL

4

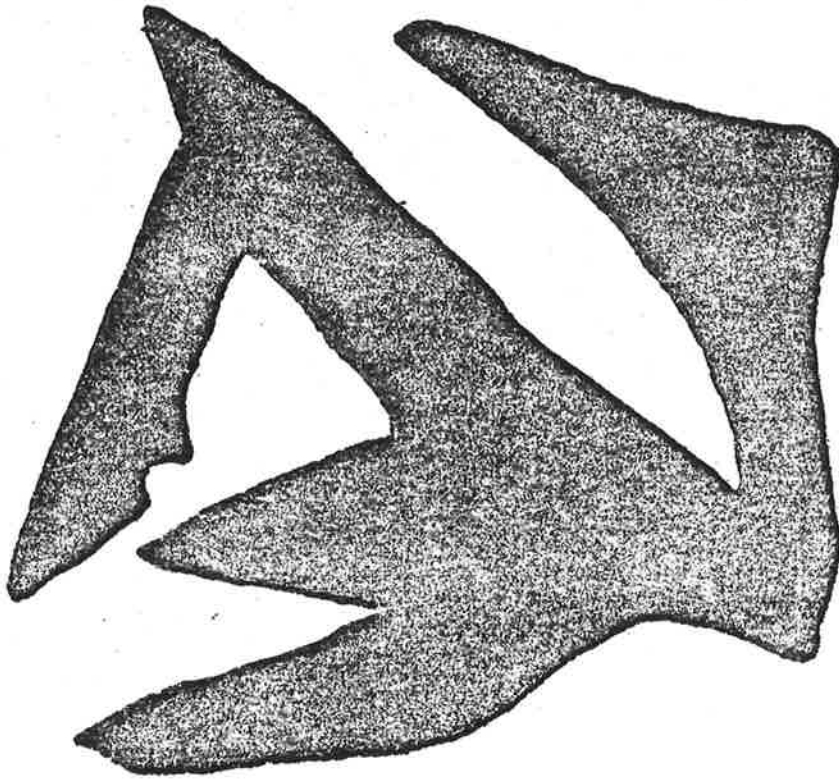
A BRICK

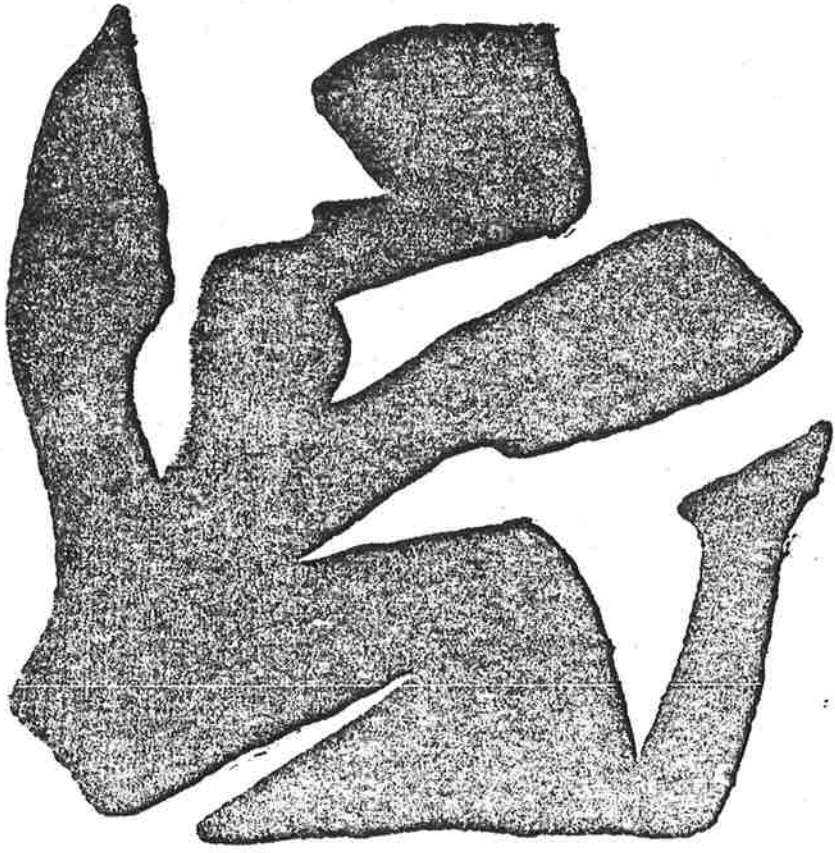
**A BLANKET**



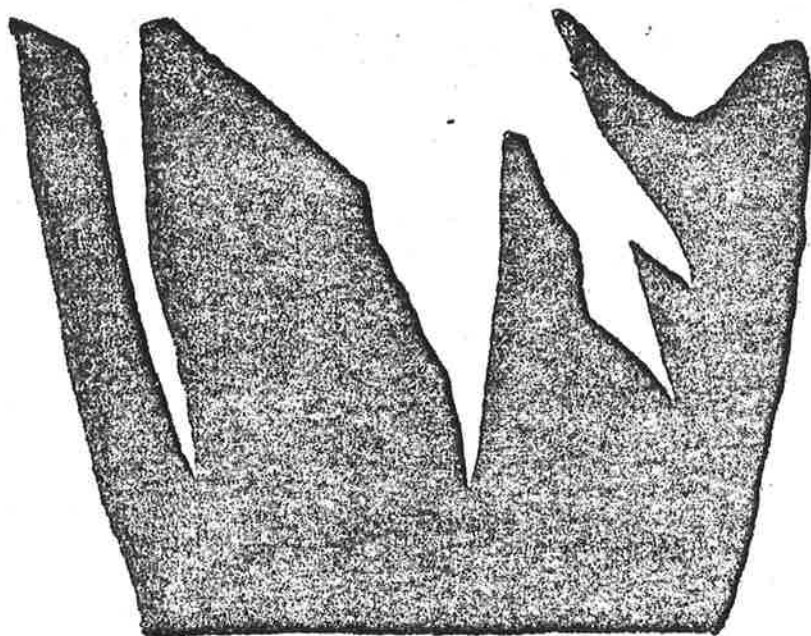
**INKBLOTS/SHADOWS**

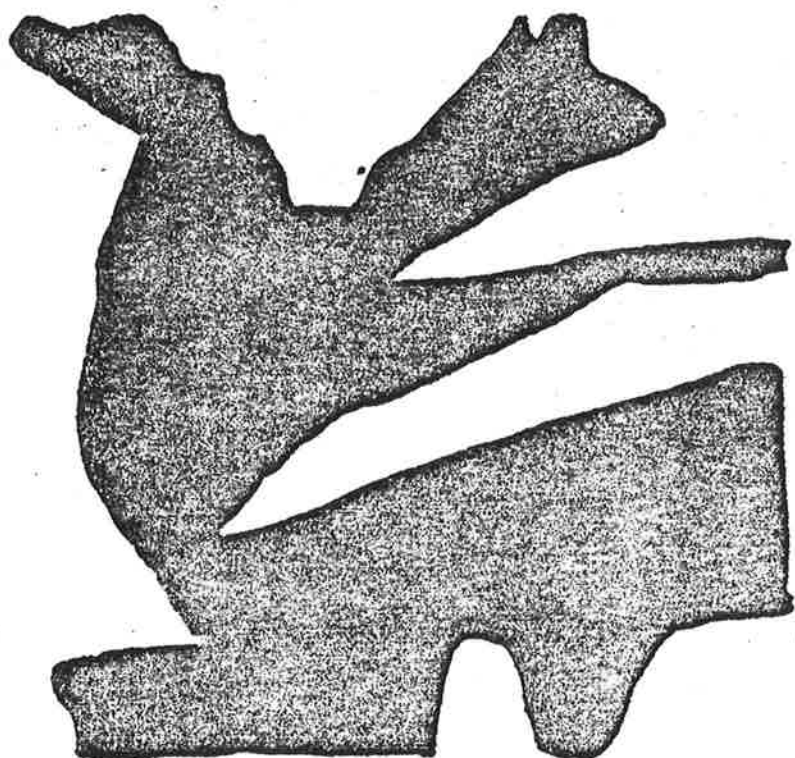
EXAMPLE

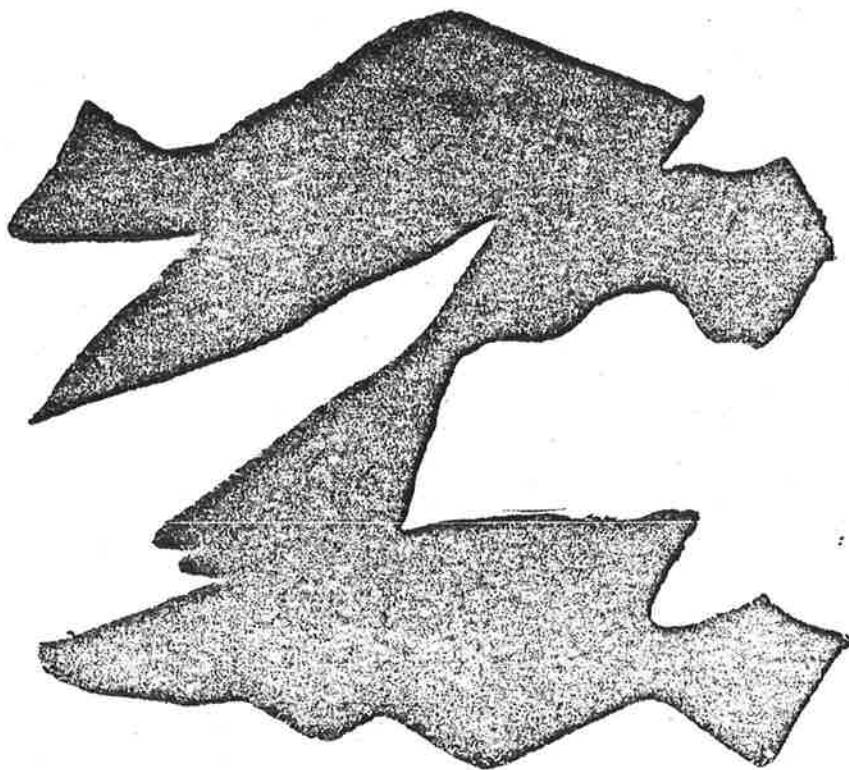




4







**APPENDIX D**

**FLEXIBILITY CATEGORIES  
FOR JUST SUPPOSE**



JUST SUPPOSE Someone got caught in a big soap bubble and couldn't get out.

1. Danger to the individual being hurt, falling, dying, etc. Where the danger is - unspecified - e.g., you would keep on falling over, you would die, etc.
  - (a) Dangerous
  - (b) Hurt
  - (c) Dying or dead
  - (d) Fall over or out
  - (e) Useless
  - (f) Unable to be helped or trapped
  - (g) Other, e.g., you would get lost
2. Effects on eating or drinking
  - (a) Starvation or hunger or dislike of food including responses stating death because of starvation
  - (b) Dehydration or thirst including response stating death because of thirst
  - (c) Eating or drinking involving soap; e.g., have bubble for breakfast
  - (d) Restriction of food or eating of only one food
  - (e) Others
3. Effects on breathing
  - (a) Suffocation or trouble breathing
  - (b) Breathing involving bubbles; e.g., they would blow bubbles
  - (c) Other
4. Pollution of or danger to the environment caused by the bubble
  - (a) Pollution of the air
  - (b) Pollution of other aspects of the environment
  - (c) Danger to the earth or to the environment, other than pollution; e.g., the earth would be destroyed

5. Affected by change in temperature
  - (a) Affected by an increase in temperature
  - (b) Affected by a decrease in temperature
6. Drowning or sinking
  - (a) Drowning in the sea or other body of water outside the bubble
  - (b) Drowning inside the bubble (include responses like "you would drown")
  - (c) Sinking
7. Floating or flying in the earth's atmosphere - to a place, around the world, in air, on earth, on water, etc.
  - (a) Floating or flying over the earth; e.g., around the world
  - (b) Floating or flying over water
  - (c) Floating into or through the air (includes the response "he would float around")
  - (d) Floating or flying to a place; e.g., I would fly to Mount Everest, or you might float away and maybe drop into a pigsty or float away and land in the bath, or arrive back on earth safely after floating away
8. Floating or flying through space or to other planets or arriving or seeing another planet or plant creatures
  - (a) Floating or flying through space
  - (b) Floating or flying to other planets
  - (c) Arriving at other planets, etc.
  - (d) Seeing another planet or planet creatures
  - (e) Floating to heaven or hell

9. Floating or flying to fantasy land or arriving or seeing fantasy land
  - (a) Floating or flying to fantasy land
  - (b) Arriving in fantasy land
  - (c) Being in or seeing fantasy land
10. Modes of travelling on the ground or landing on the ground
  - (a) Using the bubble as a means of transportation
  - (b) Rolling, bouncing, sliding, etc.
  - (c) Landing on the ground (Unspecified or specified)
  - (d) Landing on other parts of nature; e.g., plants, trees, mountains

(This category includes landing where the landing as such allows escape, but does not include responses where landing involves danger - see 42.)
11. Modes of travelling on the sea or river or landing in water
  - (a) Travelling on the sea (includes water response)
  - (b) Travelling on the river
  - (c) Landing in water
12. Modes of travelling through the air or in space other than floating or flying, including landing as flying objects.
13. Adding to the bubble and making it a means of transport
  - (a) On the ground
  - (b) On the water
  - (c) In the air
  - (d) In space
14. Being able to start new means of transport
15. Starting or performing new types of activity
  - (a) on earth or in the air
  - (b) In fantasy land

16. Play activities in the bubble
  - (a) Play activities; e.g., play in it; I would put Superman clothes on
  - (b) Facilitation of play activities
17. Facilitation of skills
  - (a) Facilitation of skills (general)
  - (b) Facilitation of skills where performance, including entertainment, is stated or implied (But see 63)
18. Attendance to one's physical needs or continuing with daily-like activities
  - (a) Attendance to one's physical needs (general)
  - (b) Facilitation of bathing or cleaning activities
  - (c) Facilitation of other activities including attendance to one's physical needs (physical need stated)
  - (d) Continuing with daily-like activities; e.g., continue to live, walk, run, try to sleep, learn to swim, etc.
19. Turning into a bubble or other fantasy figure
  - (a) Turning into a bubble or figure pertaining to bubbles
  - (b) Turning into a fantasy or space figure
20. Means of bursting of or escaping from the bubble by natural causes/or nature
  - (a) Bursting of bubble (cause not stated - includes the response the bubble would burst)
  - (b) Bursting of bubble (natural cause stated; e.g., the bubble would burst in the atmosphere or in a storm)
  - (c) Bursting of bubble by plants or trees (includes plant or tree parts)
  - (d) Bursting of bubble by mountains, rocks, etc. (includes named mountains)

20. CONTINUED

- (e) Bursting of bubble on a planet;  
e.g., the moon or part of a planet;  
e.g., take it to the moon and get it  
broken on the point
  - (f) Bursting of bubble (cause not stated)  
a person falls, dies, etc. The bubble  
would burst and I would fall, and hurt  
myself and/or die
  - (g) Other
21. Bursting or escaping from the bubble by man-  
made things (excluding named buildings)
- (a) Buildings
  - (b) Machines or machinery;  
e.g., vacuum cleaners
  - (c) Vehicles; e.g., cars, trains,  
planes, etc.
22. Bursting of bubble on named buildings or structures
23. Running or bumping and/or bursting into people or  
by people
24. Falling into something (includes falling INTO  
something and the bubble bursts or vice versa
25. Emotional reaction of the person inside the bubble
- (a) Happiness (includes responses  
which state it is fun)
  - (b) Unhappiness, fear and panic
  - (c) Anger
  - (d) Crying for help, etc.
  - (e) Other; e.g., boredom
26. Effect on other people or reaction of other people  
or animals (e.g., the birds would laugh at me).
- (a) Causing anxiety or worry to people
  - (b) Causing amusement to people
  - (c) Causing amazement or attention
  - (d) Other reaction from people

26. CONTINUED
  - (e) Causing amusement from animals
  - (b) Other emotional reaction from animals
27. Person inside attempts to get out (See also 28)
  - (a) Attempt to get out by using a sharp or pointed object
  - (b) Attempt to get out by using parts of one's body to puncture the bubble (includes punching and kicking the bubble)
  - (c) Statement of attempting to get out which is undifferentiated; e.g., I would struggle; I would try to get out.
  - (d) Attempt to get out by using an object which is not sharp or pointed; e.g., by using water or using a broom
  - (e) Other
28. Unusual types of escape
  - (a) Changing parts of the body to escape
  - (b) Other means (excluding 27); e.g., eating your way out
29. Animal assistance or rescue by animals
30. Human assistance (includes getting human assistance; e.g., you would get a gun, you would get my mother, I would call the ambulance)
  - (a) Rescue by humans (unprofessional)
  - (b) Rescue by professionals; e.g., scientists, police, armed forces, police, fire brigade, airforce, etc.
31. Assistance from fantasy figures
32. Being isolated; i.e., statement of self being alone, left or stranded in the bubble; includes waiting or hoping you will be rescued
33. Getting soapy or having soap covering you.
34. Fate controlled by the winds

35. Effect of the bubble on the person's body or body parts (excluding the senses) or other person's body or body parts
- (a) Effect on the body as an entity; e.g., You would be slippery, wet, etc. You would be cramped and/or stiff, etc., or He would be wet and stuffy
  - (b) Effect on body parts such as mouth, nose, feet or hair, etc.
  - (c) Effect on another person's body as an entity
  - (d) Effect on another person's body parts; e.g., It might fall on somebody's head or It would go into somebody's ear and roll around
36. Effect of bubble on the senses
- (a) Effect on hearing
  - (b) Effect on sight
  - (c) Effect on touch
  - (d) Effect on balance
  - (e) Effect on smell and taste
  - (f) Causing of pain (includes causing of dizziness or nausea)
  - (g) Effecting thinking, including indulging in fantasy; e.g., I would go mad, or I might think I was in a balloon
37. Effect on ability to communicate
38. Effect on clothes
39. Effect on ageing
- (a) Growing younger or remaining the same age
  - (b) Growing older

40. Interference with or prevention of normal activities or physiological functions to self or others. (Includes interference with movement.)
- (a) Interference with normal activities or functions (undifferentiated)
  - (b) Interference with normal physiological functions or movements (stated); e.g. I couldn't walk, run, etc.,; couldn't go to the toilet, etc.
  - (c) Interference with normal activities (stated) e.g., couldn't go to school, couldn't read or write; would interfere with my father's business; my mother wouldn't go to the shops, etc.
  - (d) Interference with normal physiological functions or movement with an explanation or elaboration
  - (e) Interference with normal activities with an explanation or elaboration
41. Interference with less usual or unusual or novel activities of self or others
- (a) Interference with unusual activities (Undifferentiated)
  - (b) Interference with unusual activities (differentiated response); e.g., there would be trouble at the airport because the radar would pick up the noise of the bubble
42. Danger from outside attack or disaster (includes becoming trapped or caught somewhere)
- (a) Danger from animals
  - (b) Danger from insects
  - (c) Danger from monsters
  - (d) Danger of banging into something or something banging or running into you; e.g., a car runs you over or danger from environment man-made, includes vehicles.
  - (e) Danger from nature (vegetation or landscape; e.g., You'd be smashed by a tree; You'd hit a mountain, fall over and die (But distinguish 24)



42. CONTINUED

- (f) Danger from the natural elements
  - (g) Danger from elements or objects in space or planetary matter
  - (h) Danger from fantasy figures; e.g., a giant might walk over you
  - (i) Danger from persons or people; e.g., people may use the bubble as a target and shoot at you
  - (j) Other - but see 43!  
(e.g., you could be flattened out and be stuck on a piece of paper)
43. Danger from going down drains, plug-holes, etc.
44. Danger from the bubble being used like bubbles are used (excluding going down drains, etc.); e.g., you may get used in washing the dishes, or in the washing machine.
45. Statement involving stability or movement of the bubble
46. Statement involving balance inside the bubble; e.g., It would be hard to stand up; It would be hard to balance; It would be slippery
47. Statement involving the size or fit into the bubble
48. Statement involving precautions to be taken against possible dangers
49. Attempts to steer the bubble
50. Statement of the appearance of the bubble; e.g., You would be colourful in the sunlight
51. Bubble as a decoration; e.g., someone would put me on top of their pen; I would be used as a Xmas light, etc.
52. Bubble as protection or as shelter
- (a) As protection
  - (b) As shelter; e.g., it would become my home; I would live in it or You could hide, eat, and sleep in it

53. Involvement of others in the consequences or the fate of the bubble
  - (a) Where the consequences are beneficial
  - (b) Where the consequences are not beneficial or harmful
54. Use of the bubble as a weapon
  - (a) For attack
  - (b) For defence
55. Statement of the benefits of the situation by avoiding harm, disliked activities or censor
  - (a) From plants
  - (b) From the natural elements
  - (c) From animals
  - (d) From the environment (natural)
  - (e) From the environment (man-made)
  - (f) From humans
  - (g) Other
56. Statement of the benefits of the situation by causing "good"
  - (a) To the environment
  - (b) To animals
  - (c) To other humans; e.g., people would be able to have all his money
  - (d) To self
  - (e) Other, but see 57 and 58
57. Attaining fame, publicity or increased knowledge, etc.
  - (a) Fame; e.g., You'd be the first person to.....; e.g., go to the moon, fly to Pluto, etc.
  - (b) Publicity; e.g., I would be written up in the newspapers
  - (c) Increased knowledge
  - (d) Other

58. Being able to get into buildings, banks, palaces, etc.
  - (a) Being able to get into buildings, etc. (undifferentiated)
  - (b) Being able to get into buildings explained and/or with a stated purpose
59. Use of the bubble for fantasy-like or supernatural activities
  - (a) for fantasy-like activities
  - (b) for supernatural activities
60. Statement regarding funeral or burial arrangements; e.g., When you die the undertakers could not measure you or you would have to have a round coffin
61. They would be spotted on a radar as a UFO or people would think you are a UFO or a flying saucer; i.e., Identified as a UFO
62. Used as a toy or plaything or play object by humans, animals or fantasy figures
  - (a) Used as a play object by humans; e.g., Be used as a beach ball
  - (b) Used as a play object by animals
  - (c) Used as a play object by fantasy figures
63. Providing entertainment or being an attraction
  - (a) Providing entertainment; e.g., He'd become a circus attraction
  - (b) Attracting undue attention
64. Ignore the situation; e.g., I would mind my own business or I would leave it where it is.
65. Change to your appearance other than becoming a bubble or fantasy figure; e.g. I may look like a floating aquarium
66. Miscellaneous

JUST SUPPOSE I was rolled flat by a steamroller

1. Interference with physiological functions
  - (a) Person is dead or dying
  - (b) Person is hurt or damaged
  - (c) Interference with eating and drinking
  - (d) Interference with vision
  - (e) Interference with communication (speaking and hearing)
  - (f) Specific reference with breathing or nose activities; e.g., you couldn't blow your nose
  - (g) Interference with cleaning activities
  - (h) Interference with growing; e.g., I would not grow
  - (i) Loss of or interference with movements (but see 16) (includes sleeping)
  - (j) Interference with drinking
2. Interference with usual daily activities
  - (a) Undifferentiated
  - (b) Work
  - (b) School
  - (c) Home and family or friends
  - (d) Sport and games
  - (e) Play (includes can't climb trees, no fun)
  - (f) Can't drive or travel in vehicles
  - (g) Statement of isolation including I'd have a flat life to live
3. Loss of love and affection; e.g., I don't think you would ever get kissed again

4. Statement with respect to clothes
  - (a) Non-specific
  - (b) Difficulty in getting clothes; or can't dress; or wear the same clothes all the time
  - (c) Statement of the condition of clothes; e.g., clothes would be pressed and flat or clothes ruined
  - (d) Statement of clothes not fitting; e.g., my nappy wouldn't fit
  - (e) Statement of clothes or equipment you'd have to have; e.g., you'd have to have flat shoes; in the snow you'd need narrow skis
5. Statement concerning shape, height, size, and weight of the victim
  - (a) Shape and size - flat; thin, called flatman
  - (b) Height - tall or short
  - (c) Weight
  - (d) Be like a shadow
  - (e) Other
6. Emotional reaction of person run over
  - (a) Positive; e.g., it would be fun
  - (b) Negative (horror, sad, look stupid, cry, scream, etc.)
  - (c) Anger
7. Emotional reaction of others
  - (a) Positive - admiration
  - (b) Negative (horror, sad, rejection)
  - (c) Amazement, wonder

8. Statement of human assistance by self or others
  - (a) Going to hospital
  - (b) Being put to bed - includes I would go to bed, I would lie flat in bed; the "comforts" of being in bed; the boredom of being in bed
  - (c) Someone going for help - includes someone calling the ambulance
  - (d) Self attempting to get help; e.g., get a policeman to stop all the traffic; or try to get up and walk to the hospital
  
9. Funeral, Burial and After-Life Consequences
  - (a) Funeral - includes statements concerning coffins
  - (b) Burial (includes fantasy burials; e.g., they would bury me on Venus)
  - (c) After-life; e.g., I would go to heaven and be an angel with my grandmother
  - (d) Life on earth after person dead; e.g. There would be a spare seat at the tea table
  
10. Statement concerning you and the steamroller, the fate of the steamroller, the fate of the road or the fate of the driver
  - (a) Fate of you and the steamroller; e.g., get caught on the wheel of the steamroller and go round and round, float off the wheel and land on your tummy
  - (b) Fate of the steamroller; e.g., the steamroller would break
  - (c) Fate of the road; e.g., the road would be very dirty; there would be a mess on the road
  - (d) Fate of the driver; e.g., sue the man who rolled him over; put the driver in jail; my Dad would kill the driver.

11. Statement of floating or flying
  - (a) In space
  - (b) In the air
  - (c) In or on the sea
  - (d) On land - including specific places
  - (e) Fate controlled by the wind; e.g., on windy nights I'd be blown around the room
  
12. Statement of being able to get into otherwise inaccessible places
  - (a) Going under, through the side of, through small places; includes slipping through crowds
  - (b) Getting into banks and other places or escaping from goals, etc.
  
13. Danger from going down drains, plug-holes, etc., e.g., I would have to watch out when I had a bath or I would go down the drain
  
14. Ability to engage in spying activities; e.g., I would be a spy on the French because they are letting off bombs near Australia; I would be able to be a secret agent and slide through cracks and get information
  
15. Facilitation of sports activities or play
  - (a) Cricket
  - (b) Swimming
  - (c) Running
  - (d) Football
  - (e) Tennis/squash
  - (f) Other sports
  - (g) Play activities (non-competitive)

16. Adaptive responses to the situation
  - (a) Statement concerning movement
  - (b) Adjustment in sitting arrangements
  - (c) Attempt to restore normal shape by self
  - (d) Attempt to restore normal shape by others
  - (e) Statement of future (and present) precautions
17. Attaining fame; special attention; or publicity
  - (a) Fame
  - (b) First person to do something to do with being flat, skinny, etc.
  - (c) Publicity
  - (d) Special attractions
  - (e) Other
18. Posted - in the post-box or letter box
19. No consequences or an improvement in health
  - (a) No consequences
  - (b) Improvement in health
20. Fantasy-like consequences or able to live among/with animals
  - (a) Living with or making friends with animals
  - (b) Fantasy figures (non-horror; not monsters)
  - (c) Monsters (includes stated horror figures, not necessarily ghosts)
21. Used in play (game) or sport-like activities: Human/animal/fantasy
  - (a) Play objects by humans
  - (b) Sport by humans
  - (c) Used as play-object by animals
  - (d) Used as play-object by fantasy figures



22. Used as furniture or as household articles for humans/animals
- (a) As bedding; e.g., as a mattress; as a hammock; as a rug for the bed
  - (b) As a mat; e.g., as a doormat; as a bathmat; mat for the cat; people would wipe their feet on me
  - (c) Linen, etc.; e.g., as a towel, dish-washer, shamy, a handkerchief
  - (d) Seat, etc.
  - (e) Some sort of art/decoration; e.g., I would be put into a picture frame
  - (f) Household article; e.g., a plate
  - (g) Other; e.g., used as a sign on the road
23. Used as eating or potentially eating material
- (a) Eating material by humans; e.g., used as a piece of pastry; I might be strawberry jam; be made into pancakes
  - (b) Eating material by animals; e.g., food for a dog
  - (c) Eating material by fantasy figures; e.g., a giant would eat you as a pancake
24. Statement regarding claim of money; e.g., I'd bankrupt Mutual Benefits with my medical claim
25. Changes in furniture or household articles: General arrangements
- (a) furniture; e.g., wouldn't need a large bath; could have a bottle as a bed
  - (b) household/domestic/kitchen articles
  - (c) Other
26. Statement of non-support for the steamroller industry; e.g., You would not support the manufacturing of steamrollers
27. Removal of victim's body parts; e.g., teeth, tonsils, etc., e.g., remove the person's teeth and make them into an ornament; take him to the hospital and remove his tonsils and appendix so you can keep them

28. Danger from people/things/environment/animals/fantasy (excluding being eaten)
- (a) People; e.g., people would step on me; I would be pinned on the board like a piece of paper
  - (b) Vehicles; e.g., cars could run over me
  - (c) Land animals or birds; e.g., vultures would come and eat you
  - (d) Water animals; e.g., you might float like a boat in the sea and get eaten by a shark
  - (e) Environment (natural) - get blown up by lightning; you might slide along the ground like a snake and fall down a cliff
  - (f) Environment (man-made, excluding vehicles); e.g., you'd be so tall that you'd touch the electric wires and die
29. Danger of victim to the environment; e.g., cars would crash
30. Used as something else
- (a) Taken to a factory, etc. and made into something else; e.g., I could be taken to a penny machine and made so round I could be a penny
  - (b) Used as string; e.g., a rope, a ribbon

JUST SUPPOSE A great fog were to fall all over the earth and all we could see would be feet

1. Collisions with/or between
  - (a) Non-specific - things, general objects
  - (b) People
  - (c) Animals
  - (d) Vegetation and environment (natural)
  - (e) Buildings - building parts and other environments (man-made) not vehicles
  - (f) Vehicles
  
2. Interference with normal physiological functions
  - (a) Death, disease or general injury
  - (b) Vision, recognition, orientation and position
  - (c) Eating and/or drinking (including statement no food or drinks)
  - (d) Breathing - including we'd cough, you'd sneeze
  - (e) Communication
  - (f) Movement
  - (g) Body temperature and/or dryness or wetness
  - (h) Cleaning and dressing activities and going to the toilet
  - (i) Sleeping
  
3. Interference with normal or daily activities
  - (a) Work, school or church, business, professional activity
  - (b) Playing or sport, includes restriction; e.g., you could only play soccer
  - (c) Travelling

3. CONTINUED

- (d) Entertainment (including TV)
- (e) Home, familial and friends
- (f) Other; e.g., wouldn't think much of photos because you could only see feet, can't see the beauty around us

4. Emotional Reaction

- (a) Horror, panic, bored, scared, etc.
- (b) Fun, wonder
- (c) Anger
- (d) Go insane
- (e) Pray or wish or acceptance; e.g., think up a demisting prayer

5. Destruction of or damage to

- (a) The earth
- (b) The weather and light, etc.
- (c) Environment (Natural) - vegetation and nature
- (d) Environment (Man-made) except vehicles (includes houses and buildings)
- (e) Vehicles - cars, planes, etc.
- (f) Animals
- (g) People

6. Avoidance of collisions and accidents or the fog

- (a) going home, not working, stay at home, etc.
- (b) Going elsewhere - on land
- (c) Going elsewhere - on water; e.g., under the sea, submarines would be used instead of ships
- (d) going elsewhere - in air or space; e.g. go to another planet

6. CONTINUED

- (e) Recognition of people by feet, shoes, socks, voice, etc.
- (f) Use a torch or other light
- (g) Use horns, fog-horns
- (h) Avoidance of using sharp objects
- (i) Other; e.g., use radar

7. Attempt to get rid of the fog by

- (a) Water/heat/demister
- (b) Professional help/use of machines other than (c)
- (c) Blowing it away; e.g., blow it away with a fan; get a vacuum cleaner; and vacuum clean the fog up.
- (d) Fantasy means

8. Danger from (non-collision)

- (a) Environment - natural; e.g., you might fall into quicksand
- (b) Environment - man-made; e.g., fall into the swimming pool; fall into the toilet
- (c) People; e.g., in criminal activities
- (d) Animals
- (e) Space
- (f) Fantasy figures

9. Adaptation

- (a) Use of feet for daily activities (as foot-wear, etc.)
- (b) Walk on your hands; lie on ground; crawl; feel my way; etc.
- (c) Invent fog-proof glasses, wear face-mask
- (d) Adaptation in eating or drinking; e.g., eat vegetation, worms, etc.

9. CONTINUED
  - (e) Change furniture / change housing or living arrangements
  - (f) New machines
  - (g) Rain-proof, fog-proof clothing
  - (h) Climb out of the fog; e.g., climb on a ladder out of the fog; build a tree-house or a ladder-house; live on a bean-stalk
  - (i) Other; e.g., you'd have to get a dog to lead the way; wear bumper-bars
10. Fantasy-like consequences
  - (a) Fantasy (non-horror)
  - (b) Fantasy (horror); e.g., witches, monsters
11. Mix-up of relationships
  - (a) Unintentional
  - (b) Intentional
12. Benefits of the situation
  - (a) For business
  - (b) Able to engage in bad, aggressive or criminal activities
  - (c) Wouldn't have to work, go to school, wear clothes, able to sleep all day
  - (d) Avoidance of punishment, able to hide from people, not look at people
  - (e) Avoidance of catastrophes
  - (f) Affiliation benefits
  - (g) Facilitation of game and sports activities
  - (h) Stowaway - travel free
  - (i) Engage in sexual activity
13. Loss or possible loss of love and affection; e.g., you would have to have nice feet or couldn't get married.
14. Creation of earth as a different place, becoming a different place or called a different place; e.g., Call the Earth the Land of Feet

**FLEXIBILITY CATEGORIES  
FOR USES OF OBJECTS**

## FLEXIBILITY CATEGORIES FOR USES OF OBJECTS

### Uses of a Barrel

1. To store or hold things in
  - (a) Food container
  - (b) Beverage (non-alcoholic) container
  - (c) Alcoholic beverage container
  - (d) Storage of other things  
(excluding trash - see as a rubbish bin)
2. Container for a purpose; e.g., to keep something away from flies, to use as a refrigerator.
3. Used for making or manufacturing alcoholic beverages in (distinguish from storing such beverages).
4. As a rubbish bin
5. As an incinerator or barbeque
  - (a) incinerator
  - (b) barbeque
6. As a cupboard or drawer or chest.
7. Use as a bucket or other container to hold such things as a basket or bag
  - (a) Used to catch water or drops of water
  - (b) Used to carry or transport water
  - (c) Used as a basket or bag
8. Used as a utensil for making food
  - (a) Used to mix or prepare food; e.g., to churn butter
  - (b) Used as a cooking pot
9. Used as a Household Object (indoors) excluding those implements used for making food



10. Used as a tool or implement outdoors, excluding those implements otherwise specified. See for e.g., bucket and wheelbarrow.
11. Used as part of sewing equipment; e.g., used as a giant cotton reel
12. Use as a wheelbarrow
13. Use as a clothes basket
14. As something to wash things in
  - (a) Washing clothes
  - (b) Washing dishes
15. To plug or block up or cover a hole
16. Use as furniture (excluding beds and bathroom furniture)
  - (a) Use as a seat or chair
  - (b) Use as a table or desk
  - (c) Use as a lampshade or other lighting equipment furniture
  - (d) Other
17. Use as a shower or bath or changing room
  - (a) for humans
  - (b) for animals
  - (c) for fantasy figures
18. Use as a toilet
  - (a) for humans
  - (b) for animals
  - (c) for fantasy figures
19. Use as a decoration
  - (a) indoors - functional
  - (b) Indoors - non-functional; e.g., to diminish space in a room
  - (c) Outdoors; e.g., as a border around a garden

20. As a bed for animals
21. As a bed for humans or human-like figures
  - (a) A bed - as for adults
  - (b) A cradle or pram
22. As a water trough or pond for animals
23. As a drinking vessel for humans and fantasy figures
  - (a) Drinking vessel for humans
  - (b) Drinking vessel for fantasy figures
24. As a feeding trough for animals
25. Eating utensils for humans or fantasy figures
  - (a) Eating utensils for humans
  - (b) Eating utensils for fantasy figures
26. As an implement or piece of equipment for fantasy figures; e.g., a witches' cauldron, a school case for a giant
27. Use as a swimming pool
  - (a) For animals
  - (b) For humans
  - (c) For fantasy figures
  - (d) For insects
28. Use as an animal building/shelter (excluding fish)
  - (a) Shelter for four-legged mammals
  - (b) Shelter for birds; e.g., a bird's cage
  - (c) Shelter for insects or reptiles
  - (d) Shelter for invertebrates; e.g., worms
  - (e) Shelter for water animals, such as frogs but not used as an aquarium
29. Use as an aquarium (or fish-pond)
30. Use as a nest, for laying eggs

31. Use as human building/shelter (excluding play-houses and forts or other buildings)
  - (a) Human shelter
  - (b) Human shelter detail; e.g., a window or a door
  - (c) Other buildings; e.g., use as a tower
  - (d) Other building detail
32. Shelter for fantasy figures
  - (a) Shelter for fantasy figures
  - (b) Shelter for fantasy figures - detail
33. Use as a prison; e.g., to lock people in
34. Cage to keep animals against their will
35. Use as a trap or snare or catcher
  - (a) For Humans
  - (b) For animals (excluding fish)
  - (c) Objects - catch objects
36. Used as a net; e.g., to catch fish
37. Animal equipment
38. Building materials
  - (a) building materials for a house and other buildings, or building detail
  - (b) Building materials for bridges and similar structures
  - (c) Building materials for houses of fantasy figures
  - (d) Building materials for furniture
  - (e) Building materials for toys or play objects or sports equipment
  - (f) Building material for spaceships
  - (g) Manufacture objects from the copper
  - (h) Other

39. As a marker or sign
  - (a) A marker on the ground
  - (b) A marker on water; e.g., a float marker
  - (c) As a sign
40. Use as a weight or anchor
41. Use as a wedge; e.g., to prevent cars from rolling down the hill
42. Use as fuel or firewood
43. As a pot to grow vegetation or hold plants
  - (a) To grow vegetation
  - (b) To hold flowers or plants in; e.g., as a vase
44. As a letter box
45. As a bank or money-box or lottery box
46. As a means of clothing for humans
47. As a mask or a disguise (include responses which state to dress up and use as a dummy, or to dress up, as in dressing up a dummy)
48. As a cover
  - (a) For furniture
  - (b) For plants
  - (c) For other objects(when response is "as a cover" mark 48c)
49. Writing materials (including pencil holders)
50. Drawing materials, including a drawing board BUT, see also 51
  - (a) A drawing board
  - (b) Other drawing materials

51. As a piece of art or sculpture, etc.
  - (a) As an object of art, sculpture or carving
  - (b) As an object from which one can paint on or sculpture or carve something out of
52. As a musical instrument
53. As a stage or object for performers (excluding animals)
  - (a) For acting or doing tricks
  - (b) For dancing
  - (c) For singing
  - (d) As an object to entertain with; e.g., as a puppet or part of a magician's act
54. For animals to perform on or with
  - (a) As a stage to perform on
  - (b) To use as an object with which to perform an act or trick
55. Used as a teaching aide or school object
56. Used as a scientific instrument (excluding engineering and astronomy)
57. Used as an instrument in astronomy
58. Used as an instrument in engineering
59. Used as wrapping for a present
60. Used as a mould
61. Abstraction; e.g., to have laughs with
62. Use as a ladder or stand to increase one's height
  - (a) As a ladder
  - (b) As a stand to increase one's height; e.g., to look over a fence

63. Use as a conversation piece; e.g., to talk about at parties
64. Use as a weapon
  - (a) As a weapon when subject is the aggressor
  - (b) As a weapon when subject is in defence
  - (c) As a weapon when the activity is sport or a game; e.g., in bullfights
  - (d) As an explosive
65. To drown things in
  - (a) to drown people in
  - (b) to drown animals in
66. To take out aggression on or with (distinguish from weapon)
67. Use as a barricade or means of protection or to enclose an area
  - (a) Use as a barricade or fort
  - (b) Use as a shield or other similar means of protection such as armour.
  - (c) Use to enclose or shut off an area such as a fence
68. As an obstacle; e.g., to trip someone or to stumble over
  - (a) As an obstacle to trip someone
  - (b) As an obstacle over which one stumbles
69. As a place to hide in or behind (distinguish from hide 'n seek - see Play)
  - (a) for animals
  - (b) for humans
  - (c) for fantasy figures

70. As a secret meeting place
  - (a) For humans
  - (b) For animals
  - (c) For fantasy figures
71. As a place to hide inanimate objects in; e.g., for hiding treasures in
72. For carrying purposes; i.e., as a transporter or carrier
  - (a) For carrying objects
  - (b) For carrying people who are alive and not stated as ill
73. Use as a hospital trolley  
(Distinguish from 74)
74. Use as a casket or coffin
75. As machinery; e.g., a steam roller or cement mixer
  - (a) As machinery
  - (b) As machinery detail; e.g., the wheel of a steam roller
76. Transportation - for travelling on the ground
  - (a) Transportation on the ground
  - (b) Transportation detail on the ground
77. Transportation on the water - includes any means of floatation
  - (a) Transportation on water
  - (b) Transportation detail on water
78. Transportation in the air within the earth's atmosphere; e.g., as a glider
  - (a) Transportation in the air
  - (b) Transportation detail in the air
79. Transportation in or through space  
(includes all craft which are capable of travelling out of the earth's atmosphere)
  - (a) Transportation through space
  - (b) Transportation detail through space

80. Use as a play or game object; i.e., as a toy
- (a) As a play object to play with or on
  - (b) As a play object to play in; e.g., to play hide'n' seek in (excludes play-houses and to roll in)
  - (c) As a play-house, cubby-house or tree-house
  - (d) To roll in it
  - (e) To roll or walk on it or on top of (Distinguish this from just rolling the barrel down a hill per se which is classified as 80(a))
  - (f) Other
81. Use in sports (not as a mere toy)
- (a) Use as a hurdle or jumping stand for humans
  - (b) Use as a hurdle for animals
  - (c) Use as a diving board or other water sport equipment
  - (d) Use in other sports; e.g., as a hockey stick or a cricket-bat or ball
  - (e) Other; e.g., as a target
82. MISCELLANEOUS - Number each of these responses as 82(a) and 82(b), etc. and list each of them below
83. To sell, export or import; e.g. to sell them to markets
84. To disperse of or throw away or stack on top of each other; e.g., to be thrown in the rubbish
85. As a place to hide humans or animals in (dead or alive)
- (a) humans
  - (b) animals
86. Use it as a means of crossing over or through something
- (a) a bridge
  - (b) a tunnel



87. For gambling purposes; e.g., for drawing out lottery tickets, for spinning tickets in jackpots, lucky dip.
88. Clothing for an animal; e.g., for a hippo's girdle

## FLEXIBILITY CATEGORIES FOR USES OF OBJECTS

### Uses of a Brick

#### 1. Building purposes

- (a) Building a house and other buildings
- (b) Building - building detail - includes foundations; e.g., to bury it
- (c) Building - animal shelters
- (d) Animal shelter detail
- (e) Building structures for fantasy figures
- (f) Building furniture
- (g) Building play objects or sport equipment
- (h) Building of vehicles
- (i) Building of bridges and similar structures
- (j) Other

#### 2. Use as a weapon

- (a) As a weapon against humans when subject is the aggressor
- (b) As a weapon against humans when subject is in defense
- (c) As a weapon against animals when subject is the aggressor
- (d) As a weapon against animals when subject is in defense
- (e) As a weapon against monsters or fantasy figures when subject is aggressor
- (f) As a weapon against monsters or fantasy figures when subject is in defense
- (g) As a weapon against object; e.g., to break a window, to put dents into cars
- (h) As a weapon when the activity is sport or a game
- (i) As an explosive
- (j) Other

3. To take out aggression on or with
  - (a) Where the aggressor is directing the action out - includes overt aggression against someone else where brick isn't used as a weapon
  - (b) Where the aggression is directed in
4. As a step or as a stand
  - (a) As a step; e.g., to stand on, to mount a horse with, to climb onto something to see
  - (b) As a stand; e.g., to increase one's height; e.g., to look over a fence
5. As a piece of indoor furniture or furniture detail for humans
  - (a) Use as a seat or chair
  - (b) Use as a table, desk or shelf
  - (c) As a stand
  - (d) As a kneeling pad or footstool
  - (e) As bedding; e.g., as a head-rest or a pillow
  - (f) As a washbench
  - (g) Other
6. Outdoor furniture
  - (a) As a stand
  - (b) As a doormat
  - (c) Other
7. As a piece of furniture for animals
  - (a) As a seat
  - (b) As a stand; e.g., to build a nest on
  - (c) As a bed
  - (d) Play object or decorative object; e.g., for fish, put a brick in the bowl
  - (e) Other

8. As a weight or anchor (or sinker)
  - (a) Weight on objects; e.g., paper weight
  - (b) Weight on humans
  - (c) Anchor or sinker
  - (d) As a displacement mechanism
9. As a wedge; e.g., to prevent cars from rolling down hills
10. As a support - to hold things up or hold things together; e.g., as a holder, as a bookend
11. For play equipment (but see 32)
  - (a) As a play object; e.g., as a toy (includes use as pacifier)
  - (b) Used to facilitate a game or play; e.g., for a seesaw; as a slide down the footpath
  - (c) To throw (no explicit aggression stated)
12. For sports equipment
  - (a) In swimming sports
  - (b) As weights
  - (c) For the martial arts
  - (d) Ball games
  - (e) As a target
  - (f) As a hurdle or jump
  - (g) Other
13. As a kitchen utensil
  - (a) Used to prepare food
  - (b) Used to cook food
  - (c) Implement for crushing food; e.g., crushing walnuts, squashing food
  - (d) As a cooking or food board or chopping board; e.g., to grind wheat on; to turn out butter
  - (e) As an eating utensil

14. As a border of a garden, etc., or making a path
  - (a) Border
  - (b) A path
15. As an object to buy or sell or borrow, etc., e.g., to make money out of them
16. As an animal shelter
  - (a) For animals
  - (b) For birds; e.g., to make a bird's nest
  - (c) For insects; e.g., an ant's nest; for an ant farm
  - (d) For reptiles
17. As a trap or snare
  - (a) For humans; e.g., make a booby trap on the door
  - (b) For animals
18. As a marker or sign
  - (a) A marker on the ground
  - (b) A marker on water or in the water
  - (c) As a sign
19. As an object to eat
20. Writing materials or place on which to write
  - (a) Writing material
  - (b) Place on which to write; e.g., a tablet
21. Art, pottery, sculpture or drawing materials, including a drawing board (But see also 22)
  - (a) A drawing board or art board
  - (b) Other art materials; e.g., a tablet to mix paints upon; use as chalk to draw with, etc.

22. As a piece of art or sculpture
  - (a) As an object of art, sculpture or carving; e.g., as a model
  - (b) As an object from which one can paint on or with or as sculpture or carve something out of
23. To beat or make sounds
  - (a) To make noises with
  - (b) Use as a musical instrument
24. As a platform on which one can perform (excluding animals) or as an object one can perform with
  - (a) For acting on, as doing tricks on
  - (b) For dancing
  - (c) For singing
  - (d) For performing feats; e.g., balancing act
  - (e) An object to entertain with
  - (f) An object with which one can display a skill; e.g., balancing a brick on one's head
25. As a stage or platform on which animals can perform or an object with which animals can perform
  - (a) As a stage to perform on
  - (b) Use as an object with which to perform an act or trick
  - (c) To use as a race-track; e.g., for racing snails on
26. As a barricade or means of protection
  - (a) Use as a barricade or fort
  - (b) Use as a shield or other similar means of protection, such as armour

27. As an incinerator or barbeque
  - (a) As an incinerator; e.g., use the holes to put fire-crackers in, or make a fireplace
  - (b) As a barbeque
28. To plug or block or fill-up or cover up a hole or space
  - (a) Plug or cover up a hole or space
  - (b) To plug or block or fill up a hole or space
29. Use as a tool or implement; e.g., as a hammer, rammer, axe, pipe (if brick is hollow), torch or for measurement; e.g., as a rule; or to smash a window in the car if you want some fresh air
30. Furniture or furniture detail for play objects
  - (a) Table
  - (b) Chair
  - (c) Bed
  - (d) House
  - (e) Other
31. Fantasy uses or for fantasy figures
  - (a) Furniture
  - (b) Food
  - (c) Equipment
  - (d) Transportation
  - (e) To perform magic on
  - (f) Other
32. Use for transportation - includes transportation detail
  - (a) Transportation on the ground - includes transportation detail; e.g. wheels
  - (b) Transportation on the water - includes transportation detail

32. CONTINUED

- (c) Transportation in the air -  
includes transportation detail
  - (d) Transportation in or through space -  
includes transportation detail
33. Use as a piece of machinery; e.g.,  
to flatten out the soil
- (a) Use as machinery
  - (b) As machinery detail
34. As a present
35. As clothing; e.g., as shoes or as a napkin
36. Use as a means of crossing over or through something
- (a) A bridge
  - (b) A ramp
  - (c) A tunnel
37. Use of the hole as a container
- (a) Water; e.g., water trough for animals
  - (b) Food
  - (c) Objects
  - (d) Hold or grow vegetation
38. As a hiding place; e.g., to hide something  
under; e.g., money
39. Cleaning or washing equipment; e.g.,  
scrubbing board, broom
40. Heating equipment; e.g., as a hot water  
bottle, thermometer
41. Use of the constituents of the brick; e.g.,  
as building materials; to make paint; to crush  
and use for pebbles; to crush and make cement;  
to metl and make clay models



42. As a decoration
  - (a) Indoors
  - (b) Outdoors
  - (c) Christmas or other festival decoration
  - (d) Other
43. As a means of transportation or carrying (excluding humans)
  - (a) carry objects
  - (b) animals or insects or invertebrates; e.g., to carry worms around
44. As a spy-hole
45. Abstraction; e.g., my friend swims like a brick

## FLEXIBILITY CATEGORIES FOR USES OF OBJECTS

### Uses of a Blanket

1. To cover or wrap
  - (a) Things - undifferentiated
  - (b) People
  - (c) Animals; e.g., horse blanket covers horses at night
  - (d) Furniture
  - (e) Dolls or other play objects
  - (f) Cars, boats or other vehicles
  - (g) Foot; e.g., to cover foot to keep the flies off; to cover food you don't want to have cold
  - (h) Other; e.g., to wrap a present; to cover a plant to protect it
2. Smother or start fires
  - (a) To put out fire
  - (b) To wrap around someone to stop them burning or protect them from fire
  - (c) To start a fire with it (include to burn it)
3. Fire/Smoke Signals
4. Clothing and clothing accessories
  - (a) People (adults and children)
  - (b) Babies; e.g., an overgrown nappy
  - (c) Animals
  - (d) Dolls
  - (e) For fantasy figures or make-believe figures
  - (f) Clothing accessories; e.g., handkerchief, wig, umbrella, fan to keep you cool
5. Masks and/or disguises

6. Carpet, mat, rug
  - (a) Mat or carpet (floor covering)
  - (b) Rug; e.g., to sit on at a picnic
  - (c) Platform on which humans perform
  - (d) Platform on which animals perform
  - (e) Platform on which fantasy figures perform
7. Buildings (including building or making buildings) for humans
  - (a) Houses and other buildings
  - (b) Play house, cubby-house, forts, secret hide-outs
  - (c) Tent
  - (d) House parts; e.g., wall, roof
8. Trap or snare or net
  - (a) Humans; e.g., to hold a person captive in
  - (b) Animals; e.g., to catch a bird, catcher; catch wild parrots
  - (c) Fish - a fishing net
9. Play Object
  - (a) To play with (includes responses such as run with it, etc., throw it, throw it off the cliff, jump on it, roll in it, let it blow out of a car door)
  - (b) Use for drawing or writing; (to draw or write on it, use it as a blackboard)
  - (c) Transport - play - cars; as a boat; to have rides on it, to slide on, to make a plan or a submarine out of it
  - (d) Being a ghost or monster (non-aggressive)
  - (e) To play make-belief; e.g., king, Queen, etc; Pretend you are Superman
  - (f) Use as a board -- part of a game; e.g., Twister, darts
  - (g) Use as a sling - to throw something (Non-aggressive)

9. CONTINUED

- (h) Transportation - or to throw children up in the air in play; to swing on it
  - (i) Use in sport-like activities; e.g., as a wicket; to make out you're a bull-fighter with it
  - (j) For blindman's bluff or similar game
  - (k) Other; e.g., as a kite or balloon
10. To store, carry or hide things in or under
- (a) To store things in (includes food) - container
  - (b) To hide things in or under
  - (c) To carry things - basket, knapsack, case, etc.; to carry food or water in; to shift sand
11. As a hiding place for humans and animals
- (a) Humans
  - (b) Animals
12. As a curtain, drape, wall or door hanging or screen, etc.
- (a) Curtain, blind, sun-shade, light-shade, etc.
  - (b) Wall hanging or door hanging
  - (c) A screen (e.g., background for a picture)
13. Bathroom/kitchen or bed linen, etc.  
For humans and animals
- (a) Wash-flannel, bath towel, kitchen towel
  - (b) Tablecloth, napkin, cooking cloth, etc.
  - (c) Rags, dusters
  - (d) Bedding (includes cushion, pillow, mattress; use as a sleeping bag)
14. Object to buy, sell, etc. or to give as a present

15. Animal shelter, animal bedding, play object for animal
  - (a) Animal shelter; e.g., a bird's nest
  - (b) Animal bedding
  - (c) Play object
16. Sewing material, etc.
  - (a) Sewing material - to sew, to sew holes up, to make things with it; to use the threads to sew with
  - (b) Knitting material - use the wool to knit with
  - (c) Embroidery material - to embroider
  - (d) As stuffing; e.g., stuffing for a pillow; stuffing for a teddy bear
17. Fantasy uses - as a magic or flying carpet; e.g., to fly around the world on it; to fly to Mars on
18. As a pacifier
  - (a) For self - to carry with you, to cuddle, to suck, to chew
  - (b) For others - to comfort people with; for cuddling people
  - (c) For animals - for dogs to chew on
19. As a weapon
  - (a) As a weapon against humans when subject is the aggressor
  - (b) As a weapon against humans when subject is in defence
  - (c) As a weapon against animals when subject is the aggressor
  - (d) As a weapon against animals when subject is in defence
  - (e) As a weapon against monsters or fantasy figures when subject is aggressor

19. CONTINUED

- (f) As a weapon against monsters or fantasy figures when subject is in defence
  - (g) As a weapon against objects
  - (h) Other
20. To take out aggression on or with
- (a) When the aggression is outer-directed
  - (b) When the aggression is inner-directed; e.g., to commit suicide with
21. As an object for cleaning or to clean with; e.g., use for the head of a mop
22. Sailing equipment; e.g., sails of a boat
23. Flags, signs and symbols; decoration
- (a) Flags
  - (b) Signs and symbols
  - (c) Decorate; decoration
  - (d) Scarecrow and other symbolic figures
24. Furniture (excluding carpets, mats and rugs)
- (a) Hammock
  - (b) Deck-chair, seat
  - (c) Other
25. Medical equipment
- (a) Bandages
  - (b) Stretcher
  - (c) Coffin
26. To plug or block something up; e.g., use as a cork
27. As a tool, implement or instrument; e.g., use it as a ruler to measure with

28. As a rope (excluding when it's being used as a weapon); e.g., to get out of a high building, to cross a river, as a bridge
29. To make a cloud of dust
30. Abstraction; e.g., meaning a layer of things; e.g., a layer of grass; e.g., to get old with
31. As a parachute

**FLEXIBILITY CATEGORIES FOR THE NON-VERBAL  
TESTS (PATTERNS AND INKBLOTS/SHADOWS)**



Flexibility Categories for Flexibility I  
and Flexibility II

For Patterns and Inkblots

1. ABSTRACT OR ABSTRACTION; e.g., forces, dreams, fantasy, moods, emotions.
2. ANATOMY (Human or Animal) -- includes X-rays and Skeletons.
  - (a) Anatomy (Human or Animal) - includes X-rays and Skeletons
  - (b) Pathology
3. ANIMAL
  - (a) Animal (alone)
  - (b) Animal with elaboration (includes animals stated in a certain position)
  - (c) Animal with orthodox movement
  - (d) Animal with elaboration and orthodox movement
  - (e) Animal plus shadow
  - (f) Animal plus shadow with elaboration
  - (g) Animal plus shadow with movement
  - (h) Animal plus shadow with elaboration and movement
  - (i) Mob behavior
  - (j) Animals stumbling, tripping, or falling
  - (k) Animals stumbling, tripping or falling with elaboration
4. ANIMAL AS VICTIM
  - (a) Animal as victim (alone)
  - (b) Animal as victim with elaboration (includes animals stated in a certain position)

- (c) Animal as victim with movement
- (d) Animal as victim with movement and elaboration

5. ANIMAL DETAIL

- (a) Animal detail (alone)
- (b) Animal detail with elaboration (includes responses which involve a certain position)
- (c) Animal detail with movement
- (d) Animal detail with elaboration and movement

6. ANIMALS ESCAPING

- (a) Animals escaping (alone)
- (b) Animals escaping with elaboration
- (c) Animals escaping with other movement
- (d) Animals escaping with other movement and elaboration

7. ANIMALS EXPRESSING EMOTION

- (a) Animals expressing emotion (alone)
- (b) Animals expressing emotion with elaboration
- (c) Animals expressing emotion with movement
- (d) Animals expressing emotion with movement and elaboration

8. ANIMAL HOMES OR ANIMAL SHELTERS

- (a) Animal homes or animal shelters (alone)
- (b) Animal homes or animal shelters with elaboration

9. ANIMALS IN AGGRESSIVE ACTION OR IN AGGRESSIVE SITUATION

- (a) Animals in aggressive action or in aggressive situation (alone)
- (b) Animals in aggressive action or in aggressive situation with elaboration

10. ANIMALS PERFORMING IN UNORTHODOX MOVEMENT  
OR SITUATIONS

- (a) Animals performing (alone)
- (b) Animals performing with elaboration
- (c) Animals in unorthodox movement or situations (alone)
- (d) Animals in unorthodox movement or situations with elaboration

11. ARCHITECTURE

- (a) Architecture (alone)
- (b) Architecture with elaboration

12. ART, DESIGN AND SCULPTURE

- (a) Alphabet, Numbers, Geometrical figures and Shapes (alone) -- includes the response "A shadow"
- (b) Alphabet, Numbers, Geometrical figures and Shapes with elaboration
- (c) Art and Sculpture (alone)
- (d) Art and Sculpture with elaboration
- (e) Decorations, Pottery or Woodwork (alone) -- includes trophies
- (f) Decorations, Pottery or Woodwork with elaboration

13. ASTRONOMY

- (a) Astronomy (alone)
- (b) Astronomy with elaboration
- (c) Astronomy with movement
- (d) Astronomy with movement and elaboration

14. BOTANY (Includes all plants)

- (a) Botany (alone)
- (b) Botany with elaboration - includes plants in a certain position

14. BOTANY (Cont'd.)

- (c) Botany with movement
- (d) Botany with movement and elaboration
- (e) Botany or Plants in aggressive situation or with ascribed aggressive characteristics
- (f) Botany or Plants in conflict with nature
- (g) Botany in connection with some festivity

15. BUILDINGS AND STRUCTURES (Absence of any implied or stated design in the response)

- (a) Building and Structures (alone)
- (b) Building and Structures with elaboration
- (c) Buildings and Structures with movement
- (d) Buildings and Structures with movement and elaboration

16. BUILDING MATERIALS

- (a) Building materials (alone)
- (b) Building materials with elaboration
- (c) Building materials with movement
- (d) Building materials with movement and elaboration

17. CARICATURES

- (a) Caricatures (alone)
- (b) Caricatures with elaboration
- (c) Caricatures with movement
- (d) Caricatures with movement and elaboration

18. CARTOGRAPHY, CHARTS AND PLANS

- (a) Cartography, Charts and Plans (alone)
- (b) Cartography, Charts and Plans with elaboration

19. CARTOONS

- (a) Cartoons (alone)
- (b) Cartoons with elaboration
- (c) Cartoons with movement
- (d) Cartoons with movement and elaboration

20. CLOTHING AND/OR CLOTH

- (a) Clothing and/or cloth (alone)
- (b) Clothing and/or cloth with elaboration
- (c) Clothing and/or cloth with movement
- (d) Clothing and/or cloth with movement and elaboration
- (e) Damaged clothing
- (f) Camouflage or Disguises
- (g) Masks
- (h) Personal objects or accessories
- (i) Personal objects or accessories with elaboration
- (j) Portable protective apparel
- (k) Portable protective apparel with elaboration

21. CLOUDS AND SMOKE

- (a) Clouds (alone)
- (b) Clouds with elaboration
- (c) Clouds with movement
- (d) Clouds with movement and elaboration

21. CLOUDS AND SMOKE (Cont'd.)

- (e) Smoke (alone)
- (f) Smoke with elaboration
- (g) Smoke with movement
- (h) Smoke with movement and elaboration

22. COLLISIONS AND ACCIDENTS

- (a) Collisions and/or accidents in the air (alone)
- (b) Collisions and/or accidents in the air with elaboration
- (c) Collisions and/or accidents in the air with stated movement
- (d) Collisions and/or accidents in the air with stated movements and elaboration
- (e) Collisions and/or accidents in space (alone)
- (f) Collisions and/or accidents in space with elaboration
- (g) Collisions and/or accidents in space with stated movement
- (h) Collisions and/or accidents in space with stated movement and elaboration
- (i) Collisions and/or accidents on a body of water (alone)
- (j) Collisions and/or accidents on a body of water with elaboration
- (k) Collisions and/or accidents on a body of water with stated movement
- (l) Collisions and/or accidents on a body of water with stated movement and elaboration
- (m) Collisions and/or accidents on the ground (alone)

22. COLLISIONS AND ACCIDENTS (Cont'd.)

- (n) Collisions and/or accidents on the ground with elaboration
- (o) Collisions and/or accidents on the ground with stated movement
- (p) Collisions and/or accidents on the ground with stated movement and elaboration

23. CONTAINERS - e.g., bag, barrel, box, bucket, can, cage, hat box, jug, etc.

- (a) Containers of animate objects
- (b) Containers of inanimate objects

24. DANCERS (ANIMAL AND/OR HUMAN)

- (a) Animal Dancers (alone)
- (b) Animal Dancers with elaboration
- (c) Animal Dancers with stated movements
- (d) Animal Dancers with stated movements and elaboration
- (e) Human Dancers (alone)
- (f) Human Dancers with elaboration
- (g) Human Dancers with stated movements
- (h) Human Dancers with stated movements and elaboration

25. DEATH AND/OR DYING (ANIMALS AND/OR HUMANS)

- (a) Dead or dying animal (alone)
- (b) Dead or dying animal with elaboration
- (c) Dead or dying animal with movement
- (d) Dead or dying animal with movement and elaboration
- (e) Dead or dying animal detail (alone)
- (f) Dead or dying animal detail with elaboration
- (g) Dead or dying animal detail with movement

25. DEATH AND/OR DYING (ANIMALS AND/OR HUMANS) (Cont'd.)

- (h) Dead or dying animal detail with movement and elaboration
- (i) Dead or dying human (alone)
- (j) Dead or dying human with elaboration
- (k) Dead or dying human with movement
- (l) Dead or dying human with movement and elaboration
- (m) Dead or dying human detail (alone)
- (n) Dead or dying human detail with elaboration
- (o) Dead or dying human detail with movement
- (p) Dead or dying human detail with movement and elaboration

26. DEAD OR DAMAGED OBJECTS (INCLUDING DEAD OR DAMAGED PLANTS)

- (a) Dead or damaged objects (excluding plants)
- (b) Dead or damaged plants

27. DEFORMED ANIMALS

- (a) Deformed animals (alone)
- (b) Deformed animals with elaboration
- (c) Deformed animals with movement
- (d) Deformed animals with movement and elaboration
- (e) Deformed animal in aggressive situation or action
- (f) Deformed animal expressing emotion



28. DEFORMED ANIMAL DETAIL

- (a) Deformed animal detail (alone)
- (b) Deformed animal detail with elaboration
- (c) Deformed animal detail with movement
- (d) Deformed animal detail with movement and elaboration
- (e) Deformed animal detail in aggressive situation or action
- (f) Deformed animal detail expressing emotion

29. DEFORMED HUMANS

- (a) Deformed Humans (alone)
- (b) Deformed Humans with elaboration
- (c) Deformed Humans with movement
- (d) Deformed Humans with movement and elaboration
- (e) Deformed human in aggressive situation or action
- (f) Deformed human expressing emotion

30. DEFORMED HUMAN DETAIL

- (a) Deformed Human Detail (alone)
- (b) Deformed Human Detail with elaboration
- (c) Deformed Human Detail with movement
- (d) Deformed Human Detail with movement and elaboration
- (e) Deformed Human Detail in aggressive situation or action
- (f) Deformed Human Detail expressing emotion

31. ENTERTAINMENT (The performance and not the performer(s): ballet, opera, television performance, cinema performance, circus, etc.
  - (a) Entertainment - to do with the stage or screen
  - (b) Entertainment - other
32. ENTERTAINMENT EQUIPMENT (Except for reading and music)
  - (a) Entertainment equipment (except for reading and music)
  - (b) Entertainment equipment (except for reading and music) with elaboration
33. EQUIPMENT FOR ANIMALS (including Animal Equipment detail)
34. EROTICA
35. EXPLOSIONS AND/OR DESTRUCTION BY BOMBS, FIRE, ETC.
  - (a) Explosions (alone)
  - (b) Explosions with elaboration
  - (c) Explosions with movement
  - (d) Explosions with movement and elaboration
36. FIRE AND/OR LIGHTNING
  - (a) Fire and/or Lightning (alone)
  - (b) Fire and/or Lightning with elaboration
  - (c) Fire and/or Lightning with movement
  - (d) Fire and/or Lightning with movement and elaboration
37. FOOD AND BEVERAGES
  - (a) Food and Beverages (alone)
  - (b) Food and Beverages with elaboration
  - (c) Food and Beverages with movement
  - (d) Food and Beverages with movement and elaboration

38. FOOTPRINTS

- (a) Animal Footprints (alone)
- (b) Animal Footprints with elaboration
- (c) Animal Footprints with movement
- (d) Animal Footprints with movement and elaboration
- (e) Human Footprints (alone)
- (f) Human Footprints with elaboration
- (g) Human Footprints with movement
- (h) Human Footprints with movement and elaboration
- (i) Monster Footprints (alone)
- (j) Monster Footprints with elaboration
- (k) Monster Footprints with movement
- (l) Monster Footprints with movement and elaboration

39. HUMAN BEING, HUMAN FORM - includes persons and specific or named persons, such as John Blow, my sister, my mother, etc. In addition, responses, such as a stick man are included here and are not part of a new category. These rules apply unless another category is specified. See for e.g., Religious figures and Royalty)

- (a) Human Being (alone)
- (b) Human with elaboration
- (c) Human with movement
- (d) Human with movement and elaboration
- (e) Human holding animal
- (f) Human in described or implied clothing
- (g) Human in described or implied clothing with elaboration
- (h) Human in described or implied clothing with movement
- (i) Human in described or implied clothing with movement and elaboration

39. HUMAN BEING, HUMAN FORM (Cont'd.)

- (j) Human plus shadow
- (k) Human plus shadow with elaboration
- (l) Human plus shadow with movement
- (m) Human plus shadow with movement and elaboration
- (n) Human stumbling, tripping or falling
- (o) Human stumbling, tripping or falling with elaboration
- (p) Human praying, pleading or preaching
- (q) Human praying, pleading or preaching with elaboration
- (r) Human reclining
- (s) Human reclining with elaboration
- (t) Human talking
- (u) Human talking with elaboration
- (v) Mob Behaviour
- (w) Mob Behaviour with elaboration

40. HUMAN AS VICTIM

- (a) Human as victim (alone)
- (b) Human as Victim with elaboration
- (c) Human as Victim with movement
- (d) Human as victim with movement and elaboration

41. HUMAN DETAIL

- (a) Human detail (alone)
- (b) Human detail with elaboration
- (c) Human detail with movement
- (d) Human detail with movement and elaboration

42. HUMAN ESCAPING

- (a) Human escaping (alone)
- (b) Human escaping with elaboration
- (c) Human escaping with other movement
- (d) Human escaping with other movement and elaboration

43. HUMAN EXPRESSING EMOTION

- (a) Human expressing emotion (alone)
- (b) Human expressing emotion with elaboration
- (c) Human expressing emotion with movement
- (d) Human expressing emotion with movement and elaboration

44. HUMAN IN AGGRESSIVE ACTION OR IN AGGRESSIVE SITUATION

- (a) Human in aggressive action or in aggressive situation
- (b) Human in aggressive action or in aggressive situation with elaboration
- (c) Human defending himself
- (d) Human defending himself with elaboration

45. HUMAN PERFORMING (other than dancing)

- (a) Human performing (alone)
- (b) Human performing with elaboration

46. HUMAN WITH ASCRIBED PERSONALITY CHARACTERISTICS

- (a) Human with ascribed personality characteristics (alone)
- (b) Human with ascribed personality characteristics with elaboration
- (c) Human with ascribed personality characteristics with movement
- (d) Human with ascribed personality characteristics with movement and elaboration

47. HUMAN WITH ASCRIBED RACIAL CHARACTERISTICS

- (a) Human with ascribed racial characteristics (alone)
- (b) Human with ascribed racial characteristics with elaboration
- (c) Human with ascribed racial characteristics with movement
- (d) Human with ascribed racial characteristics with movement and elaboration

48. HUMAN WITH STATED INTENTION

- (a) Human with stated intention
- (b) Human with stated intention with elaboration
- (c) Human with stated intention with movement
- (d) Human with stated intention with movement and elaboration

49. IMPLEMENTS AND TOOLS

- (a) Implements and Tools (alone)
- (b) Implements and Tools with elaboration
- (c) Implements and Tools with movement
- (d) Implements and Tools with movement and elaboration

50. INSECTS

- (a) Insects (alone)
- (b) Insects with elaboration
- (c) Insects with movement
- (d) Insects with movement and elaboration

51. INTERIOR HOUSEHOLD OBJECTS (Including furniture)
  - (a) Interior Household Objects (alone)  
(excluding furniture)
  - (b) Interior Household Objects with  
elaboration (excluding furniture)
  - (c) Furniture
  - (d) Furniture with elaboration
52. INVENTIONS
  - (a) Inventions (alone)
  - (b) Inventions with elaboration
53. LANDSCAPE - AERIAL VIEW OF LANDSCAPE
  - (a) Aerial View of Landscape
  - (b) Aerial View of Landscape  
with elaboration
  - (c) Aerial View of Landscape  
with movement
  - (d) Aerial View of Landscape  
with movement and elaboration
54. LANDSCAPE - GEOLOGICAL
  - (a) Landscape (geological)
  - (b) Landscape geological with elaboration
  - (c) Landscape geological with movement
  - (d) Landscape geological with  
movement and elaboration
55. LANDSCAPE - MAN-MADE
  - (a) Landscape (man-made)
  - (b) Landscape man-made with elaboration
  - (c) Landscape man-made with movement
  - (d) Landscape man-made with  
movement and elaboration
56. LANDSCAPE - NATURAL-NATURE
  - (a) Landscape - Natural
  - (b) Landscape - Natural with elaboration
  - (c) Landscape - Natural with movement
  - (d) Landscape - Natural with  
movement and elaboration

57. LANDSCAPE - REFLECTIONS
- (a) Reflections
  - (b) Reflections with elaboration
  - (c) Reflections with movement
  - (d) Reflections with movement and elaboration
58. LANDSCAPE - VIEWING SOMETHING ABOVE YOU
- (a) Viewing something above you
  - (b) Viewing something above you with elaboration
  - (c) Viewing something above you with movement
  - (d) Viewing something above you with movement and elaboration
59. LIGHTS, ILLUMINATION AND LIGHTING EQUIPMENT
- (a) Lights and Illumination
  - (b) Lights and Illumination with elaboration
  - (c) Lights and Illumination with movement
  - (d) Lights and Illumination with movement and elaboration
  - (e) Lighting Equipment
  - (f) Lighting Equipment with elaboration
60. MACHINES AND MACHINERY
- (a) Machines and Machinery
  - (b) Machines and Machinery with elaboration
  - (c) Machines and Machinery with movement
  - (d) Machines and Machinery with movement and elaboration
61. MEASURING DEVICES
- (a) Measuring devices
  - (b) Measuring devices with elaboration
  - (c) Measuring devices with movement
  - (d) Measuring devices with movement and elaboration



62. MISCELLANEOUS. (Each response in this category is to be listed separately, as 62(a), 62(b), 62(c), 62(d), etc.)
63. MONSTERS
- (a) Monsters
  - (b) Monsters with elaboration
  - (c) Monsters with movement
  - (d) Monsters with movement and elaboration
64. MONSTER DETAIL
- (a) Monster detail
  - (b) Monster detail with elaboration
  - (c) Monster detail with movement
  - (d) Monster detail with movement and elaboration
65. MONSTER EXPRESSING EMOTION
- (a) Monster expressing emotion
  - (b) Monster expressing emotion with elaboration
  - (c) Monster expressing emotion with movement
  - (d) Monster expressing emotion with movement and elaboration
66. MONSTER IN AGGRESSIVE ACTION OR IN AGGRESSIVE SITUATION
- (a) Monster in aggressive action or in aggressive situation
  - (b) Monster in aggressive action or in aggressive situation with elaboration
67. MUSICAL INSTRUMENTS
- (a) Musical instruments
  - (b) Musical instruments with elaboration
  - (c) Musical instruments with movement
  - (d) Musical instruments with movement and elaboration

68. MYTHOLOGICAL, FANTASY OR FICTIONAL CHARACTERS
- (a) Mythological, fantasy or fictional characters
  - (b) Mythological, fantasy or fictional characters with elaboration
  - (c) Mythological, fantasy or fictional characters with movement
  - (d) Mythological, fantasy or fictional characters with movement and elaboration.
69. MYTHOLOGICAL, FANTASY OR FICTIONAL CHARACTER DETAIL
- (a) Mythological, fantasy or fictional character detail
  - (b) Mythological, fantasy or fictional character detail with elaboration
  - (c) Mythological, fantasy or fictional character detail with movement
  - (d) Mythological, fantasy or fictional character detail with movement and elaboration
70. MYTHOLOGICAL OR FANTASY OBJECTS
- (a) Mythological or fantasy objects
  - (b) Mythological or fantasy objects with elaboration
71. OUTSIDE HOUSEHOLD OBJECTS
- (a) Outside Household Objects
  - (b) Outside Household Objects with elaboration
72. RECREATION ACTIVITY (i.e., sports and other recreation not pertaining to toys)
- (a) Sports or games activity
  - (b) Sports or game activity with elaboration
  - (c) Recreation, such as camping activity
  - (d) Recreation, such as camping activity with elaboration

73. RECREATION IN PLAY ACTIVITY (activity pertaining to toys, etc.)
- (a) Play activity
  - (b) Play activity with elaboration
74. RECREATION EQUIPMENT (i.e., equipment pertaining to sports, games and other recreation excluding toys)
- (a) Sports or games equipment
  - (b) Sports or games equipment with elaboration
  - (c) Other recreational equipment, such as camping or fishing equipment
  - (d) Other recreational equipment, such as camping or fishing equipment with elaboration
75. RECREATIONAL - PLAY EQUIPMENT (i.e., equipment pertaining to toys)
- (a) Play equipment; i.e., equipment pertaining to toys
  - (b) Play equipment with elaboration
  - (c) Play equipment detail
  - (d) Play equipment detail with elaboration
76. RELIGIOUS AND SUPERNATURAL FIGURES
- (a) Religious and Supernatural Figures
  - (b) Religious and Supernatural Figures with elaboration
  - (c) Religious and Supernatural Figures with movement and elaboration
77. RELIGIOUS AND SUPERNATURAL FIGURES EXPRESSING EMOTION
- (a) Religious and Supernatural Figures expressing emotion
  - (b) Religious and Supernatural Figures expressing emotion with elaboration
  - (c) Religious and Supernatural Figures expressing emotion with movement
  - (d) Religious and Supernatural Figures expressing emotion with movement and elaboration

78. RELIGIOUS AND SUPERNATURAL FIGURES IN AGGRESSIVE ACTION OR IN AGGRESSIVE SITUATION
- (a) Religious and Supernatural Figures in aggressive action or in aggressive situation
  - (b) Religious and Supernatural Figures in aggressive action or in aggressive situation with elaboration
79. RELIGIOUS OR SUPERNATURAL OBJECTS (e.g., tombstones)
- (a) Religious or Supernatural Objects
  - (b) Religious or Supernatural Objects with elaboration
80. ROYALTY FIGURES
- (a) Royalty Figures
  - (b) Royalty figures with elaboration
  - (c) Royalty figures with movement
  - (d) Royalty Figures with movement and elaboration
81. ROYALTY FIGURES EXPRESSING EMOTION
- (a) Royalty Figures expressing emotion/ or with ascribed personality characteristics
  - (b) Royalty Figures expressing emotion with elaboration
  - (c) Royalty Figures expressing emotion with movement
  - (d) Royalty Figures expressing emotion with movement and elaboration
82. ROYALTY FIGURES IN AGGRESSIVE ACTION OR IN AGGRESSIVE SITUATION
- (a) Royalty Figures in aggressive action or in aggressive situation
  - (b) Royalty figures in aggressive action or in aggressive situation with elaboration

- 83. SCIENCE AND ENGINEERING
  - (a) Science and/or Engineering
  - (b) Science and/or Engineering with elaboration
- 84. SCIENCE AND ENGINEERING EQUIPMENT
  - (a) Science and/or Engineering Equipment
  - (b) Science and/or Engineering Equipment with elaboration
- 85. SCHOOL (including all reading material)
  - (a) School
  - (b) School with elaboration
  - (c) Reading materials
  - (d) Reading materials with elaboration
- 86. SIGNS, SIGNPOSTS, FLAGS, AND FLAGPOSTS
  - (a) Signs and/or Signposts
  - (b) Signs and/or Signposts with elaboration
  - (c) Flags and/or Flagposts
  - (d) Flags and/or Flagposts with elaboration
- 87. SYMBOLS
  - (a) Symbols
  - (b) Symbols with elaboration
- 88. SYMBOLIC AND/OR HISTORICAL FIGURES
  - (a) Symbolic and/or Historical Figures
  - (b) Symbolic and/or Historical Figures with elaboration
  - (c) Symbolic and/or Historical Figures with movement
  - (d) Symbolic and/or Historical Figures with movement and elaboration
  - (e) Symbolic and/or Historical Figures plus shadow
  - (f) Symbolic and/or Historical Figures plus shadow with elaboration

88. SYMBOLIC AND/OR HISTORICAL FIGURES (Cont'd.)
- (g) Symbolic and/or Historical  
Figures plus shadow with movement
  - (h) Symbolic and/or Historical  
Figures plus shadow with movement  
and elaboration
89. SYMBOLIC AND/OR HISTORICAL FIGURE AS VICTIM
- (a) Symbolic and/or Historical  
Figure as victim
  - (b) Symbolic and/or Historical  
Figure as victim with elaboration
  - (c) Symbolic and/or Historical  
Figure as victim with movement
  - (d) Symbolic and/or Historical  
Figure as victim with movement  
and elaboration
90. SYMBOLIC AND/OR HISTORICAL FIGURE EXPRESSING EMOTION
- (a) Symbolic and/or Historical  
Figure expressing emotion
  - (b) Symbolic and/or Historical  
Figure expressing emotion  
with elaboration
  - (c) Symbolic and/or Historical  
Figure expressing emotion  
with movement
  - (d) Symbolic and/or Historical  
Figure expressing emotion with  
movement and elaboration
91. SYMBOLIC AND/OR HISTORICAL FIGURE IN AGGRESSIVE  
ACTION OR IN AGGRESSIVE SITUATION
- (a) Symbolic and/or Historical Figure  
in aggressive action or in aggressive  
situation
  - (b) Symbolic and/or Historical Figure  
in aggressive action or in aggressive  
situation with elaboration

92. SYMBOLIC AND/OR HISTORICAL FIGURE DETAIL

- (a) Symbolic and/or Historical Figure detail
- (b) Symbolic and/or Historical Figure detail with elaboration
- (c) Symbolic and/or Historical Figure detail with movement
- (d) Symbolic and/or Historical Figure detail with movement and elaboration

93. TIMING DEVICES

- (a) Timing devices
- (b) Timing devices with elaboration
- (c) Timing devices with movement
- (d) Timing devices with movement and elaboration

94. TRAVEL - AIR

- (a) Means of transportation in the air
- (b) Means of transportation in the air with elaboration
- (c) Means of transportation in the air with movement
- (d) Means of transportation in the air with movement and elaboration
- (e) Parts of the means of transportation in the air
- (f) Parts of the means of transportation in the air with elaboration
- (g) Parts of the means of transportation in the air with movement
- (h) Parts of the means of transportation in the air with movement and elaboration

95. TRAVEL - GROUND

- (a) Means of transportation on the ground
- (b) Means of transportation on the ground with elaboration
- (c) Means of transportation on the ground with movement
- (d) Means of transportation on the ground with movement and elaboration
- (e) Parts of the means of transportation on the ground
- (f) Parts of the means of transportation on the ground with elaboration
- (g) Parts of the means of transportation on the ground with movement
- (h) Parts of the means of transportation on the ground with movement and elaboration

96. TRAVEL - SPACE

- (a) Space Travel
- (b) Space Travel with elaboration
- (c) Space Travel with movement
- (d) Space Travel with movement and elaboration
- (e) Space Travel detail
- (f) Space Travel detail with elaboration
- (g) Space Travel detail with movement
- (h) Space Travel detail with movement and elaboration

97. TRAVEL - WATER

- (a) Travel on water
- (b) Travel on water with elaboration
- (c) Travel on water with movement
- (d) Travel on water with movement and elaboration
- (e) Travel on water detail



97. TRAVEL - WATER (Cont'd.)

- (f) Travel on water detail with elaboration
- (g) Travel on water detail with movement
- (h) Travel on water detail with movement and elaboration

98. WEAPON

- (a) Weapon
- (b) Weapon with elaboration
- (c) Weapon with movement
- (d) Weapon with movement and elaboration
- (e) Weapon being used in an aggressive act or in an aggressive situation
- (f) Weapon being used in an aggressive act or in an aggressive situation with elaboration

99. WEATHER AND SEASONS

- (a) Weather and Seasons
- (b) Weather and Seasons with elaboration

100. WRITING AND WRITING MATERIALS

- (a) Writing
- (b) Writing with elaboration
- (c) Writing materials
- (d) Writing materials with elaboration

APPENDIX E

**EXAMPLES OF RESPONSES GIVEN  
ON DIVERGENT TESTS**

A. JUST SUPPOSE

1. Just Suppose someone got caught in a big soap bubble and couldn't get out

You would not be able to eat	Common response
You would not be able to breathe	Common response
He would float around the cities	Common response
I would try and pop the bubble on the Eiffel Tower	Rare response
I would go over Niagara Falls and not hurt myself	Rare response
I would be the first person to climb Mt. Everest and not get cold	Rare response

2. Just Suppose I was rolled flat by a steam roller

I would be dead	Common response
I would be taken to hospital	Common response
I would have to eat flat food and drink flat water	Common response
I would have to hop along like a seal	Rare response
I would be a very good swimmer	Rare response
I would have to watch out when I had a bath or I would go down the drain	Rare response

3. Just Suppose a great fog were to fall all over the earth and all we could see would be feet
- |  |                 |
|--|-----------------|
| You would bump into everybody and everything     | Common response |
| You could not find your home                     | Common response |
| Cars would crash                                 | Common response |
| Wars would be impossible (Couldn't see to fight) | Rare response   |
| Robbers could rob a bank easily                  | Rare response   |
| We could make love to each other with our feet   | Rare response   |

B. PATTERNS

1. Stimulus 1

- |                               |                 |
|-------------------------------|-----------------|
| A tree                        | Common response |
| A lollipop                    | Common response |
| A space ship                  | Common response |
| The Pentagon                  | Rare response   |
| Runners at different points   | Rare response   |
| A house on poles in the water | Rare response   |

2. Stimulus 2

- |  |                 |
|--|-----------------|
| Four balls on a table                        | Common response |
| A box with balls in it                       | Common response |
| A truck                                      | Common response |
| Bubbles running down the side of a sink      | Rare response   |
| A line of fielders in cricket                | Rare response   |
| Some people ready to race in a swimming pool | Rare response   |

3. Stimulus 3

Two hills	Common response
Two faces	Common response
A pair of glasses	Common response
The sights of a gun	Rare response
An ant hole	Rare response
The ears of a bear behind a wall	Rare response

4. Stimulus 4

A star	Common response
A funny face	Common response
A clown's hat	Common response
A one-wheeler doll's pram	Rare response
A crowd at the football	Rare response
A side-show with people shooting at the circles	Rare response

C. USES OF OBJECTS

1. A Barrel

To store things in	Common response
Use it as a cage	Common response
Use it as clothing	Common response
To go down Victoria Falls in	Rare response
Use it for a lucky dip	Rare response
Use it as a girdle for a hippopotamus	Rare response

2. A Brick

To build a house	Common response
To sit on	Common response
As a weapon	Common response
As a shield	Rare response
As an animal trap	Rare response
For ants to dance on	Rare response

3. A Blanket

To keep one warm	Common response
To smother people with	Common response
As a towel	Common response
Use as a flag	Rare response
Use as a	Rare response
As a parachute	Rare response

D. INKBLOTS

1. Stimulus 1

A footprint	Common response
A pre-historic monster	Common response
Four snakes	Common response
A dead chicken just about to be eaten	Rare response
A crack in a gramophone which happened accidentally	Rare response
A group of dishes waiting to be washed	Rare response

2. Stimulus 2

A flower	Common response
A two-headed monster	Common response
A piece of coastline	Common response
A seal doing a trick on a shoemaker's table	Rare response
A plane flying over a house with a ranch	Rare response
A ghost standing on a broken book trying to look scary	Rare response

3. Stimulus 3

Queen's crown	Common response
Mountains	Common response
Rocks	Common response
A man falling to his death	Rare response
A dog waking up	Rare response
A man with a tummy-ache	Rare response

4. Stimulus 4

Two people dancing	Common response
Crazy Z	Common response
Two birds	Common response
A wrestling match in which one man has hold of the other's leg	Rare response
A short pathway between two pieces of land	Rare response
An angel falling over a dead body	Rare response



APPENDIX F

Table 1

Correlation Coefficients Between Sub-scores on  
Just Suppose for Combined Sample

	<u>Flu 1</u>	<u>Flu 2</u>	<u>Flex 1</u>	<u>Flex 2</u>	<u>Ori 1</u>	<u>Ori 2</u>	<u>Ori 3</u>
Flu 1	1.00	1.00	0.91	0.97	0.52	0.77	0.78
Flu 2	1.00	1.00	0.91	0.97	0.51	0.77	0.78
Flex 1	0.91	0.91	1.00	0.95	0.57	0.77	0.76
Flex 2	0.96	0.97	0.95	1.00	0.52	0.80	0.77
Ori 1	0.52	0.51	0.57	0.52	1.00	0.68	0.67
Ori 2	0.77	0.77	0.77	0.80	0.68	1.00	0.84
Ori 3	0.78	0.77	0.76	0.77	0.67	0.84	1.00

Key: Flu 1 = Fluency 1  
Flu 2 = Fluency 2

Flex 1 = Flexibility 1  
Flex 2 = Flexibility 2

Ori 1 = Originality 1  
Ori 2 = Originality 2  
Ori 3 = Originality 3

Table 2

Correlation Coefficients Between Sub-scores on  
Patterns for Combined Sample

	<u>Flu 1</u>	<u>Flu 2</u>	<u>Flex 1</u>	<u>Flex 2</u>	<u>Ori 1</u>	<u>Ori 2</u>	<u>Ori 3</u>
Flu 1	1.00	1.00	0.93	0.95	0.73	0.82	0.88
Flu 2	1.00	1.00	0.93	0.95	0.73	0.82	0.88
Flex 1	0.93	0.93	1.00	0.95	0.75	0.84	0.86
Flex 2	0.95	0.95	0.95	1.00	0.74	0.83	0.87
Ori 1	0.73	0.73	0.75	0.74	1.00	0.88	0.81
Ori 2	0.82	0.82	0.84	0.83	0.88	1.00	0.89
Ori 3	0.88	0.88	0.86	0.87	0.81	0.89	1.00

Key: Flu 1 = Fluency 1      Flex 1 = Flexibility 1      Ori 1 = Originality 1  
 Flu 2 = Fluency 2      Flex 2 = Flexibility 2      Ori 2 = Originality 2  
 Ori 3 = Originality 3





APPENDIX G

Table 1

Correlation Coefficients Between Scores of  
Just Suppose and Uses of Objects for Combined Sample

	<u>Sup Flu 1</u>	<u>Sup Flu 2</u>	<u>Sup Flex 1</u>	<u>Sup Flex 2</u>	<u>Sup Ori 1</u>	<u>Sup Ori 2</u>	<u>Sup Ori 3</u>
Obj Flu 1	0.60	0.60	0.59	0.59	0.52	0.52	0.52
Obj Flu 2	0.60	0.60	0.59	0.59	0.53	0.53	0.52
Obj Flex 1	0.56	0.56	0.57	0.55	0.50	0.50	0.54
Obj Flex 2	0.61	0.61	0.61	0.60	0.53	0.53	0.53
Obj Ori 1	0.47	0.47	0.47	0.46	0.46	0.46	0.48
Obj Ori 2	0.54	0.54	0.54	0.53	0.52	0.52	0.53
Obj Ori 3	0.52	0.51	0.52	0.51	0.51	0.51	0.51

Key: Sup Flu 1 = Just Suppose Fluency 1  
 Sup Flu 2 = Just Suppose Fluency 2  
 Sup Flex 1 = Just Suppose Flexibility 1  
 Sup Flex 2 = Just Suppose Flexibility 2  
 Sup Ori 1 = Just Suppose Originality 1  
 Sup Ori 2 = Just Suppose Originality 2  
 Sup Ori 3 = Just Suppose Originality 3

Obj Flu 1 = Uses of Objects  
Fluency 1  
 Obj Flu 2 = Uses of Objects  
Fluency 2  
 Obj Flex 1 = Uses of Objects  
Flexibility 1  
 Obj Flex 2 = Uses of Objects  
Flexibility 2  
 Obj Ori 1 = Uses of Objects  
Originality 1  
 Obj Ori 2 = Uses of Objects  
Originality 2  
 Obj Ori 3 = Uses of Objects  
Originality 3

Table 2

Correlation Coefficients Between Scores of  
Just Suppose and Patterns for Combined Sample

	<u>Sup Flu 1</u>	<u>Sup Flu 2</u>	<u>Sup Flex 1</u>	<u>Sup Flex 2</u>	<u>Sup Ori 1</u>	<u>Sup Ori 2</u>	<u>Sup Ori 3</u>
Pat Flu 1	0.49	0.50	0.46	0.47	0.37	0.47	0.49
Pat Flu 2	0.49	0.50	0.46	0.47	0.37	0.47	0.49
Pat Flex 1	0.46	0.47	0.45	0.46	0.34	0.45	0.46
Pat Flex 2	0.49	0.49	0.47	0.48	0.36	0.46	0.47
Pat Ori 1	0.38	0.39	0.36	0.37	0.30	0.37	0.41
Pat Ori 2	0.44	0.44	0.42	0.42	0.34	0.42	0.46
Pat Ori 3	0.45	0.45	0.42	0.43	0.34	0.43	0.46

Key:

Sup Flu 1 = Just Suppose Fluency 1

Sup Flu 2 = Just Suppose Fluency 2

Sup Flex 1 = Just Suppose Flexibility 1

Sup Flex 2 = Just Suppose Flexibility 2

Sup Ori 1 = Just Suppose Originality 1

Sup Ori 2 = Just Suppose Originality 2

Sup Ori 3 = Just Suppose Originality 3

Pat Flu 1 = Patterns Fluency 1

Pat Flu 2 = Patterns Fluency 2

Pat Flex 1 = Patterns Flexibility 1

Pat Flex 2 = Patterns Flexibility 2

Pat Ori 1 = Patterns Originality 1

Pat Ori 2 = Patterns Originality 2

Pat Ori 3 = Patterns Originality 3



Table 3

Correlation Coefficients Between Scores of  
Just Suppose and Inkblots for Combined Sample

	<u>Sup Flu 1</u>	<u>Sup Flu 2</u>	<u>Sup Flex 1</u>	<u>Sup Flex 2</u>	<u>Sup Ori 1</u>	<u>Sup Ori 2</u>	<u>Sup Ori 3</u>
Blt Flu 1	0.45	0.46	0.41	0.43	0.30	0.40	0.44
Blt Flu 2	0.45	0.45	0.41	0.43	0.30	0.40	0.44
Blt Flex 1	0.46	0.47	0.45	0.45	0.34	0.44	0.47
Blt Flex 2	0.46	0.47	0.43	0.44	0.34	0.42	0.46
Blt Ori 1	0.42	0.42	0.41	0.42	0.31	0.42	0.44
Blt Ori 2	0.44	0.45	0.43	0.44	0.34	0.44	0.45
Blt Ori 3	0.44	0.45	0.42	0.43	0.32	0.43	0.45

Key:

Sup Flu 1 = Just Suppose Fluency 1

Sup Flu 2 = Just Suppose Fluency 2

Sup Flex 1 = Just Suppose Flexibility 1

Sup Flex 2 = Just Suppose Flexibility 2

Sup Ori 1 = Just Suppose Originality 1

Sup Ori 2 = Just Suppose Originality 2

Sup Ori 3 = Just Suppose Originality 3

Blt Flu 1 = Inkblots Fluency 1

Blt Flu 2 = Inkblots Fluency 2

Blt Flex 1 = Inkblots Flexibility 1

Blt Flex 2 = Inkblots Flexibility 2

Blt Ori 1 = Inkblots Originality 1

Blt Ori 2 = Inkblots Originality 2

Blt Ori 3 = Inkblots Originality 3

Table 4

Correlation Coefficients Between Scores of  
Uses of Objects and Patterns for Combined Sample

	<u>Obj Flu 1</u>	<u>Obj Flu 2</u>	<u>Obj Flex 1</u>	<u>Obj Flex 2</u>	<u>Obj Ori 1</u>	<u>Obj Ori 2</u>	<u>Obj Ori 3</u>
Pat Flu 1	0.51	0.51	0.47	0.50	0.43	0.48	0.45
Pat Flu 2	0.51	0.51	0.47	0.50	0.43	0.49	0.45
Pat Flex 1	0.50	0.50	0.48	0.50	0.44	0.48	0.45
Pat Flex 2	0.52	0.52	0.49	0.52	0.45	0.49	0.46
Pat Ori 1	0.44	0.43	0.43	0.44	0.37	0.44	0.37
Pat Ori 2	0.48	0.48	0.47	0.49	0.41	0.48	0.43
Pat Ori 3	0.47	0.47	0.44	0.46	0.42	0.48	0.43

Key:

Obj Flu 1 = Uses of Objects Fluency 1  
 Obj Flu 2 = Uses of Objects Fluency 2  
 Obj Flex 1 = Uses of Objects Flexibility 1  
 Obj Flex 2 = Uses of Objects Flexibility 2  
 Obj Ori 1 = Uses of Objects Originality 1  
 Obj Ori 2 = Uses of Objects Originality 2  
 Obj Ori 3 = Uses of Objects Originality 3

Pat Flu 1 = Patterns Fluency 1  
 Pat Flu 2 = Patterns Fluency 2  
 Pat Flex 1 = Patterns Flexibility 1  
 Pat Flex 2 = Patterns Flexibility 2  
 Pat Ori 1 = Patterns Originality 1  
 Pat Ori 2 = Patterns Originality 2  
 Pat Ori 3 = Patterns Originality 3

Table 5

Correlation Coefficients Between Scores of  
Uses of Objects and Inkblots for Combined Sample

	<u>Obj Flu 1</u>	<u>Obj Flu 2</u>	<u>Obj Flex 1</u>	<u>Obj Flex 2</u>	<u>Obj Ori 1</u>	<u>Obj Ori 2</u>	<u>Obj Ori 3</u>
Blt Flu 1	0.46	0.46	0.43	0.45	0.39	0.40	0.40
Blt Flu 2	0.46	0.46	0.43	0.45	0.39	0.40	0.40
Blt Flex 1	0.48	0.48	0.47	0.48	0.41	0.42	0.42
Blt Flex 2	0.47	0.47	0.46	0.47	0.41	0.42	0.41
Blt Ori 1	0.43	0.43	0.41	0.43	0.36	0.40	0.41
Blt Ori 2	0.46	0.46	0.46	0.48	0.39	0.43	0.43
Blt Ori 3	0.47	0.47	0.46	0.47	0.42	0.44	0.43

Key:

Obj Flu 1 = Uses of Objects Fluency 1  
 Obj Flu 2 = Uses of Objects Fluency 2  
 Obj Flex 1 = Uses of Objects Flexibility 1  
 Obj Flex 2 = Uses of Objects Flexibility 2  
 Obj Ori 1 = Uses of Objects Originality 1  
 Obj Ori 2 = Uses of Objects Originality 2  
 Obj Ori 3 = Uses of Objects Originality 3

Blt Flu 1 = Inkblots Fluency 1  
 Blt Flu 2 = Inkblots Fluency 2  
 Blt Flex 1 = Inkblots Flexibility 1  
 Blt Flex 2 = Inkblots Flexibility 2  
 Blt Ori 1 = Inkblots Originality 1  
 Blt Ori 2 = Inkblots Originality 2  
 Blt Ori 3 = Inkblots Originality 3

Table 6

Correlation Coefficients Between Scores of  
Inkblots and Patterns for Combined Sample

	<u>Blt Flu 1</u>	<u>Blt Flu 2</u>	<u>Blt Flex 1</u>	<u>Blt Flex 2</u>	<u>Blt Ori 1</u>	<u>Blt Ori 2</u>	<u>Blt Ori 3</u>
Pat Flu 1	0.64	0.64	0.62	0.64	0.53	0.57	0.62
Pat Flu 2	0.64	0.64	0.62	0.64	0.53	0.58	0.62
Pat Flex 1	0.60	0.60	0.61	0.60	0.51	0.55	0.60
Pat Flex 2	0.61	0.61	0.61	0.62	0.51	0.56	0.61
Pat Ori 1	0.45	0.45	0.47	0.47	0.45	0.47	0.50
Pat Ori 2	0.54	0.54	0.56	0.56	0.50	0.54	0.58
Pat Ori 3	0.58	0.58	0.58	0.59	0.53	0.56	0.61

Key:

Blt Flu 1 = Inkblots Fluency 1

Blt Flu 2 = Inkblots Fluency 2

Blt Flex 1 = Inkblots Flexibility 1

Blt Flex 2 = Inkblots Flexibility 2

Blt Ori 1 = Inkblots Originality 1

Blt Ori 2 = Inkblots Originality 2

Blt Ori 3 = Inkblots Originality 3

Pat Flu 1 = Patterns Fluency 1

Pat Flu 2 = Patterns Fluency 2

Pat Flex 1 = Patterns Flexibility 1

Pat Flex 2 = Patterns Flexibility 2

Pat Ori 1 = Patterns Originality 1

Pat Ori 2 = Patterns Originality 2

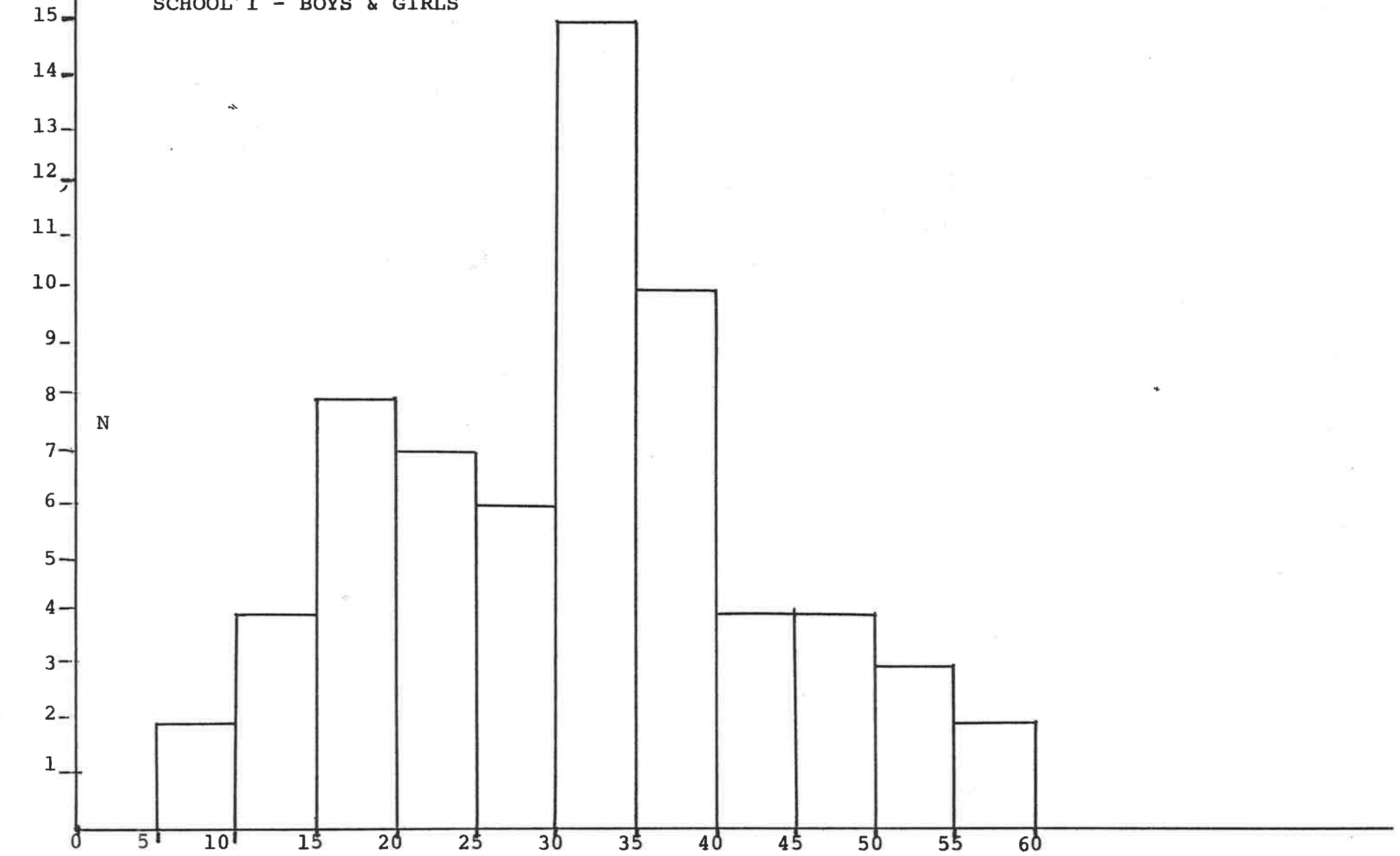
Pat Ori 3 = Patterns Originality 3

**APPENDIX H**

4

HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 1 - BOYS & GIRLS



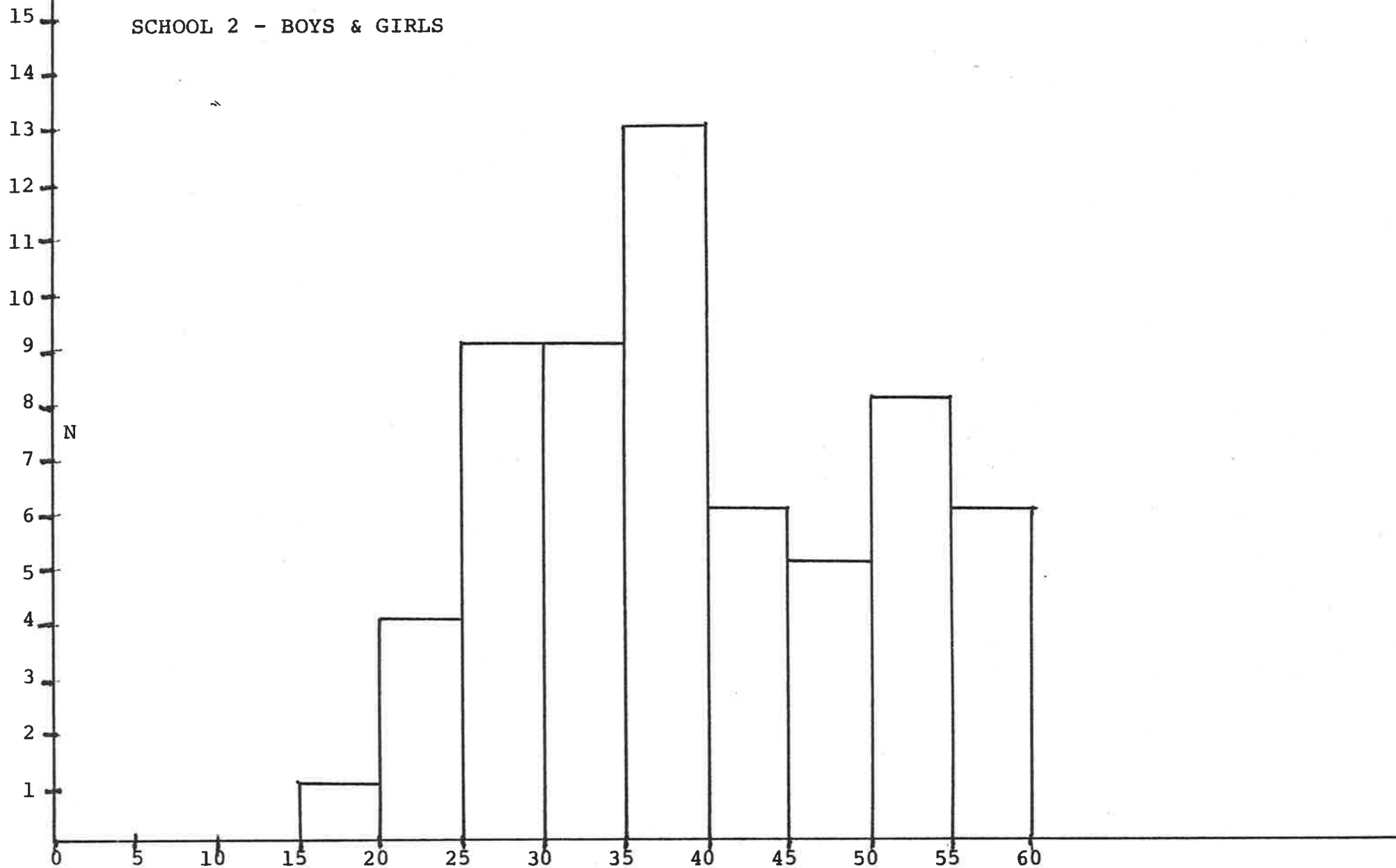
500

Key: N = number of children in each Otis interval

Otis Raw Score

HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 2 - BOYS & GIRLS

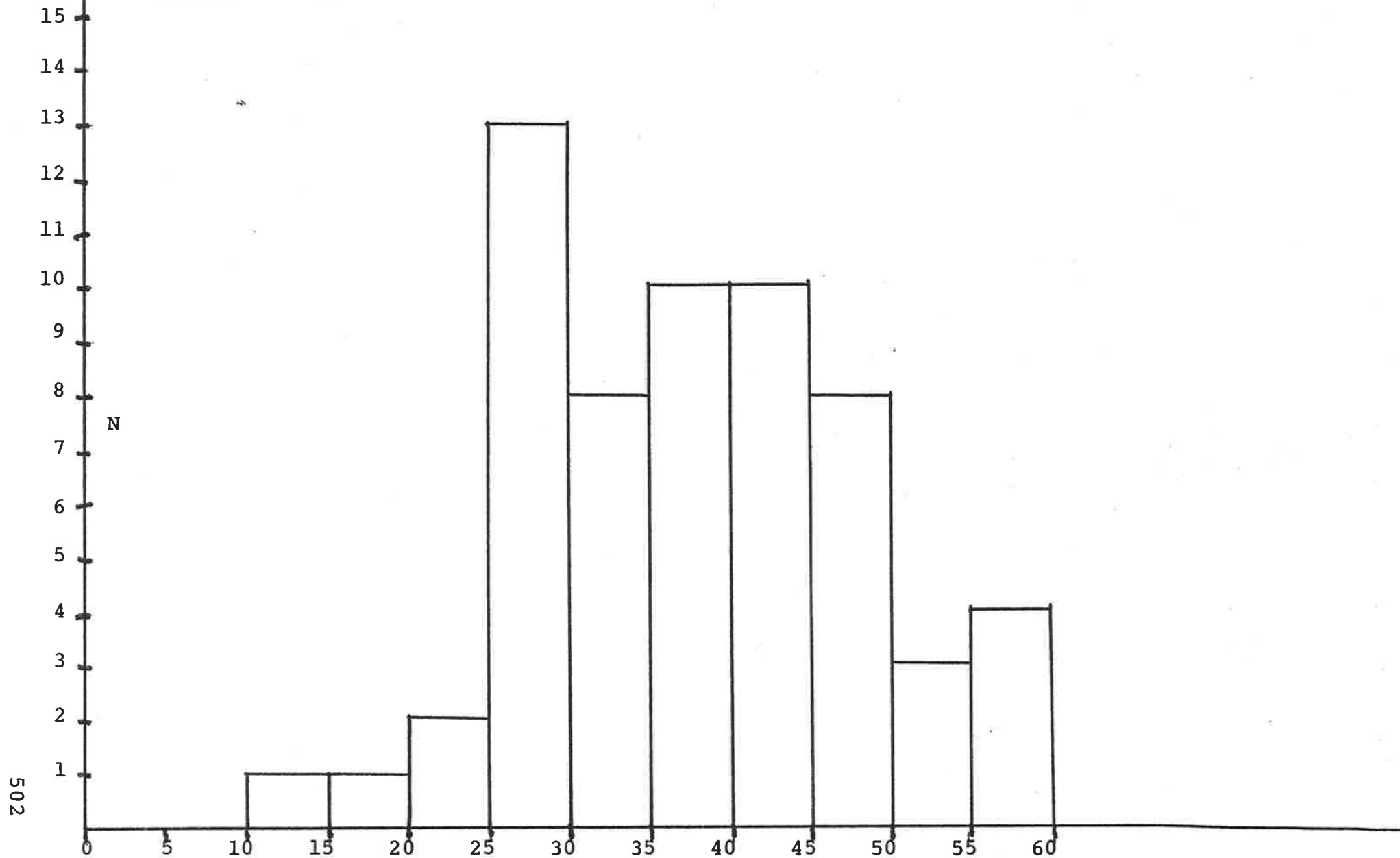


Key: N = number of children in each Otis interval

Otis Raw Score

# HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 3 - BOYS & GIRLS



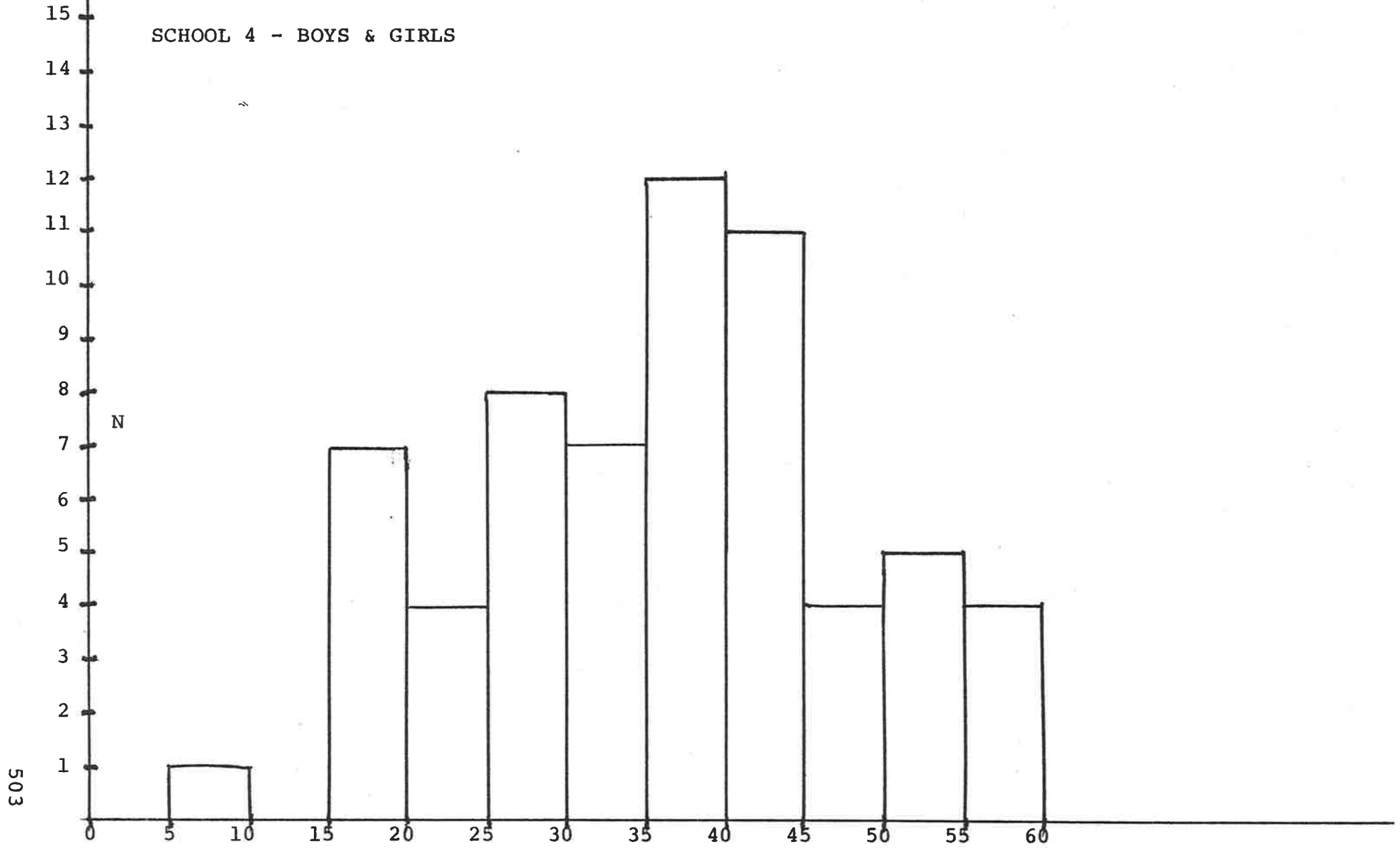
Key: N = Number of children in each Otis interval

Otis Raw Score



HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORE

SCHOOL 4 - BOYS & GIRLS



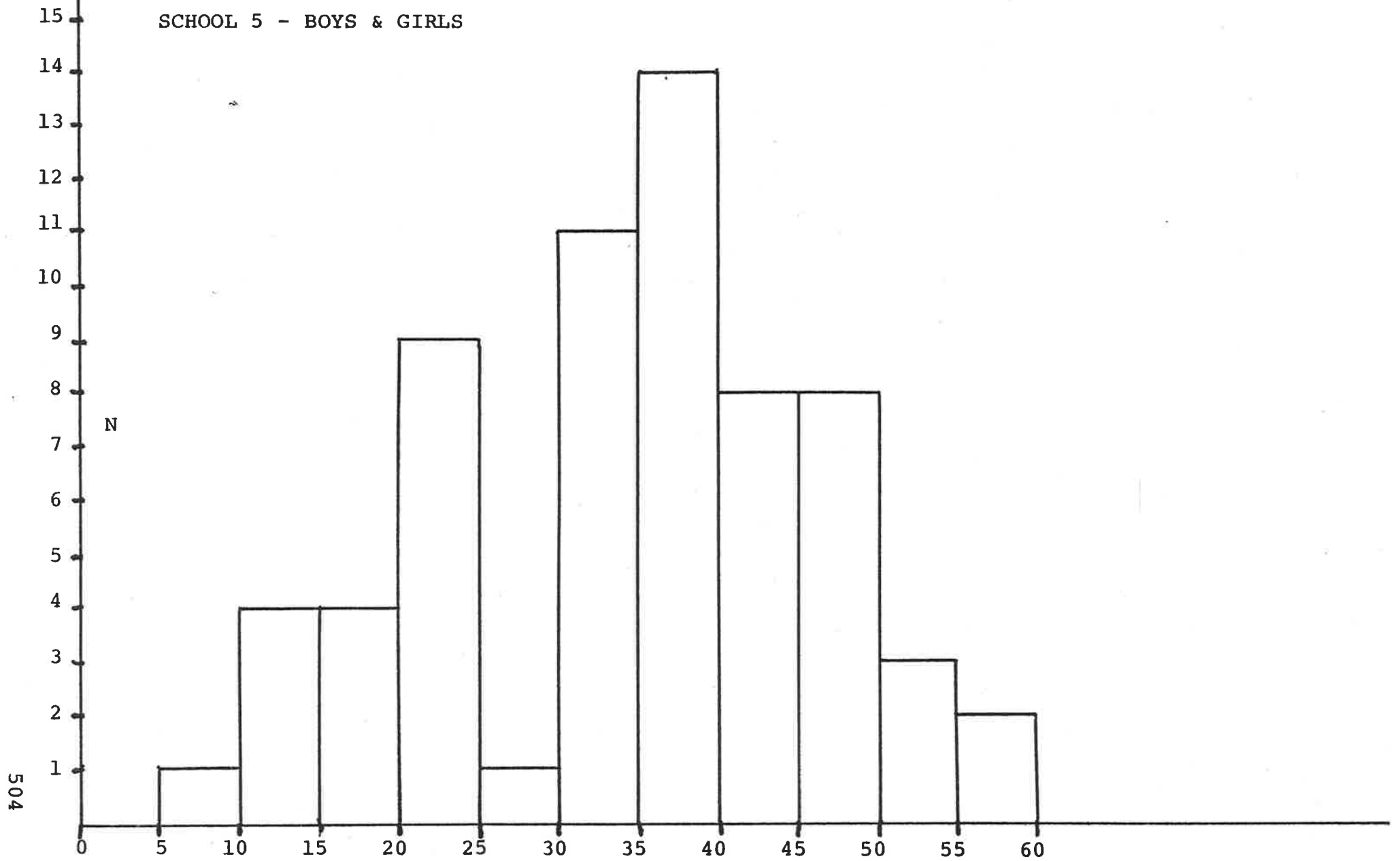
Key: N = The number of children in each Otis interval

Otis Raw Score

503

HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 5 - BOYS & GIRLS

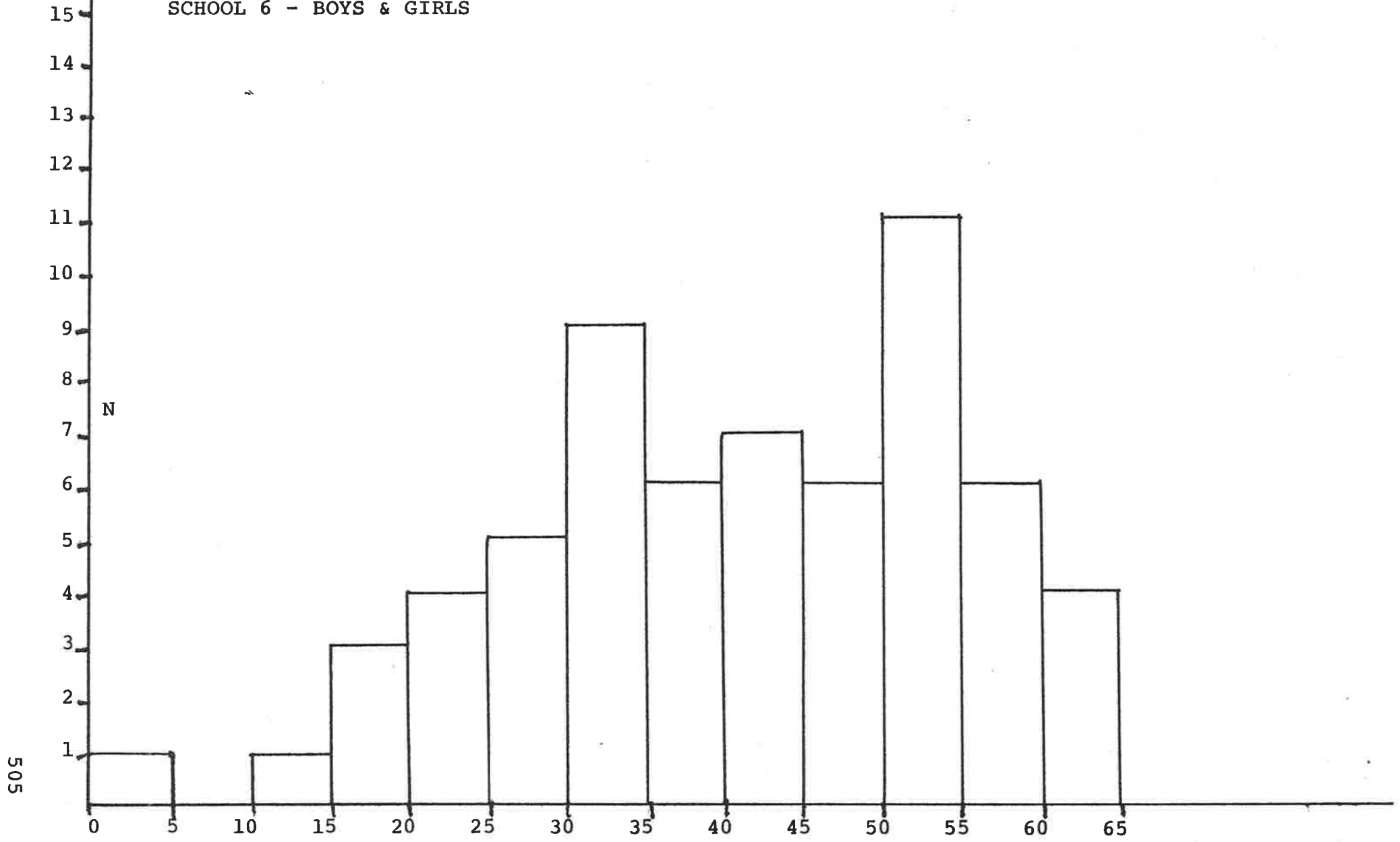


Key: N = The number of children in each Otis interval

Otis Raw Score

HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 6 - BOYS & GIRLS

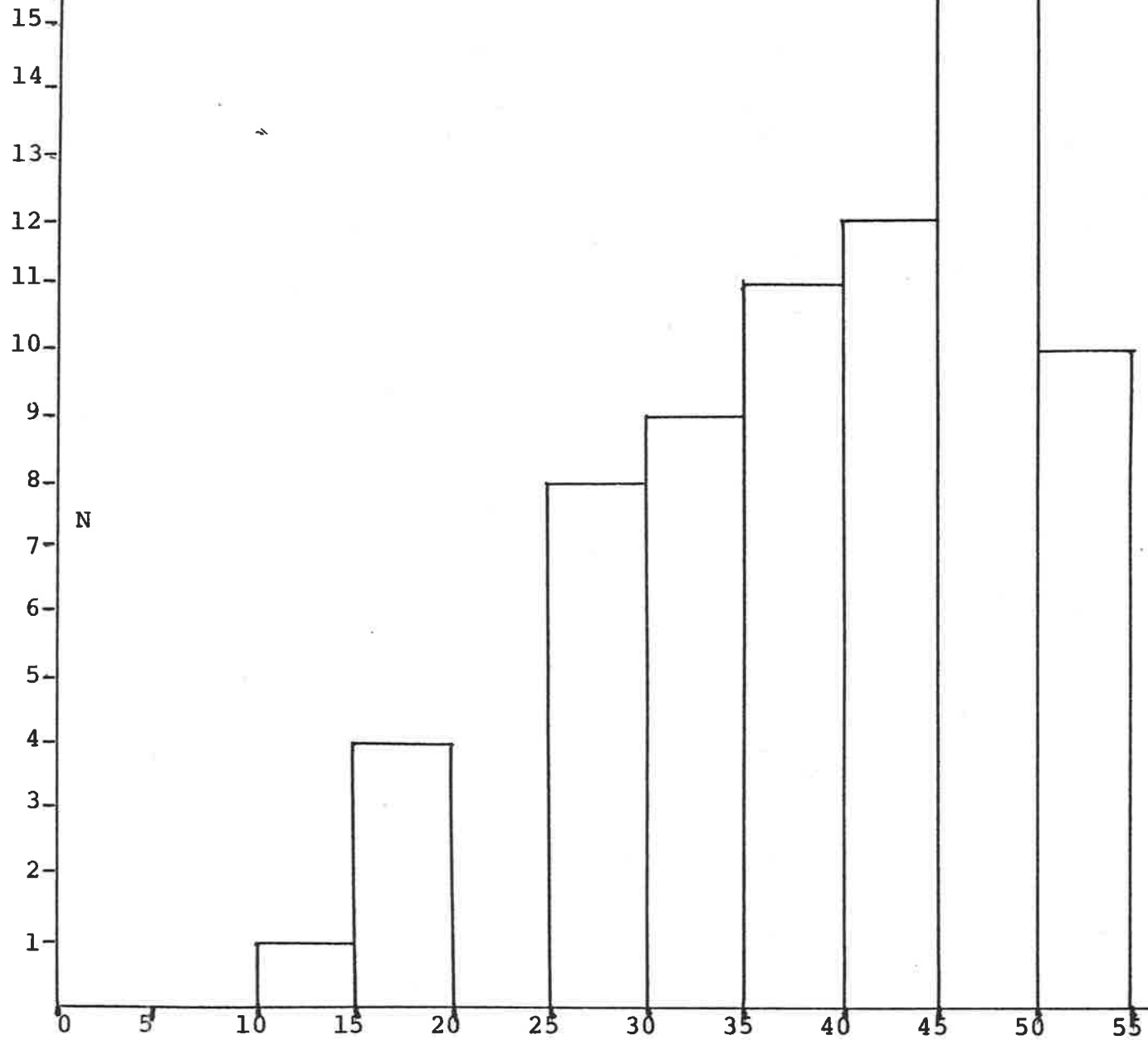


Key: N = The number of children in each Otis interval

Otis Raw Score

HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 7 - BOYS & GIRLS



Key: N = The number of children in each Otis interval

HISTOGRAM OF THE DISTRIBUTION OF OTIS RAW SCORES

SCHOOL 8 - BOYS & GIRLS

15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

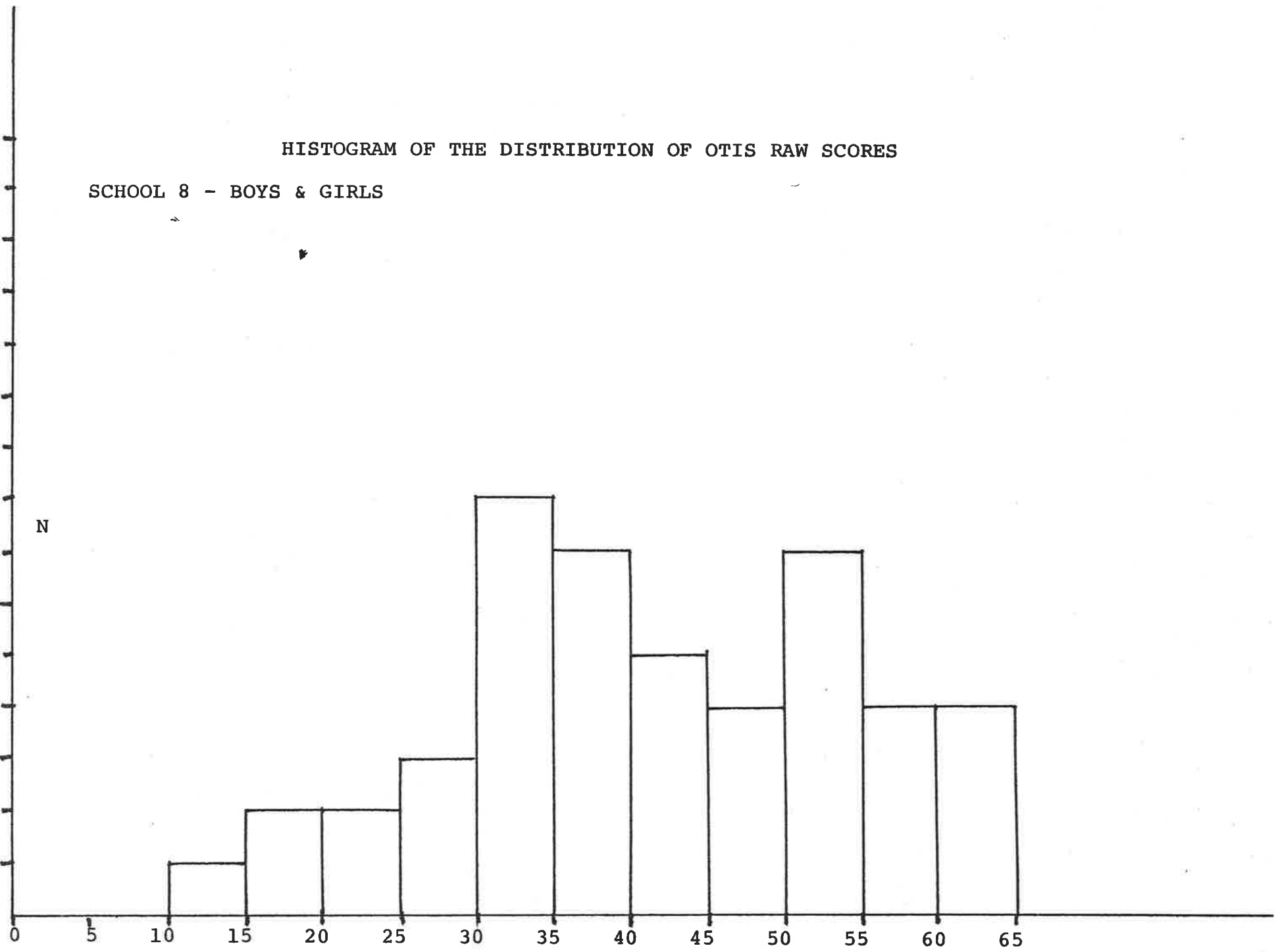
N

0 5 10 15 20 25 30 35 40 45 50 55 60 65

Key: N = The number of children in each Otis interval

Otis Raw Score

507



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