

# VERBAL RECALL

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**butter**

**arm**

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**shore**

**letter**

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**queen**

**cabin**

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**pole**

**ticket**

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**grass**

**engine**

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**CUBES**



**DICE**

**YES = EVEN**

**NO = ODD**

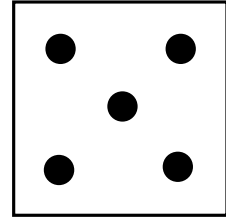
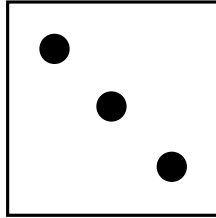
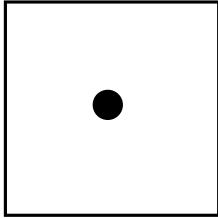
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**YES = HIGHER**

**NO = LOWER**

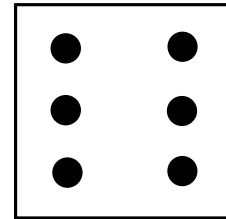
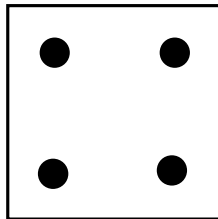
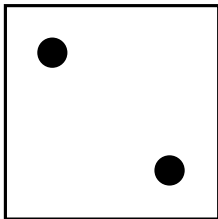


## ODD

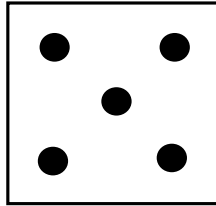


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## EVEN

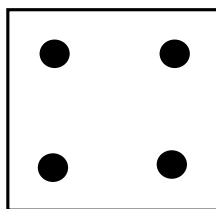


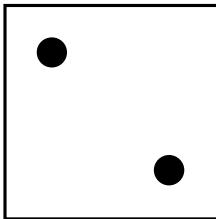
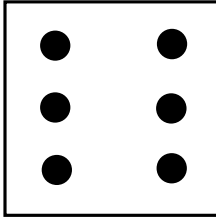
## EXAMPLE

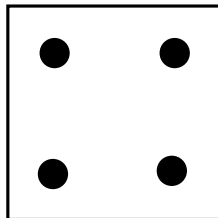
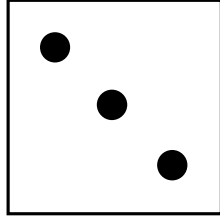


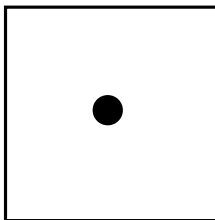
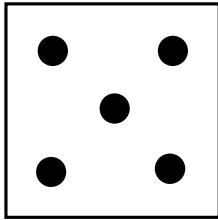
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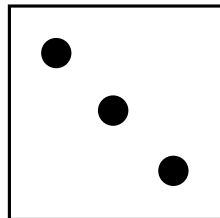
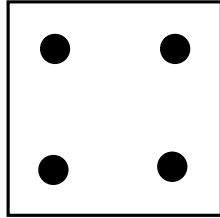
## EXAMPLE

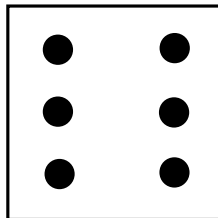
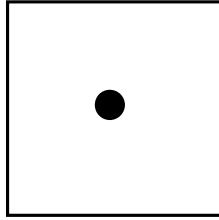




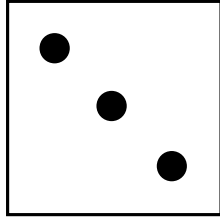






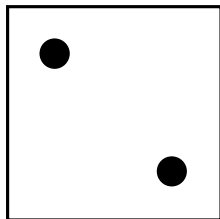


## EXAMPLE 1



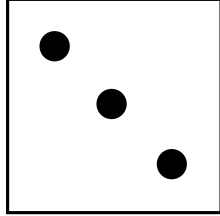
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**ANSWER = NO**



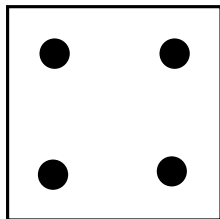


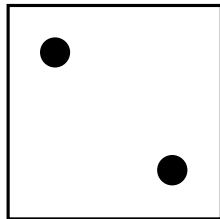
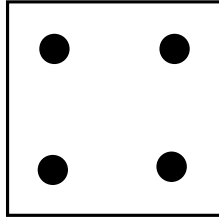
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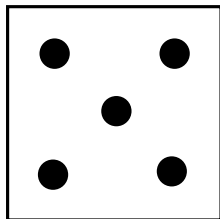
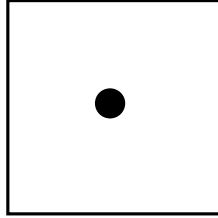


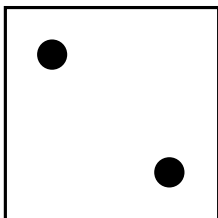
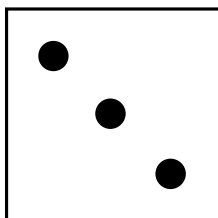
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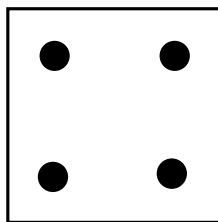
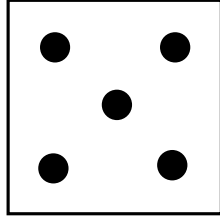
**ANSWER = YES**

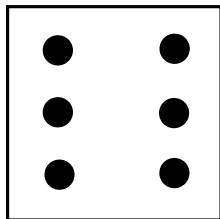
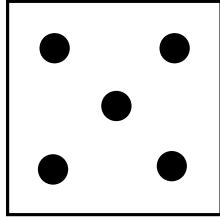


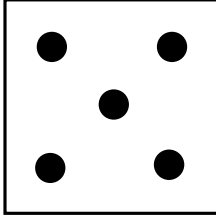








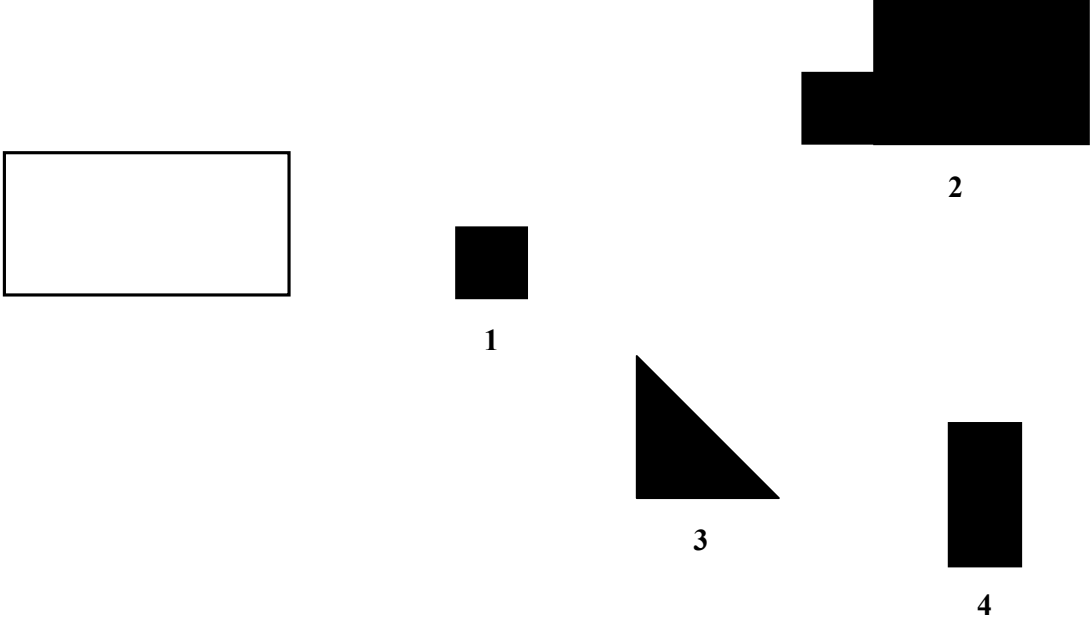




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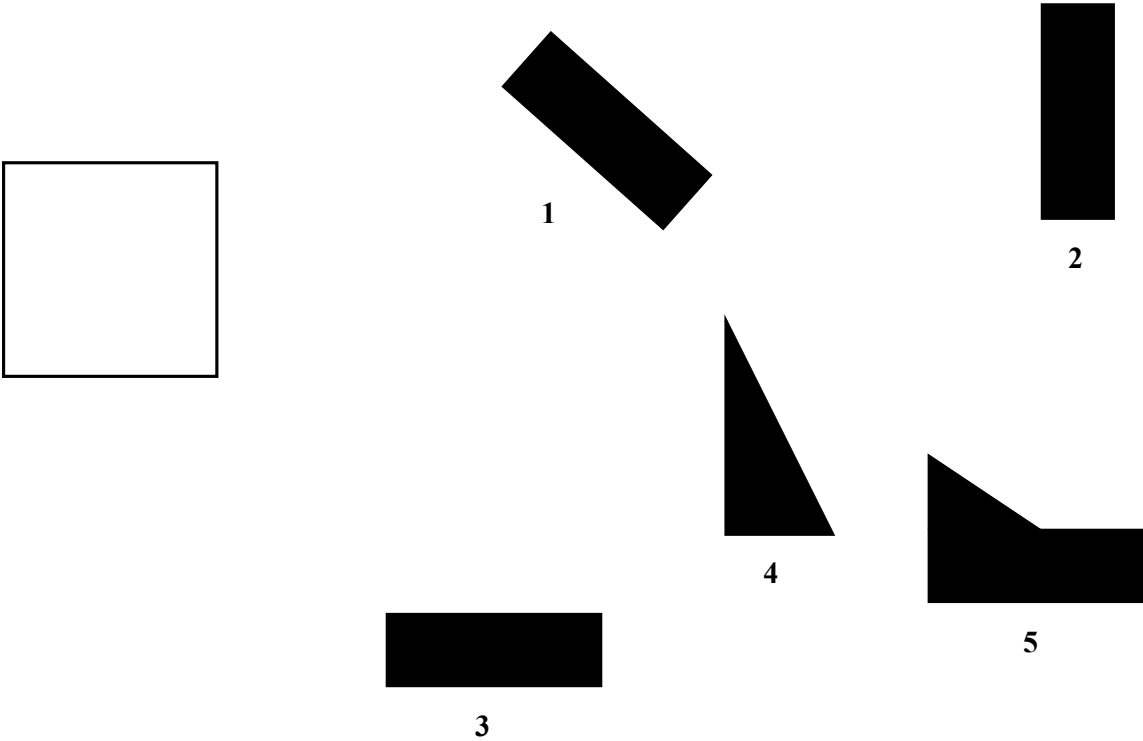
## ASSEMBLING PATTERNS

**EXAMPLE A**



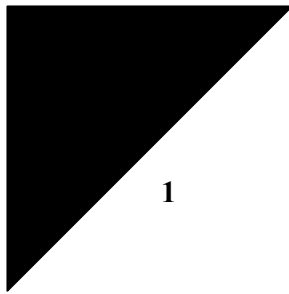
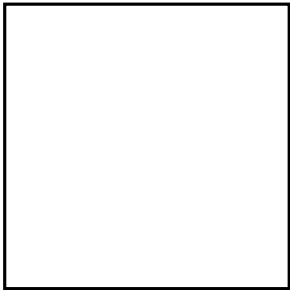
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**EXAMPLE B**





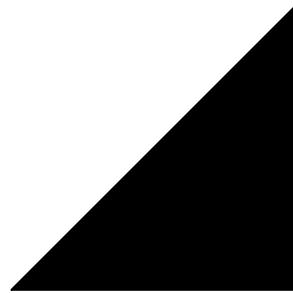
1



2

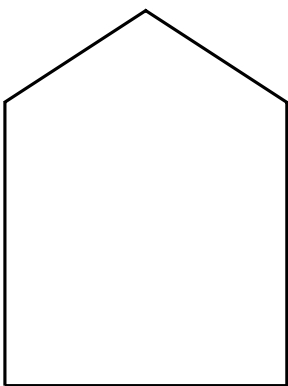


3

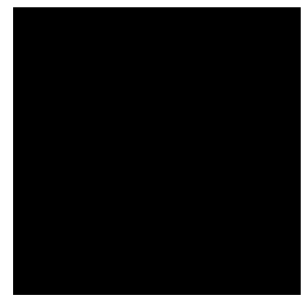


4

2



1



2

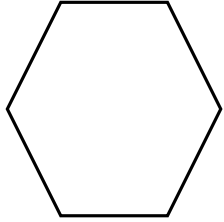


3



4

3



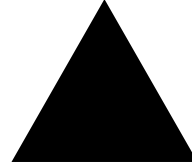
1



2



3



4

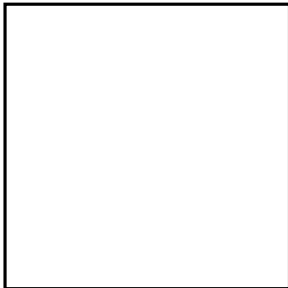


5



6

4



1



2



3

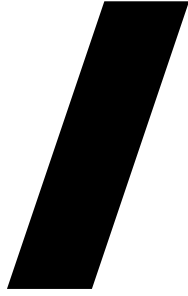
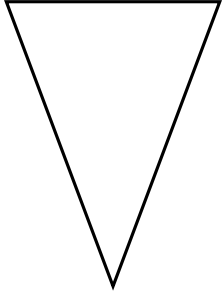


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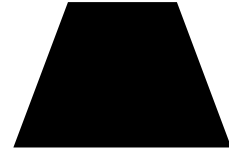


5

5



1



2



3



4



5