



• **Beginning Analogies 4**

Directions: Choose the pair of words that best express a relationship similar to that expressed in the original pair.

Bridge Type: Characteristic

“A characteristic of a **bird** is to **fly**.”

- 1) BIRD : FLY
- A) horse : ride
 - B) time : stop
 - C) fish : swim
 - D) arm : hurt

Bridge Type: Function

- 7) SHOVEL : DIG
- A) bus : run
 - B) pencil : write
 - C) hat : protect
 - D) fork : take

Bridge Type: Definition

“By definition, something that is **organized** is **neat**.”

- 2) ORGANIZED : NEAT
- A) ugly : pretty
 - B) fun : great
 - C) good : strong
 - D) transparent : clear

Bridge Type: Part to Whole

- 8) SCREEN : COMPUTER
- A) map : car
 - B) quiz : test
 - C) cat : mouse
 - D) eraser : pencil

Bridge Type: Definition

“By definition, a **boy** is a young **man**.”

- 3) BOY : MAN
- A) woman : girl
 - B) cub : bear
 - C) aunt : uncle
 - D) mouse : rat

Bridge Type: Function

- 9) PILOT : AIRPLANE
- A) driver : ship
 - B) conductor : train
 - C) bicycle : car
 - D) passenger : bus

Bridge Type: Part to Whole

“A **branch** is part of a **tree**.”

- 4) BRANCH : TREE
- A) lemon : fruit
 - B) arm : body
 - C) flower : plant
 - D) road : car

Bridge Type: Definition (antonyms)

- 10) FAR : NEAR
- A) gray : black
 - B) right : wrong
 - C) cold : freezing
 - D) good : fun

Bridge Type: Function

- 5) ROOF : SHELTER
- A) police officer : protection
 - B) firefighter : trucks
 - C) teacher : homework
 - D) baker : oven

Bridge Type: Type/Kind

- 11) CHESS : GAME
- A) checkers : basketball
 - B) kid : child
 - C) man : woman
 - D) tennis : sport

Bridge Type: Lack

- 6) DEAD : LIFE
- A) cold : temperature
 - B) correct : error
 - C) loud : noise
 - D) yellow : color

Bridge Type: Definition (antonyms)

- 12) WIN : LOSE
- A) play : learn
 - B) buy : sell
 - C) see : hear
 - D) like : love