

SECTION 1 – CRITICAL THINKING

Instructions (Q1-Q4): The questions will begin with a proposition which is true. Read the proposition and the arguments carefully. Now decide whether the argument is strong or weak & choose the correct option.

Proposition: Summer vacation is an exciting time of year for many people! Families usually spend time together, exploring the outdoors with camping trips or beach outings. There are also lots of activities to keep busy with, such as hiking, swimming, and taking day trips. Summer is also a great time to travel. Many people take advantage of the season by visiting new places and having unique experiences.

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| 1) | Argument: People prefer to stay at home during summers. | |
| | A) Strong Argument | B) Weak Argument |
| 2) | Argument: Families spend time together visiting beaches during summer. | |
| | A) Strong Argument | B) Weak Argument |
| 3) | Argument: Summers are boring and insipid. | |
| | A) Strong Argument | B) Weak Argument |
| 4) | Argument: Family camping trips are popular during summers. | |
| | A) Strong Argument | B) Weak Argument |

Instructions (Q5-Q12): The questions will begin with a paragraph which is true. Read the paragraph and the assumptions carefully. Now decide whether the inferences are true or false.

Paragraph: Physical exercise has many benefits that can greatly improve one’s overall well-being. Regular physical activity can help to reduce the risk of chronic diseases such as heart disease, stroke, diabetes, and certain forms of cancer. Additionally, it can increase energy levels by decreasing fatigue and improving both physical and mental alertness. Exercise can also help with depression and anxiety, and can even lower stress levels. Lastly, physical exercise can improve overall physical fitness and help to maintain a healthy weight. Regular physical activity helps people to look, feel, and perform their best. It helps to build muscle strength and increase endurance. Exercise can also build strong bones, increase flexibility, and improve balance. Furthermore, physical exercise can boost self-confidence and self-esteem.

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| 5) | Inference: Regular physical activity can reduce the risk of chronic diseases. | |
| | A) True | B) False |
| 6) | Inference: Exercise can decrease mental alertness. | |
| | A) True | B) False |
| 7) | Inference: Exercise can increase stress levels. | |
| | A) True | B) False |
| 8) | Inference: Physical activity can help to build muscle strength. | |
| | A) True | B) False |
| 9) | Inference: Physical activity can help with depression and anxiety. | |
| | A) True | B) False |
| 10) | Inference: Regular exercise can improve balance. | |
| | A) True | B) False |
| 11) | Inference: Physical activity has no impact on self-confidence and self-esteem. | |
| | A) True | B) False |
| 12) | Inference: Exercise can help to maintain a healthy weight. | |
| | A) True | B) False |

Instructions (Q13-Q20): The questions will begin with a paragraph which is true. Read the paragraph and the assumptions carefully. Now decide whether the inferences are true or false.

Paragraph: Computer games can be beneficial in many ways. They can provide entertainment, physical benefits, mental stimulation and cognitive improvements. Playing computer games can help reduce stress and anxiety, increase concentration, develop problem-solving skills, and even enhance hand–eye coordination. It can also provide an opportunity for social interaction with peers, which can help foster teamwork and collaboration. Computer games can also help to stimulate creativity. Players can use their imagination and inventiveness while playing a game, allowing them to develop their own strategies and approaches to solving puzzles and completing tasks. This can also improve hand–eye coordination and fine motor skills. Computer games can also help to improve memory. By playing specific types

of games, players can learn to identify patterns and remember facts more effectively. Playing computer games can also help to develop multitasking skills, as players must often focus on multiple tasks at the same time. Finally, computer games can provide an educational experience, as some games can teach players about topics like history, geography, and science.

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| 13) | Conclusion: Computer games lead to a depreciation of motor skills. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 14) | Conclusion: Playing computer games can also provide physical benefits. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 15) | Conclusion: Computer games can help foster teamwork and collaboration. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 16) | Conclusion: Computer games cannot help develop problem solving skills. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 17) | Conclusion: Playing computer games can improve fine motor skills. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 18) | Conclusion: Playing computer games can increase stress and anxiety. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 19) | Conclusion: Playing computer games can help to remember facts more effectively. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |
| 20) | Conclusion: Computer games can teach players about topics like geography and science. | |
| | A) Conclusion Follows | B) Conclusion Does Not Follow |

SECTION 02 – CREATIVE THINKING

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| 21) | What has keys but can't open locks? | |
| | A) Keyboard | C) Drums |
| | B) Clock | D) None of the above |
| 22) | What starts with T, ends with T and has T in it? | |
| | A) Teapot | C) Kettle |
| | B) Tea Cup | D) Telegraph |
| 23) | What goes up and down but never moves? | |
| | A) Flag | C) Mountain |
| | B) Staircase | D) Thermometer |
| 24) | What has a head and a tail but no body? | |
| | A) Kite | C) Pencil |
| | B) Snake | D) Coin |
| 25) | What has to be broken before you can use it? | |
| | A) Promise | C) Stick |
| | B) Record | D) Egg |
| 26) | What has a heart that doesn't beat? | |
| | A) Banana | C) Artichoke |
| | B) Apple | D) None of the above |
| 27) | What belongs to you but other people use it more than you do? | |
| | A) Phone | C) Car |
| | B) Name | D) House |

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| 28) | What has a tongue but cannot taste? | |
| | A) Book | C) Window |
| | B) Shoe | D) None of the Above |
| 29) | What has a neck but no head? | |
| | A) Drum | C) Both |
| | B) Bottle | D) Neither |
| 30) | Which insect takes its name from its ability to jump around lawns? | |
| | A) Ladybug | C) Beetle |
| | B) Grasshopper | D) Butterfly |
| 31) | I'm tall when I'm young, and I'm short when I'm old. What am I? | |
| | A) Lamp | C) Human |
| | B) Candle | D) Giraffe |
| 32) | Which month of the year has 28 days? | |
| | A) January | C) February |
| | B) March | D) All of the above |
| 33) | What is always in front of you but can't be seen?? | |
| | A) Future | C) Shadow |
| | B) Sunlight | D) Mist |
| 34) | Cold things warm up to me and warm things cool down to me, what am I? | |
| | A) Fridge | C) Air Conditioner |
| | B) Heater | D) Room Temperature |
| 35) | I shave every day, but my beard stays the same. Who am I? | |
| | A) Carpenter | C) Barber |
| | B) Plumber | D) None of the above |
| 36) | You walk into a room that contains a match, a kerosene lamp, a candle and a fireplace. What would you light first? | |
| | A) Kerosene Lamp | C) Fireplace |
| | B) Match | D) Candle |
| 37) | I have branches, but no fruit, trunk or leaves. What am I? | |
| | A) Restaurant | C) Bank |
| | B) Both | D) Neither |
| 38) | I follow you all the time and copy your every move, but you can't touch me or catch me. What am I? | |
| | A) Shadow | C) Reflection |
| | B) Mist | D) None of the above |
| 39) | What can you hold in your left hand but not in your right? | |
| | A) Right Elbow | C) Right Knee |
| | B) Left Elbow | D) Left Knee |
| 40) | What is black when it's clean and white when it's dirty? | |
| | A) Blackboard | C) Marker |
| | B) Whiteboard | D) None of the above |

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