Practice Tasks

Deductive Logical Reasoning
(switchChallenge)

How To Use This Document

General Information

This document is designed to support you in preparing for your online Deductive Logical Reasoning assessment. It provides an overview of the assessment explaining what it measures and how it works.

It also provides 5 practice tasks. After these practice tasks, solutions and rationale have been provided to help you gain a deeper understanding. We would encourage you to attempt all the practice tasks without looking at the solutions first.

Deductive Reasoning

Aon's Deductive Reasoning assessment measures your ability to apply given rules to logical problems in one or more steps.

In the assessment, you will receive instructions along with a practice task that you can take as many times as you like before you start the actual assessment.

How Does The Deductive Reasoning Assessment Work?

You are presented with a series of logical questions like the one you see on the right. Each question contains three elements: Input (1), Code (2), Output (3). Your task is to find the code which changes the input to the given output.

If the shapes of the output would still be in the exact same order as they were in the input, meaning nothing would have changed, the correct code would be 1-2-3-4. If, compared to the input, the second and third shapes changed positions, the correct code would be 1-3-2-4. In the given example, the correct code is 3-2-4-1.

There is no set number of questions; the system will continue to create questions every time you complete one. The test may also get more difficult as you progress. In more difficult questions, the numerical codes may be presented across multiple rows. In those cases, the output of the first code is the input for the next code.

Guidance for the Practice Questions

The actual assessment you will take is timed, and there are an indefinite number of questions – you just need to work quickly and accurately, to try to get as many correct as possible in the time provided. As such, there is no specific time limit in the practice tests. Try to focus and complete them quickly in a single session.

You should write down your answers as you work through, so that you can compare your answers to the solutions at the end.
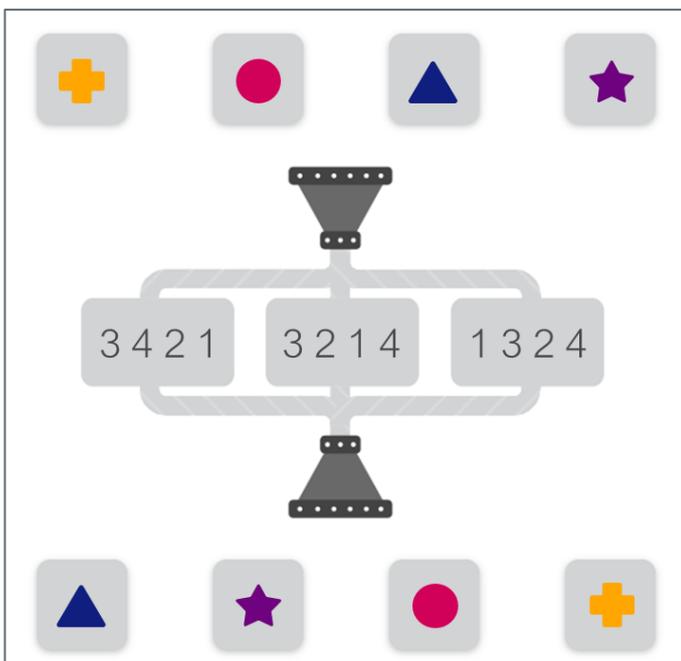
To continue to practice, spend more time reviewing the example tasks and solutions provided here. Also, try to figure out how the output would've changed if you used one of the two incorrect codes.
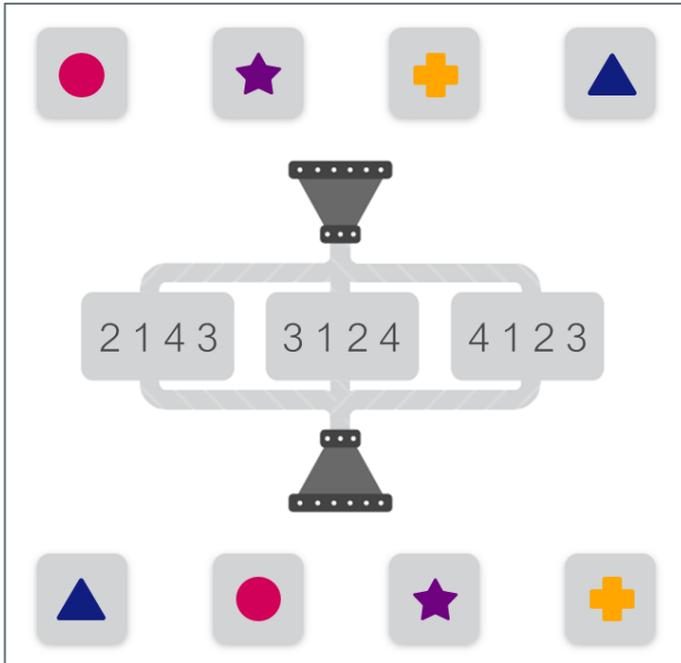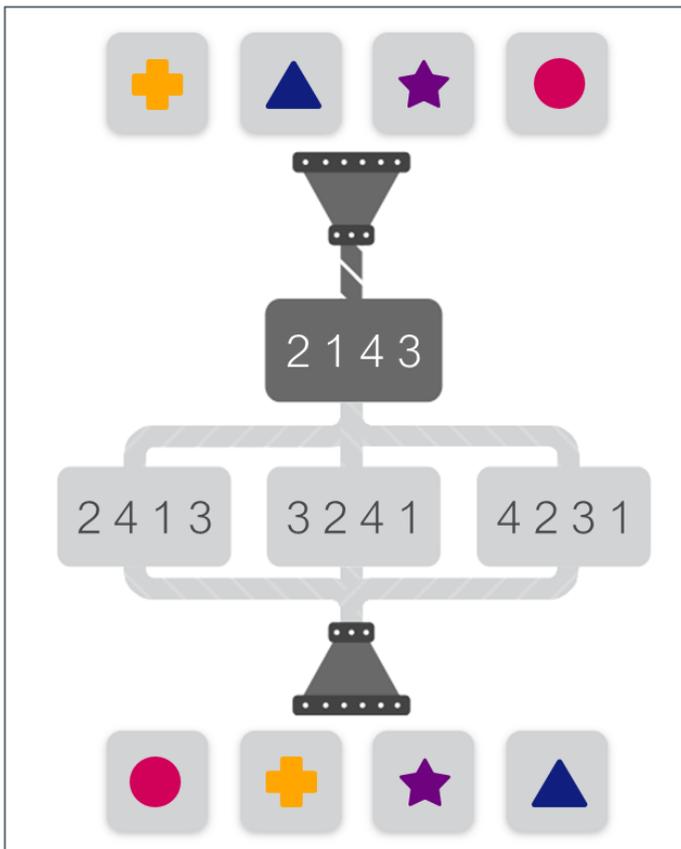
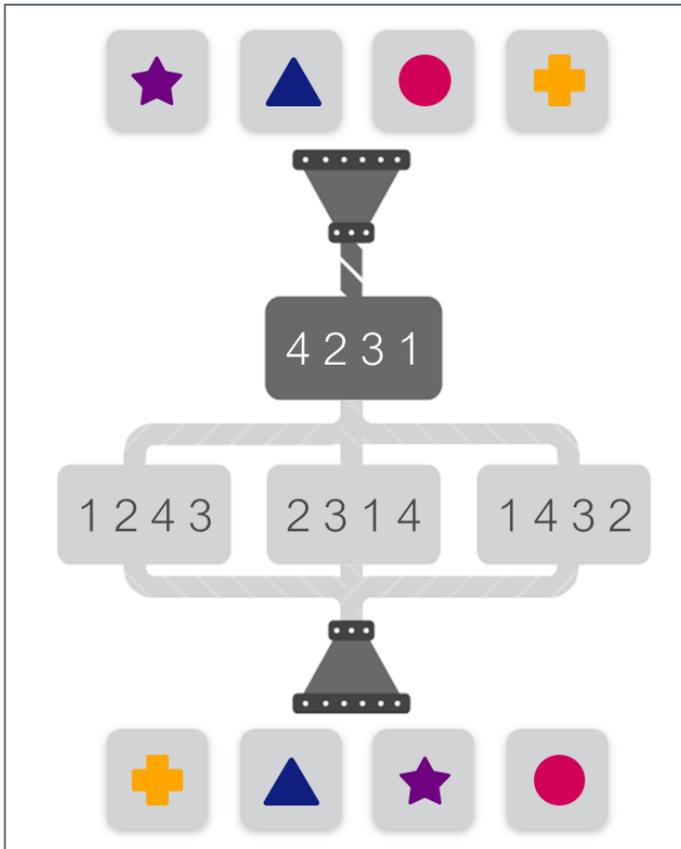# Practice Tasks

Example 1
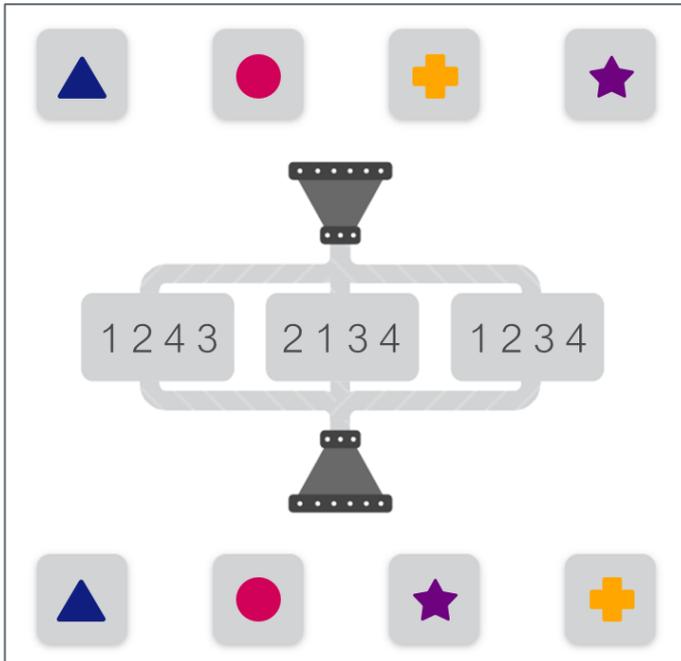
Example 2

Example 3

Example 4

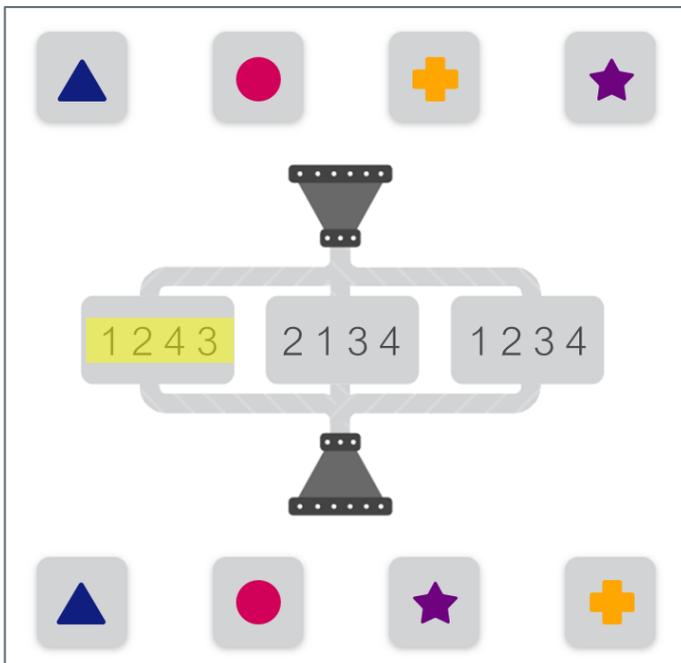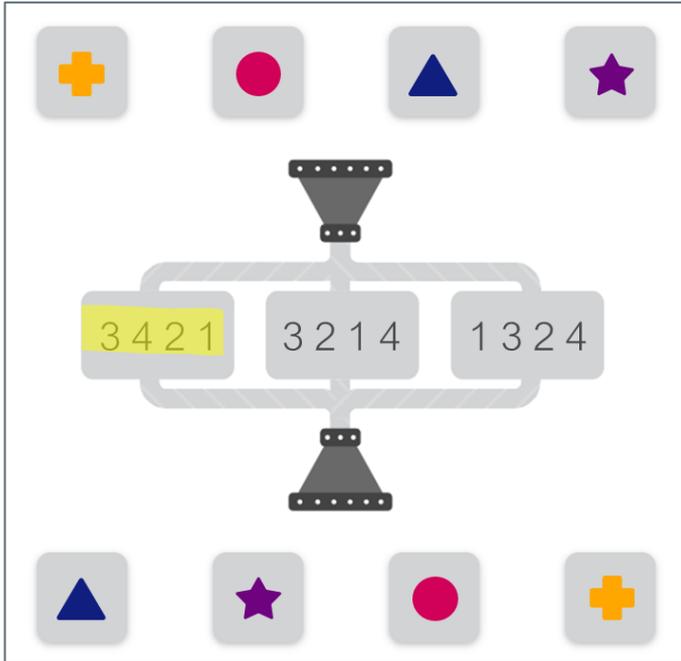**Example 5**

Solutions & Rationale

Example 1 - Solution

Answer: 1-2-4-3

Rationale: The first two shapes, triangle and circle, stayed in their original position, they have not changed. This means the code has to start with 1-2-. The last two shapes, cross and star, traded places, which means that the code needs to end with -4-3. Taken together, the correct code is 1-2-4-3.

Example 2 - Solution

Answer: 3-4-2-1

Rationale: The last two shapes, triangle and star, are now on the first (triangle) and second (star) position, so the code has to start with 3-4-. The third position is now occupied by the circle, so the next piece is -2-. The last position is now the originally first shape, so the code has to end with -1. Taken together, the complete code is 3-4-2-1.
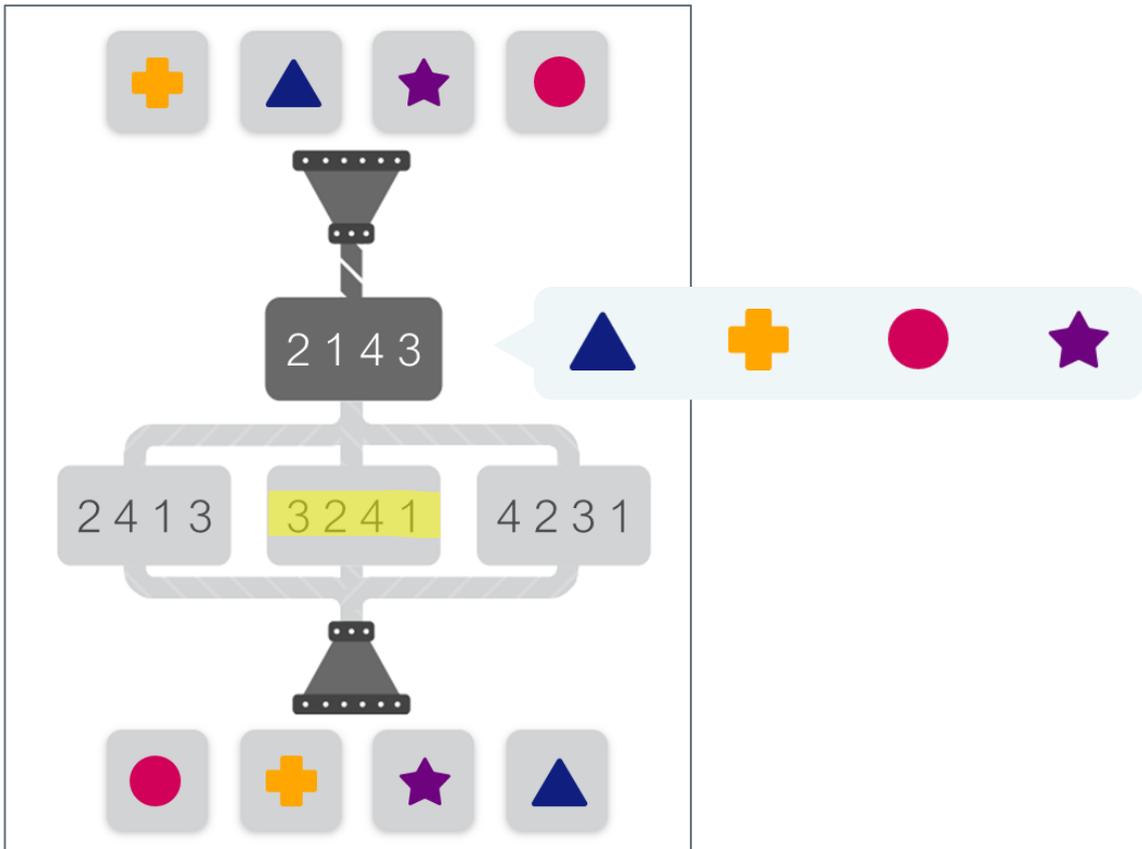
Example 3 - Solution
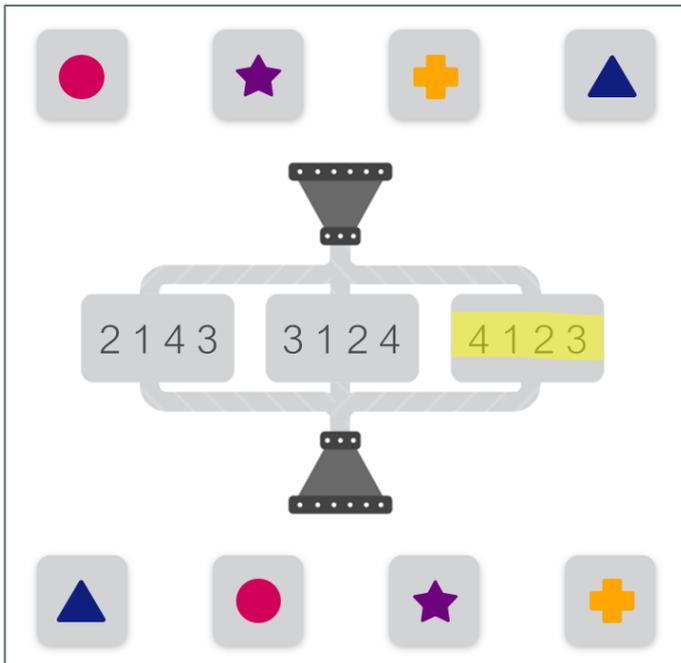
Answer: 4-1-2-3

Rationale: The last shape, triangle, moved to the beginning of the output, so the code has to start with 4-. The remaining shapes stayed in the same order, just moved in a position after the triangle, meaning the second piece of the code is -1-2-3. Taken together, 4-1-2-3 is the correct answer.
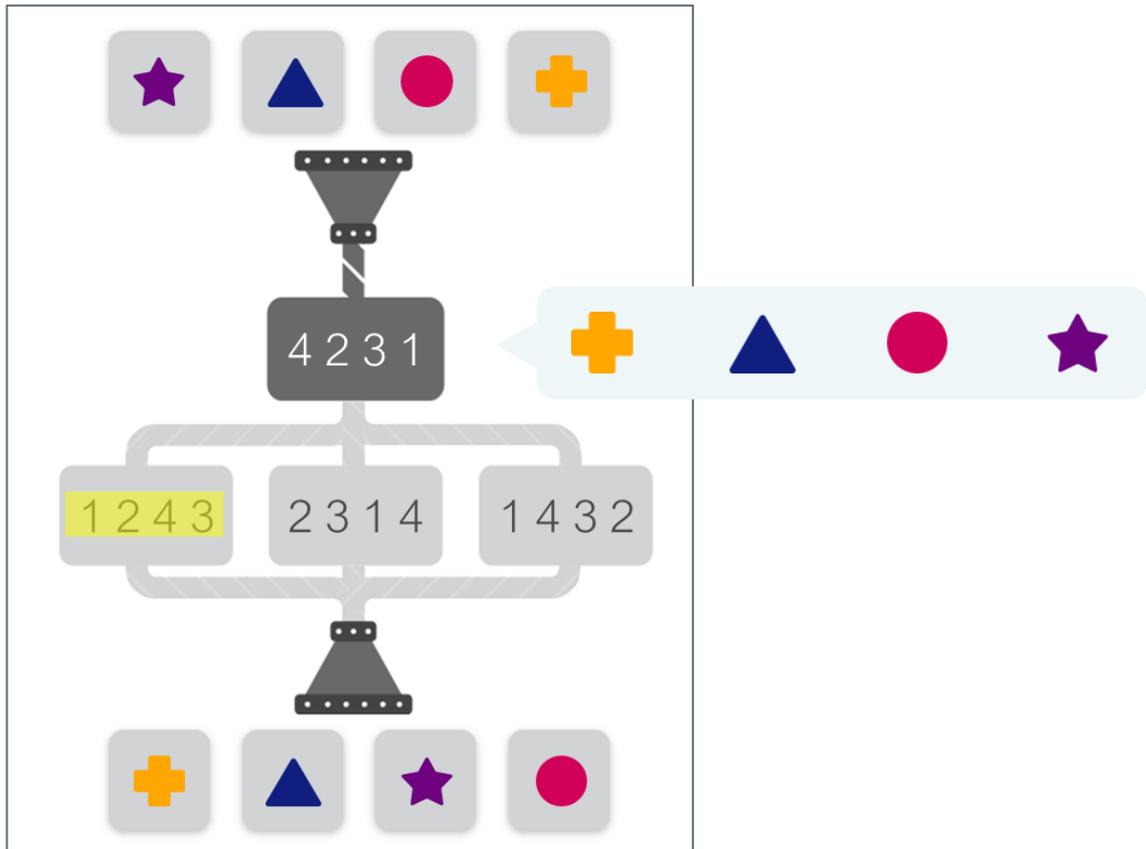
Example 4 - Solution

Answer: 3-2-4-1

Rationale: In this case, you have two rows of codes, where the output of the first code serves as the input for the second code. The first code rearranges the shapes as follows: triangle, cross, circle, star.

You take this new order to work out the correct second code: The circle moves to the beginning, so the code needs to start with 3-. The cross stays in the second position, so the next piece of the code is -2-. The last shape, star, is next: -4-. The last shape is the previous first shape, meaning the code needs to end with -1. Taken together, you end with 3-2-4-1.

Example 5 - Solution

Answer: 1-2-4-3

Rationale: In this case, you have two rows of codes, where the output of the first code serves as the input for the second code. The first code rearranges the shapes as follows: cross, triangle, circle, star.

You take this new order to work out the correct second code: The cross stays where it is, and so does the triangle, so the code starts with 1-2-. Compared to the intermediate output, the circle and star traded places, so the code ends on -4-3. The full correct code therefore is 1-2-4-3.