



Practice Test Booklet

Introduction

Mindmill Psychometric Assessment software is a fully online assessment system which helps to define and measure natural aptitudes, ability, interests and motivation in individuals.

Mindmill aim to help young people and adults become aware of their personal skills, qualities, aptitudes and interests in order to make the most of their life choices and follow a career path which best suits them.

Mindmill online psychometric assessments are a powerful tool that help organisations make more objective and informed decisions in the recruitment, selection, training and development process.

The Process

You will be asked to complete a range of assessments which will measure your natural abilities across a range of areas, including numeracy and error detection. This booklet provides some example questions which will be similar to the questions you will need to complete during the assessment.

There will be practice questions prior to every new section in the test. The first practice question will be relatively simple and gradually build up to the level of the actual assessment questions. You cannot complete the test until you have completed the practice questions; if you get more than two practice questions wrong the system will not let you continue onto the actual test until you complete the practice correctly.

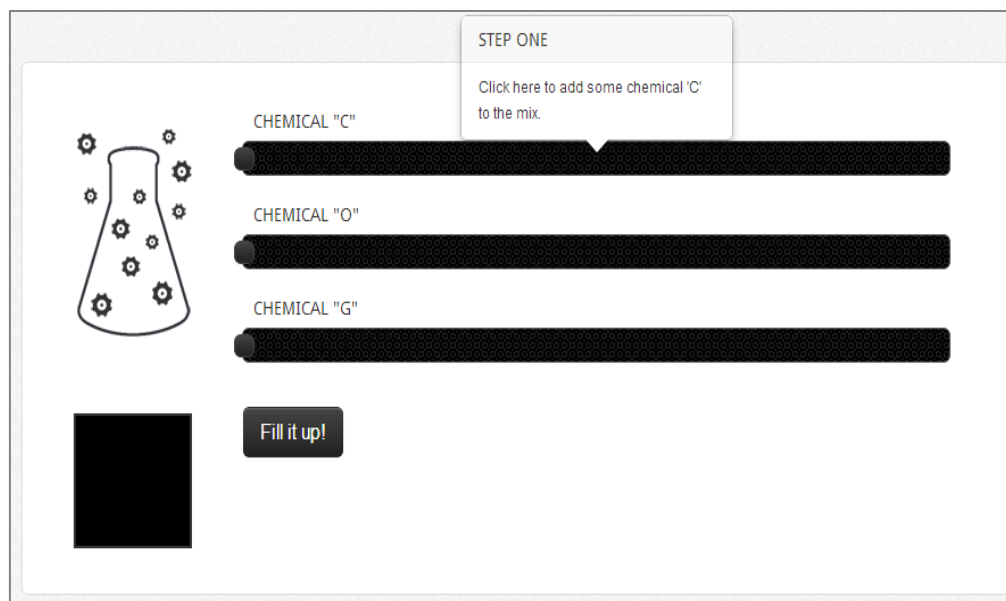
Please read this booklet and study the example questions carefully to ensure that you understand what you have to do and how to do it before logging on to complete the assessment.

If you feel you will have any difficulties after looking at the example questions contained within this document, please contact your local Mindmill representative.

Mindmill Intro Section

Mindmill assessments are delivered by computer and candidates are required to use an input device, for example, computer mouse, track pad to complete the assessment. Therefore, an introduction section is to be completed before any range of assessments begins. This ensures that you are comfortable navigating through the assessment system.

You are required to fill the jar up with a colour of your choice by mixing different amounts of chemicals.



Drag each of the sliders back and forth until you get a colour you like.



Drag each of the sliders back and forth until you get a colour you like.



Select 'Fill it up!' whenever you wish to fill up the jar.

Self-Inventory Assessment

This is a personality assessment. Here you have to indicate how often the statements describe you. As shown in the diagram below, the statement is 'I have confidence in myself'. By moving the mouse pointer over the arc shape, you can click to indicate how often you feel like this from anywhere between 'Never' to 'Always'.



Select your answer by clicking anywhere on the arc shape.

In this example, the blue line indicates where the individual clicked.

This assessment is not timed; however, you should record your answer based on your first impression. There are no right or wrong answers in this part of the assessment so please answer as honestly as possible.

Error Detection Assessment

This assessment is designed to measure the ability to spot mistakes. In this assessment you must identify how many characters are different between a correct version and a copy version of letters and digits. Once you have read and identified the number of characters that are different click on 'Next Step'. The question will disappear and possible answers ranging from 0 to 4 will appear on the screen. Please see examples below.

Example Question 1

The screenshot shows a web interface for an error detection assessment. It contains two identical text input fields, each labeled 'Sentence 1' and 'Sentence 2', both containing the email address 'sda806@yre.com'. Below these fields is an 'Options' section with a 'Next Step' button.

Identify how many characters are different and then press 'Next Step'.

The screenshot shows the same interface as above, but the 'Options' section now displays five buttons labeled 0, 1, 2, 3, and 4. The button labeled '0' is circled in green, indicating it is the correct answer.

Select your answer by clicking on the correct number.

Make sure you understand why this is the correct answer.

Example Question 2

Sentence 1

SC 31598

Sentence 2

SR 31598

Options

Next Step

Identify how many characters are different and then press 'Next Step'.

Sentence 1

Sentence 2

Options

0 1 2 3 4

Select your answer by clicking on the correct number.

Make sure you understand why this is the correct answer.

Example Question 3

Sentence 1

95023 Crestenna

Sentence 2

95823 Ckebteuna

Options

Next Step

Identify how many characters are different and then press 'Next Step'.

Sentence 1

Sentence 2

Options

0 1 2 3 4

Select your answer by clicking on the correct number.

Make sure you understand why this is the correct answer.

Orientation Assessment

This is an assessment of logic and spatial awareness. In this assessment you must find the set of arrows that obey the given rules. First, you will be given a set of 2 rules in which you have to remember. Once you have read and understood the rules click on 'ok' and possible answers will then appear on the following screen. Please see examples below.

Example Question 1

Sentence 1

Up Left ABOVE Up Left

Sentence 2

White ABOVE Black

Options

Next Step

Memorise the rule. Once you understand and remember click on the 'Next Step'.

Sentence 1

Sentence 2

Options

↖

↗

↙

↘

↗

↖

↖

↙

↖

↗

↘

↙

Select your answer by clicking on the picture which correctly shows the rule you have just learned.
Make sure you understand why this is the correct answer.

Example question 2

Sentence 1

White ABOVE Black

Sentence 2

Down Right ABOVE Down Right

Options

Next Step

Memorise the rule. Once you understand and remember click on the 'Next Step'.

Sentence 1

Sentence 2

Options

Select your answer by clicking on the picture which correctly shows the rule you have just learned.
Make sure you understand why this is the correct answer.

Example Question 3

Sentence 1

Up Right ABOVE Up Left

Sentence 2

Black ABOVE White

Options

Next Step

Memorise the rule. Once you understand and remember click on the 'Next Step'.

Sentence 1

Sentence 2

Options

↖

↗

↘

↙

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↖

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↘

↙

Select your answer by clicking on the picture which correctly shows the rule you have just learned.
Make sure you understand why this is the correct answer.

Reasoning Categories Assessment

This is an assessment of advanced verbal reasoning ability. This assessment is designed to simulate work tasks that require memory for a number of ‘if-then’ written instructions or procedure. A good performance depends on the accurate storage of verbal information and the ability to reconstruct it in order to answer the question.

Example Question 1

Sentence 1

Vegetable below Fish

Sentence 2

Living above Things

Sentence 3

Tool above Transport

Options

Next Step

Read and memorise the three rules. Press ‘Next Step’ when you are confident with the sequence.

Sentence 1

Sentence 2

Sentence 3

Options

Screwdriver
Bus
Pea
Fly

Onion
Sardine
Ship
Hammer

Garage
Sander
Haddock
Leek

Herring
Broccoli
Lawnmower
Ferry

Car
Jack
Halibut
Cauliflower

Bean
Salmon
Tin
Trowel

Trout
Ant
Saw
Aircraft

Wrench
Helicopter
Turnip
Shark

The rules will disappear from the screen and the eight options will appear. Click on the correct group.

Example Question 2

Sentence 1

Insect above Bird

Sentence 2

Living above Things

Sentence 3

Building below Liquid

Options

Next Step

Read and memorise the three rules. Press 'Next Step' when you are confident with the sequence.

Sentence 1

Sentence 2

Sentence 3

Options

Eagle
Grasshopper
Taxicab
Cream

Duck
Bee
Stadium
Diesel

Wine
Cinema
Goose
Carrot

Wasp
Dog
Tea
Church

Mosquito
Parrot
Paraffin
Theatre

Juice
Supermarket
Swan
Beetle

Iron
Coffee
Moth
Swallow

Museum
Oil
Butterfly
Hawk

The rules will disappear from the screen and the eight options will appear. Click on the correct group.

Example Question 3

Sentence 1

Tool above Metal

Sentence 2

Bird below Vegetable

Sentence 3

Things below Living

Options

Next Step

Read and memorise the three rules. Press 'Next Step' when you are confident with the sequence.

Sentence 1

Sentence 2

Sentence 3

Options

Cabbage
Chicken
Water
Gold

Pea
Sparrow
Zinc
Screwdriver

Hammer
Tin
Onion
Eagle

Sander
Iron
Leek
Birch

Broccoli
Duck
Lawnmower
Brass

Goose
Cauliflower
Lead
Jack

Tuna
Bean
Chrome
Trowel

Copper
Saw
Turnip
Parrot

The rules will disappear from the screen and the eight options will appear. Click on the correct group.

Number Fluency assessment

This is an assessment of basic numeracy skills. This assessment measures how quickly and accurately you can do simple calculations in your head and then compare the two answers.

Example Question 1

Sentence One

9 x 6

Sentence Two

Options

Next Step

Memorise the top value. Once you know the answer click on the Next Step button.

Sentence One

Sentence Two

7 + 48

Options

Next Step

Memorise the bottom value. Once you know the answer click on the Next Step button.

Sentence One

Sentence Two

Options

Top Bottom Same

Decide which value is greater by clicking on Top, Bottom or Same.

The correct answer is Bottom. Make sure you understand why.

Example Question 2

Sentence One

60 / 6

Sentence Two

Options

Next Step

Memorise the top value. Once you know the answer click on the Next Step button.

Sentence One

Sentence Two

2 x 4

Options

Next Step

Memorise the bottom value. Once you know the answer click on the Next Step button.

Sentence One

Sentence Two

Options

Top

Bottom

Same

Decide which value is greater by clicking on Top, Bottom or Same.

The correct answer is Top. Make sure you understand why.

Example Question 3

Sentence One

35 - 2

Sentence Two

Options

Next Step

Memorise the top value. Once you know the answer click on the Next Step button.

Sentence One

Sentence Two

66 / 2

Options

Next Step

Memorise the bottom value. Once you know the answer click on the Next Step button.

Sentence One

Sentence Two

Options

Top

Bottom

Same

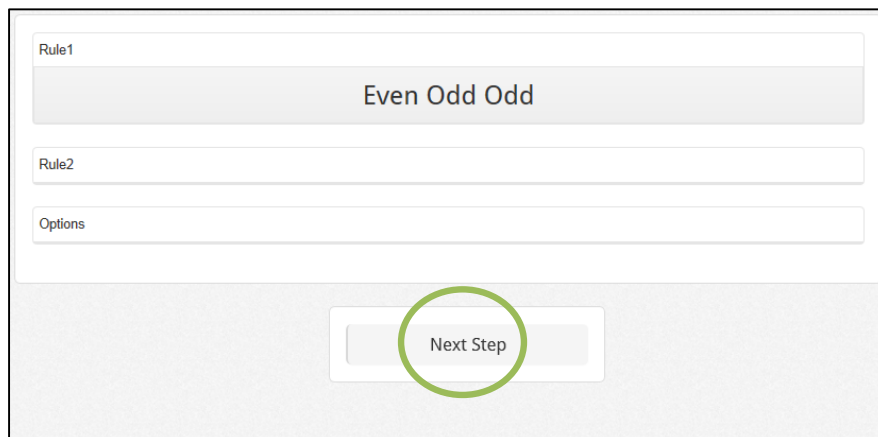
Decide which value is greater by clicking on Top, Bottom or Same.

The correct answer is Same. Make sure you understand why.

Odds and Evens

This is an assessment of working memory in the area of numeracy. A set of rules will appear, you memorise this and click 'OK', a second set of three words will appear which you again memorise and click 'OK'. The two sets should be compared to answer the question of how many matched in the same order.

Example question 1



Rule1

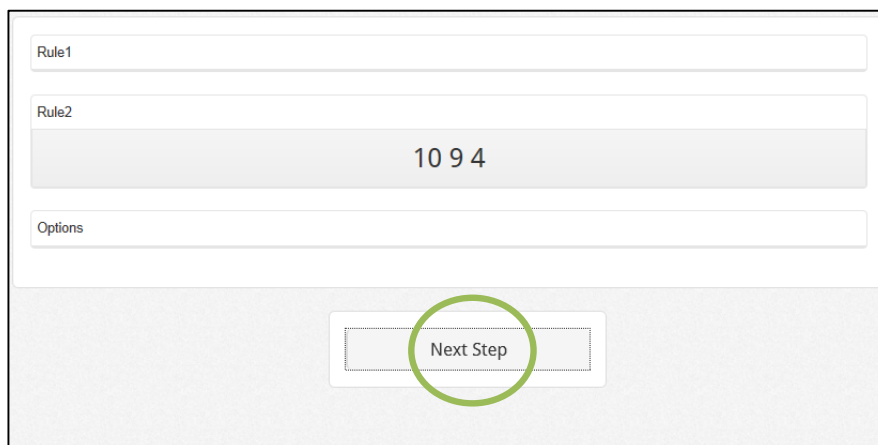
Even Odd Odd

Rule2

Options

Next Step

Read and memorise the number list; click 'Next Step' and the numbers will disappear.



Rule1

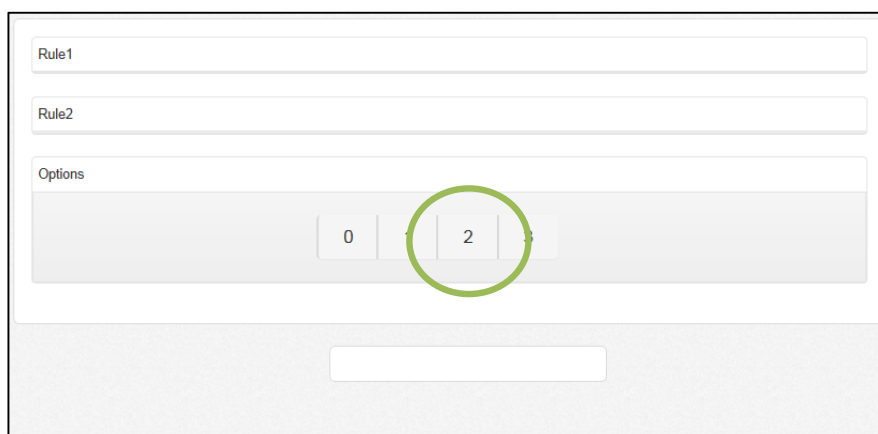
Rule2

10 9 4

Options

Next Step

Read and memorise the rule; click 'Next Step' and the rule will disappear.



Rule1

Rule2

Options

0 2 4

Next Step

Select the correct answer by clicking on the correct number. The correct answer is 2; make sure you understand why.

Example Question 2

Rule1

Even Odd Odd

Rule2

Options

Next Step

Read and memorise the number list; click 'Next Step' and the numbers will disappear.

Rule1

Rule2

6 1 8

Options

Next Step

Read and memorise the number list; click 'Next Step' and the numbers will disappear.

Rule1

Rule2

Options

0 2

Select the correct answer by clicking on the correct number. The correct answer is 2; make sure you understand why.

Example Question 3

Rule1

Odd Odd Even

Rule2

Options

Next Step

Read and memorise the number list; click 'Next Step' and the numbers will disappear.

Rule1

Rule2

2 4 6

Options

Next Step

Read and memorise the number list; click 'Next Step' and the numbers will disappear.

Rule1

Rule2

Options

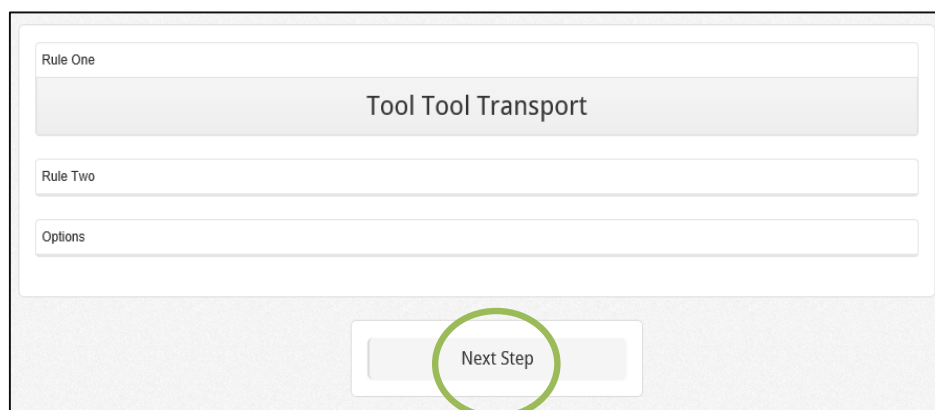
0 1 2 3

Select the correct answer by clicking on the correct number. The correct answer is 1; make sure you understand why.

Word Rules

This is an assessment of working memory in the area of verbal comprehension. A set of rules will appear, you memorise this and click 'OK', a second set of three words will appear which you again memorise and click 'OK'. The two sets should be compared to answer the question of how many words matched the rules in the same order.

Example Question 1



Rule One

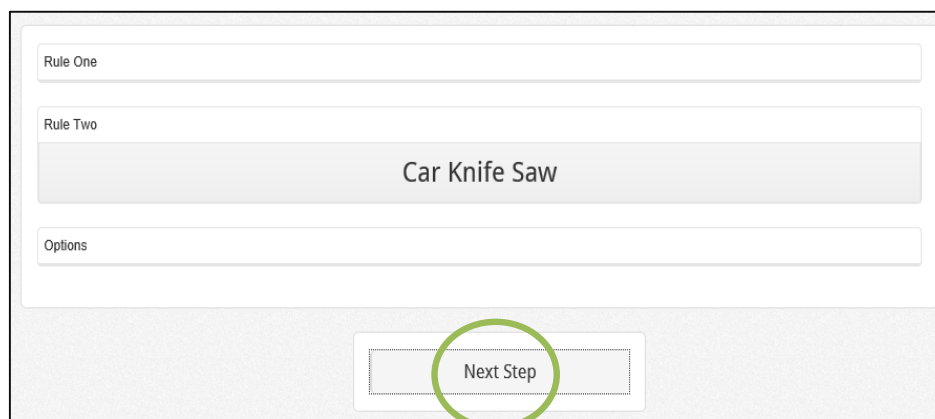
Tool Tool Transport

Rule Two

Options

Next Step

Read and memorise the word category list; click 'Next Step' and the words will disappear.



Rule One

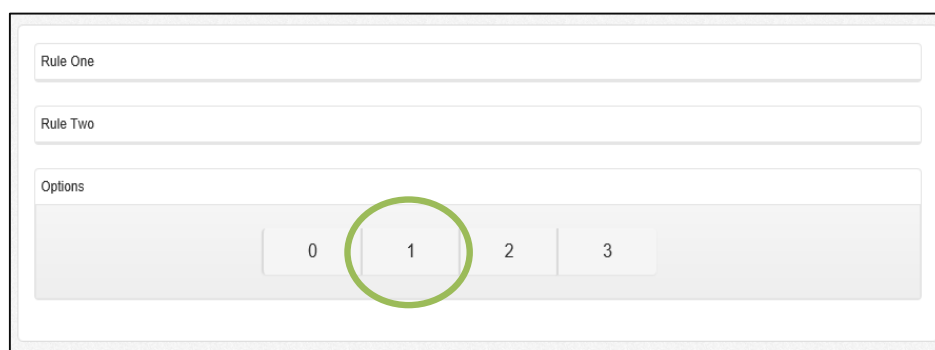
Rule Two

Car Knife Saw

Options

Next Step

Read and memorise the word category list; click 'Next Step' and the words will disappear.



Rule One

Rule Two

Options

0 1 2 3

Select the correct answer by clicking on the correct number. The correct answer is 1; make sure you understand why.

Example Question 2

Rule One

Fish Fish Fish

Rule Two

Options

Next Step

Read and memorise the word category list; click 'Next Step' and the words will disappear.

Rule One

Rule Two

Baracuda Tuna Shark

Options

Next Step

Read and memorise the word list; click 'Next Step' and the words will disappear.

Rule One

Rule Two

Options

0 1 2 3

Select the correct answer by clicking on the correct number. The correct answer is 3; make sure you understand why.

Example Question 3

Rule One

Insect Building Insect

Rule Two

Options

Next Step

Read and memorise the word category list; click 'Next Step' and the words will disappear.

Rule One

Cinema Flea Wasp

Rule Two

Options

Next Step

Read and memorise the word list; click 'Next Step' and the words will disappear.

Rule One

Rule Two

Options

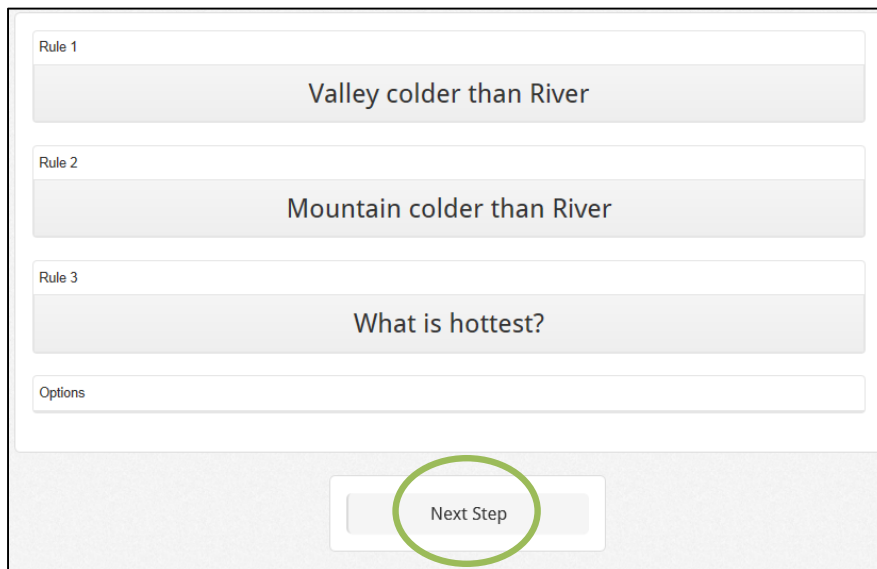
0 1 2 3

Select the correct answer by clicking on the correct number. The correct answer is 1; make sure you understand why.

Deductive Reasoning Assessment

This is an assessment of general reasoning ability. The test has several different reasoning contexts and is considered to sample the various kinds of logic involved in general reasoning from given information. You read two rules and answer questions about them.

Example Question 1



Rule 1

Valley colder than River

Rule 2

Mountain colder than River

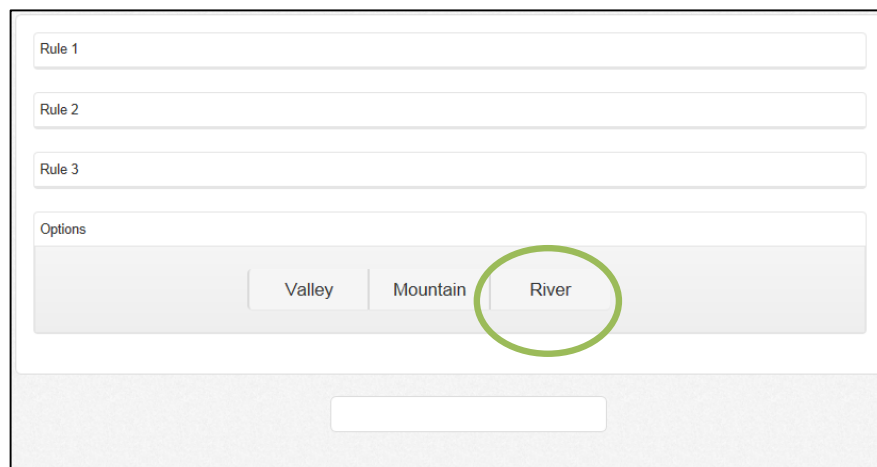
Rule 3

What is hottest?

Options

Next Step

Use the information from rule 1 and rule 2 to answer the question. Once you know the answer select 'Next Step'.



Rule 1

Rule 2

Rule 3

Options

Valley Mountain River

Select the correct answer by clicking on the correct word.

The correct answer is 'River'. Make sure you understand why.

Example Question 2

Rule 1

Shark further than Trout

Rule 2

Salmon further than Shark

Rule 3

What is nearest?

Options

Next Step

Use the information from rule 1 and rule 2 to answer the question. Once you know the answer select 'Next Step'.

Rule 1

Rule 2

Rule 3

Options

Trout

Salmon

Shark

Select the correct answer by clicking on the correct word.

The correct answer is 'Trout'. Make sure you understand why.

Example Question 3

Rule 1

E-Mail after Confirmation

Rule 2

Enquiry after E-Mail

Rule 3

What is first?

Options

Next Step

Use the information from rule 1 and rule 2 to answer the question. Once you know the answer select 'Next Step'.

Rule 1

Rule 2

Rule 3

Options

Enquiry

E-Mail

Confirmation

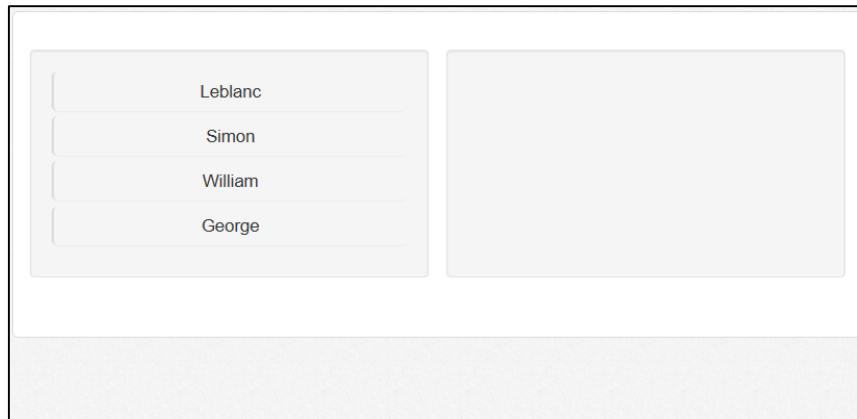
Select the correct answer by clicking on the correct word.

The correct answer is 'Confirmation'. Make sure you understand why.

Alphabet Test

The Alphabet Order Test presents a short list of common surnames in each item. They have to be put in the correct alphabetic order. This is done by clicking on them in turn. Errors are indicated and have to be corrected.

Example Question 1



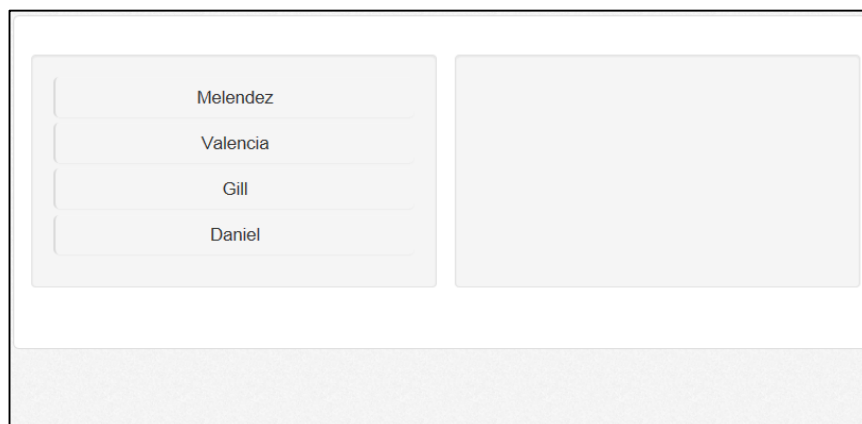
The interface for Example Question 1 consists of a light gray rectangular area. On the left side of this area is a vertical list of four names, each in a separate light gray box with a small left margin: Leblanc, Simon, William, and George. To the right of this list is a large, empty light gray rectangular box intended for the user to place the names in alphabetical order. Below the main gray area is a thin, light gray horizontal bar.

Put the names in alphabetical order by selecting the name which comes first alphabetically.

Continue to do this until all names are in the box on the right hand side.

After clicking in the third names, the fourth name will automatically move across too.

Example Question 2

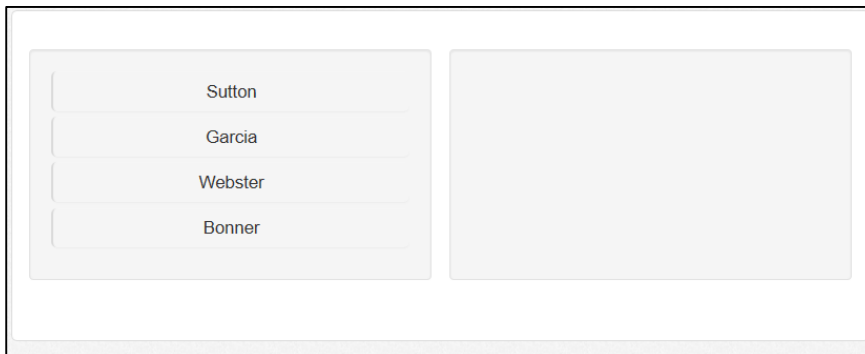


The interface for Example Question 2 is similar to the first one. It features a light gray rectangular area. On the left, there is a vertical list of four names in light gray boxes: Melendez, Valencia, Gill, and Daniel. To the right is a large, empty light gray rectangular box for the user to arrange the names alphabetically. A thin, light gray horizontal bar is located at the bottom of the main gray area.

Put the names in alphabetical order by selecting the name which comes first alphabetically.

Continue to do this until all names are in the box on the right hand side.

After clicking in the third names, the fourth name will automatically move across too.

Example Question 3

The screenshot shows a digital assessment interface. On the left, there is a light gray rectangular box containing four smaller, rounded rectangular buttons stacked vertically. Each button has a name: 'Sutton', 'Garcia', 'Webster', and 'Bonner'. To the right of this box is a larger, empty light gray rectangular box, intended for the user to place the names in alphabetical order.

Put the names in alphabetical order by selecting the name which comes first alphabetically.

Continue to do this until all names are in the box on the right hand side.

After clicking in the third names, the fourth name will automatically move across too.

WELL DONE!

You have now completed Mindmill assessments