

Reasoning — Reasoning Tasks

Reasoning- Definition

Reasoning is the ability to think carefully and logically in order to solve problems, make decisions, or understand relationships between things.

Generic Reasoning Task Instructions (for both adolescents and adults)

Welcome to the “Reasoning Challenge”!

This game will test how quickly and smartly you can think!

You’ll see **different types of puzzles** — some with words, some with numbers, and some with rules or clues.

Each puzzle helps test your **thinking speed, logic, and problem-solving ability** — like a mini brain workout!

How to Play:

- Read each question carefully.
- Tap the answer that you think fits best.
- Once you choose, the next puzzle appears automatically.

You’ll have 15 minutes in total to complete all the reasoning puzzles — so stay alert and keep moving!

Some will be easy, some tricky — but remember, every second counts!
Ready to see how strong your reasoning power is?

Tap “**Let’s Go!**” when you’re ready to begin your challenge!

Task Structure:

In this session, the reasoning assessment is **divided into three types of tasks**:

- 1. Deductive Reasoning Task**
- 2. Analogical Reasoning Task**
- 3. Numerical Matrices Task**

1) Deductive Reasoning – Deductive Reasoning Tasks

Deductive Reasoning-Definition:

Deductive reasoning is the ability to draw logical conclusions from given facts, statements, or general rules

Deductive Reasoning Task – Definition

The Deductive Reasoning Task measures participants' ability to apply logical rules to evaluate whether a conclusion logically follows from two given premises. In each trial, participants read two statements (premises) and then decide if the conclusion presented below them is logically valid based on those premises.

For Tech team's Reference:

1. Task Overview

Number of Rounds: 23 rounds (for both adolescents and adults)

Trial types (examples):

- 1. Valid** — conclusion logically follows → correct response Yes.
- 2. Invalid** — conclusion does not follow from premises → correct response No.

- a. **Contradicted** — conclusion contradicts the premises → correct response No.
- b. **Undetermined** — premises are insufficient to decide → correct response No.

Options given for this task for both the versions:

Note for experimenters: “Yes” = **Valid only**. Any other case (contradiction, indeterminate, insufficient information) = “No”.

2. Rounds Flow

1. The participant first reads the Main Task Instructions

Adolescents (14–18 years)

“Welcome to **Logic Detective**!

You’ll see two clues (statements) and then a conclusion with a question mark.

Your job is to decide if the conclusion **must be true** based on those clues.
Example: **Statement 1:** All fruits are healthy.

Statement 2: All apples are fruits.

Conclusion: All apples are healthy?

✓**Correct answer:** Yes — this conclusion **logically follows** (valid categorical syllogism).

Tap ‘**Yes**’ if the conclusion must be true.

Tap ‘**No**’ if it doesn’t logically follow or if the information is uncertain.

Some rounds will be simple, others will twist your brain a little.

Be fast, be sharp, and think like a detective!”

Tap *Let’s Go!* to begin!”

Adults (18-22 years)

"Ready to test your reasoning skills?

In this task, you'll play **Logic Quest** — a challenge where you must decide if conclusions truly follow from given facts.

Each round gives you **two premises** (facts or rules) and a **conclusion** with a question mark.

Your goal: figure out whether the conclusion is **logically true**.

Example: Statement 1: All poets are creative people.

Statement 2: Some writers are poets.

Conclusion: Some writers are creative people?

✓**Correct answer:** Yes — conclusion logically follows

Tap '**Yes**' if the conclusion must be true.

Tap '**No**' if it doesn't logically follow or if the information is uncertain.

Stay alert — some conclusions sound convincing but aren't truly logical.
Let's see how sharp your reasoning is!"

Tap *Let's Go!* to begin!"

2. Participants then proceed to the Main Task

Main Task Round level Flow (applicable for both adolescents and adults version)

1. Stimulus display in the given format below

Statement 1: All teachers work in schools.

Statement 2: Mr. Ravi is a teacher.

Conclusion: Mr. Ravi works in a school ?

Response Options:

- Two response buttons appear below the text in the following format:
 - [Yes]
 - [No]

Response Window:

- If the participant selects an option, the system moves to the next round.

Next Round Begins.

Deductive Reasoning Flow Table- Adolescents Version (to be displayed in the interface in the same order).

| Round No. | Statement A | Statement B | Conclusion | Options | Answer | Reasoning Type | Validity |
|-----------|---------------------------------|-----------------------------------|----------------------------------|----------|--------|----------------|----------|
| 1 | All moons orbit around planets. | All planets orbit around galaxy | All moons orbit around galaxy | Yes/No | Yes | Syllogistic | Valid |
| 2 | No reptiles are warm-blooded. | All Turtles are reptiles. | No Turtles are not warm-blooded. | Yes / No | No | Syllogistic | Invalid |
| 3 | All birds are animals | Some penguins are birds | Some penguins are animals | Yes / No | Yes | Syllogistic | Valid |
| 4 | Some students play kho-kho. | No kho-kho players are musicians. | Some students are not musicians. | Yes / No | No | Syllogistic | Invalid |

| | | | | | | | |
|----|---|--|--|----------|-----|-------------|---------|
| 5 | All books are kept in the library | All encyclopedias are books. | All encyclopedias are kept in the library | Yes / No | Yes | Syllogistic | Valid |
| 6 | No mammals can swim. | All Camels are mammals. | No camels cannot swim. | Yes / No | No | Syllogistic | Invalid |
| 7 | No snakes have legs. | All cobras are snakes. | No cobras have legs. | Yes / No | Yes | Syllogistic | Valid |
| 8 | Some Western languages have scripts. | Some Indian languages don't have scripts. | Some Indian languages have scripts. | Yes / No | No | Syllogistic | Invalid |
| 9 | All social media apps require the Internet. | All Whatsapp Accounts are social media apps. | All Whatsapp Accounts require the Internet | Yes / No | Yes | Syllogistic | Valid |
| 10 | No animals can talk | All Dogs are animals | No Dogs can talk | Yes / No | Yes | Syllogistic | Valid |
| 11 | No birds are insects. | Some parrots are birds.. | Some parrots are not insects. | Yes / No | Yes | Syllogistic | valid |
| 12 | No bakers are painters | All residents in Bangalore are bakers | No residents in Bangalore are painters | Yes / No | Yes | Syllogistic | Valid |

| | | | | | | | |
|----|---|---|---|----------|-----|-------------|---------|
| 13 | No messy desks are organized desks. | All organized desks are classroom desks. | Some classroom desks are not messy desks. | Yes / No | Yes | Syllogistic | Valid |
| 14 | All poets are artistic. | No psychology students are artistic | No Psychology students are poets. | Yes / No | Yes | Syllogistic | Valid |
| 15 | All snakes are venomous. | No frogs are venomous | No frogs are snakes. | Yes / No | Yes | Syllogistic | Valid |
| 16 | No tablets are smartphones. | Some laptops are smartphones. | Some laptops are not tablets | Yes / No | No | Syllogistic | Invalid |
| 17 | No mobile gamers are creative. | Some Youtube influencers are not mobile gamers. | Some Youtube influencers are creative. | Yes / no | No | Syllogistic | Invalid |
| 18 | All chess players are strategic thinkers. | Some football players are strategic thinkers. | Some football players are chess players. | Yes / No | No | Syllogistic | Invalid |
| 19 | All students read books. | Some cricket players are students. | Some cricket players read books. | Yes / No | Yes | Syllogistic | Valid |

| | | | | | | | |
|----|------------------------------|----------------------------|-------------------------------------|----------|-----|-------------|---------|
| 20 | No Moons are Stars | Some Planets are moons | Some planets are not stars. | Yes / No | Yes | Syllogistic | Valid |
| 21 | No students like icecream | No students like chocolate | No ice cream lovers like chocolate. | Yes / No | No | Syllogistic | Invalid |
| 22 | Some dolphins are fish | Some dolphins lay eggs. | Some fish lay eggs. | Yes / No | No | Syllogistic | Invalid |
| 23 | Some guitarists are singers. | Some drummers are singers. | Some guitarists are drummers. | Yes/No | No | Syllogistic | Invalid |

Deductive Reasoning Flow Table- Adults Version (to be displayed in the interface in the same order).

| Trial No. | Statement A | Statement B | Conclusion | Option | Correct option | Type | Validity |
|-----------|---|------------------------------|---------------------------------|----------|----------------|-------------|----------|
| 1 | All painters are creative | Some architects are painters | Some architects are creative | Yes / No | Yes | Syllogistic | Valid |
| 2 | Either a premise is true or the argument fails. | The argument did not fail. | Therefore, the premise is true. | Yes / No | Yes | Disjunctive | Valid |
| 3 | If a research | The research | Therefore, it was peer- | Yes / No | No | Conditional | Invalid |

| | | | | | | | |
|---|---|--|--|----------|-----|-------------|---------|
| | paper is reviewed, then it is credible. | paper is credible. | reviewed. | | | | |
| 4 | Either an experiment confirms a belief or challenges it | The experiment challenged the belief | Therefore, it did not confirm the belief. | Yes / No | Yes | Disjunctive | Valid |
| 5 | If a restaurant uses fresh ingredients, then the dishes taste good. | The dishes did not taste good. | Therefore, the restaurant did not use any fresh ingredients. | Yes / No | Yes | Conditional | Valid |
| 6 | No beginner sculptors are award-winning artists. | All beginner sculptors are art interns. | Some art interns are not award-winning artists. | Yes / No | Yes | Syllogistic | Valid |
| 7 | All elected officials attend meetings. | Some government advisors attend meetings. | Some government advisors are elected officials. | Yes / no | No | Syllogistic | Invalid |
| 8 | Either the parliament postpones the law, or the committee postpones it. | The committee did not postpone the law. | Therefore, the parliament passed the bill. | Yes / No | Yes | Disjunctive | Valid |
| 9 | If the air conditioner is on, the room is cool. | If the window is open, the room is not cool. | The room is not cool, therefore the air conditioner is not on. | Yes / No | No | Conditional | Invalid |

| | | | | | | | |
|----|---|--|---|----------|-----|-------------|---------|
| 10 | Either the team completes the report today, or the manager extends the deadlines. | The manager did not extend the deadline. | Therefore, the team completed the report today. | Yes / No | Yes | Disjunctive | Valid |
| 11 | If a model predicts accurately, it is useful. | If it is useful, it is adopted. | The model was adopted. Therefore, it predicts accurately. | Yes / No | No | Conditional | Invalid |
| 12 | Either the bus is delayed, or the train leaves on time. | The bus is not delayed. | Therefore, the train left on time. | Yes / No | Yes | Disjunctive | Valid |
| 13 | No unregulated AI systems are ethically credible | Some startups create unregulated AI systems. | Some startups do not create AI systems that are ethically credible. | Yes / No | Yes | Syllogistic | Valid |
| 14 | All historical documents are preserved in government records. | Some government records are confidential. | Some historical documents are confidential. | Yes / No | No | Syllogistic | Invalid |
| 15 | Some city councils approve bike lanes. | Some NGOs advocate bike lanes. | Some NGOs approve bike lanes. | Yes/no | No | Syllogistic | Invalid |
| 16 | All meticulous people | Some programmers are | Some programmers avoid | Yes / no | Yes | Syllogistic | Valid |

| | avoid errors. | meticulous people. | errors. | | | | |
|----|--|--|--|----------|-----|-------------|---------|
| 17 | No spontaneous events are planned. | Some planned events produce surprising outcomes. | Some spontaneous events produce surprising outcomes. | Yes / No | No | Syllogistic | Invalid |
| 18 | All regulatory frameworks are designed for oversight . | Some oversight bodies lack transparency. | All regulatory frameworks lack transparency. | Yes / No | No | Syllogistic | Invalid |
| 19 | Some leaders are strict. | Some parents are strict. | Some leaders are parents. | Yes / No | No | Syllogistic | Invalid |
| 20 | All rivers are water bodies. | Some water bodies are polluted. | Some rivers are polluted. | Yes / No | No | Syllogistic | Invalid |
| 21 | All accountants are smart. | No poets are accountants. | No poets are smart. | Yes / No | Yes | Syllogistic | Valid |
| 22 | All researchers are authors. | Some professors are researchers. | Some professors are authors. | yes/no | Yes | Syllogistic | Valid |
| 23 | All singers are vocalists. | Some dancers are also vocalists. | Some singers are dancers | Yes / No | No | Syllogistic | Invalid |

3. After the participant completes all the blocks, we would give instructions that emphasize the end of this task.

Adolescents and Adults:

“Awesome work! You’ve completed this reasoning task — take a short rest before the next one.”

3. Implementation Notes

Background: Black.

Text: White.

Stimulus position: centered vertically and horizontally. Use adequate line spacing.

- **Buttons:** three-dimensional rectangular, white text on dark button, border white, highlight selection -> light-blue thick border. Buttons horizontally aligned at bottom center.

4. Scoring Instructions Manual for the tech team:

Data Columns Required will not be shown to participants for interpretation, for our assessment use):

- **Round Number:** Sequential number identifying each round.
- **Problem Type:** Type or category of reasoning problem (e.g., syllogism, conditional). **(applicable for adults only)**
- **Problem Statement:** Text or representation of the reasoning problem.
- **Participant Response:** The chosen or written response by the participant.
- **Response Accuracy:** Assign 1 if response is logically valid/correct, otherwise 0.
- **Reaction Time (RT):** Time in milliseconds from problem presentation to participant response.

Scoring Instructions:

- Assign score 1 when the participant provides a logically correct solution.
- Assign score 0 when participant responds incorrectly or fails to respond.
- Measure RT only for rounds with participant responses.

Additional Scoring Parameters:

- **Total Rounds Answered:** Count of rounds where participant provided a response.

- **Total Rounds Not Answered:** Count of rounds with no response.
- **Correct Responses:** Number of rounds with correct answers.
- **Incorrect Responses:** Number of rounds with incorrect or no response.
- **Accuracy Rate of Overall Task :**
- **Accuracy = Correct Responses/ Total Rounds Answered×100**
- **Mean Reaction Time:** Average RT on all answered rounds.

2) Analogical Reasoning – Analogical Reasoning Tasks

Analogical Reasoning-Definition:

Analogical reasoning means finding how two things are related and using that same relationship to solve another pair. It's about seeing patterns in ideas, not just in words or shapes.

Analogical Reasoning Task – Definition:

In this task, participants will see a pair of words like “Sun : Day” and then another word like “Moon : ?”. Their job is to pick the word that fits the same way — for example, “Night.” It’s like a pattern game that tests how well you find connections between ideas.

For Tech team’s Reference:

1. Task Overview

Number of Rounds: 25 rounds (for both adolescents and adults)
 Four options are given for each round to choose the correct answer.

2. Rounds Flow

1. The participant first reads the Main Task Instructions

Adolescents (14–18 years)

Welcome to “Number Explorer”!

Get ready to train your brain with number puzzles!

Here’s how it works:

- You’ll see a grid of numbers with one missing number marked as “?”.
- Your job is to figure out the rule or pattern and tap the number that fits.
- Some patterns will be simple, others tricky — stay sharp!

Example:

2 4

6 ?

The correct number is 8 because the numbers increase by 2 each time.

You’ll have 15 minutes in total for all reasoning tasks, including numbers, logic, and connections — so keep moving!

Ready to explore the numbers and find the patterns?

Tap “Let’s Go!” to start the Number Explorer challenge!

Adults (18–22 years)

Welcome to the “Number Grid Challenge”!

This is a test of your **numerical reasoning skills** — your ability to see patterns and solve problems with numbers.

Here’s what you’ll do:

- You’ll see a **grid of numbers** with one number missing (marked as “?”).
- Figure out the **pattern or rule** that connects the numbers.

- Tap the number from the options that completes the grid correctly.

□ **Example:**

3 6

9 ?

The correct number is **12** — the numbers increase by 3 each step.

□ **You'll have 15 minutes** to complete all reasoning tasks, including logic and pattern tasks. Accuracy and speed both matter!

Ready to begin?

□ Tap “Let’s Go!” to start the Number Explorer challenge!

2. Participants then proceed to the Main Task

Main Task Round level Flow (applicable for both adolescents and adults version)

2. Stimulus display in the given format below

One analogy is displayed on the screen in the format:

A : B :: C : ?

Example: Mango : Fruit :: Carrot : ?

Response Options:

- Two or four response buttons appear below the text:
 - [Option 1]
 - [Option 2]
 - [Option 3]

- [Option 4]
- Participants select the option that correctly completes the analogy.

Response Window:

- If the participant selects an option, the system moves to the next round.

Next Round Begins

Analogical Reasoning Flow Table- Adolescents Version (to be displayed in the interface in the same order).

| Round No. | Population | Stimuli (Analogy) | Options |
|-----------|-------------|-------------------------|---|
| 1 | Adolescents | Cat : Feline :: Dog : ? | a) Canine ✓b) Cub c) Calf d) Foal |
| 2 | Adolescents | Sun : Day :: Moon : ? | a) Light b) Night ✓c) Star d) Planet |
| 3 | Adolescents | Bird : Fly :: Fish : ? | a) Swim ✓b) Walk c) Run d) Climb |

| | | | |
|---|-------------|--------------------------------------|---|
| 4 | Adolescents | Finger : Hand :: Toe : ? Head | a) Foot ✓b) Leg c) Arm d) Scared |
| 5 | Adolescents | Smile : Happy :: Frown : ? | a) Sad ✓b) Angry c) Excited d) Scared |
| 6 | Adolescents | Teacher : School :: Doctor : ? | a) University b) Hospital ✓c) Clinic d) Office |
| 7 | Adolescents | Leaf : Tree :: Petal : ? | a) Flower ✓b) Plant c) Branch d) Seed |
| 8 | Adolescents | Pilot : Airplane :: Captain : ? | a) Ship ✓b) Bus c) Train d) Truck |
| 9 | Adolescents | Candle : Wax :: Pencil : ? | a) Lead ✓b) Wood c) Ink d) Rubber |

| | | | |
|----|-------------|--------------------------------------|---|
| 10 | Adolescents | Teacher : School :: Judge : ? | a) Court ✓b) Police c) Lawyer d) Prison |
| 11 | Adolescents | Author : Book :: Sculptor : ? | a) Stone b) Statue ✓c) Hammer d) Art |
| 12 | Adolescents | Mirror : Reflection :: Window : ? | a) Transparency ✓b) Light c) View d) Glass |
| 13 | Adolescents | Book : Knowledge :: Food : ? | a) Hunger b) Energy ✓c) Weight d) Health |
| 14 | Adolescents | Knife : Sharp :: Cotton : ? | a) Soft ✓b) Hard c) Thick d) Thin |
| 15 | Adolescents | River : Flow :: Clock : ? | a) Ticks ✓b) Time c) Minute d) Bell |

| | | | |
|----|-------------|--|---|
| 16 | Adolescents | Circle : Sphere :: Rectangle : ? | a) Cone b) Cuboid <input checked="" type="checkbox"/> c) Cube d) Cylinder |
| 17 | Adolescents | Camera : Lens :: Eye : ? | a) Face b) Light c) Bright d) Vision <input checked="" type="checkbox"/> |
| 18 | Adolescents | Hope : Despair :: Light : ? | a) Day b) Bright c) Dark <input checked="" type="checkbox"/> d) Shine |
| 19 | Adolescents | Key : Lock :: Password : ? | a) Door b) Type c) Access <input checked="" type="checkbox"/> d) Note |
| 20 | Adolescents | Plant : Photosynthesis :: Human : ? | a) Eating b) Sleeping c) Learning d) Breathing <input checked="" type="checkbox"/> |
| 21 | Adolescents | Courage : Fear :: Generosity : ? | a) Kindness b) Greed <input checked="" type="checkbox"/> c) Love d) Care |

| | | | |
|----|-------------|---|---|
| 22 | Adolescents | Question : Answer :: Cause : ? | a) Doubt b) Response c) Effect ✓d) Solution |
| 23 | Adolescents | Telescope : Star :: Microscope : ? | a) Microbe ✓b) Planet c) Atom d) Light |
| 24 | Adolescents | Compass : Direction :: Thermometer : ? | a) Mercury b) Temperature ✓ c) Pressure d) Weather |
| 25 | Adolescents | Democracy : People :: Monarchy : ? | a) King ✓b) Law c) Government d) Crown |

Analogical Reasoning Flow Table- Adults Version (to be displayed in the interface in the same order).

| Round No. | Population | Stimuli (Analogy) | Options |
|-----------|------------|-------------------|---------|
| | | | |

| | | | |
|---|--------|-------------------------------------|--|
| 1 | Adults | Teacher : School :: Doctor : ? | a) Hospital ✓b) Gym c) Home d) Office |
| 2 | Adults | Book : Knowledge :: Gym : ? | a) Exercise ✓b) Rest c) Food d) Sleep |
| 3 | Adults | Pen : Paper :: Brush : ? | a) Canvas ✓b) Wall c) Screen d) Wood |
| 4 | Adults | Fire : Heat :: Ice : ? | a) Cold ✓b) Freeze c) Water d) Snow |
| 5 | Adults | Mirror : Reflection :: Clock : ? | a) Time ✓b) Alarm c) Watch d) Hands |

| No. | Population | Stimuli (Analogy) | Options |
|-----|------------|--------------------------------------|--|
| 6 | Adults | Architect : Blueprint :: Chef : ? | a) Kitchen b) Recipe ✓c) Restaurant d) Meal |
| 7 | Adults | Key : Lock :: Password : ? | a) Code b) Enter c) Access ✓d) Door |

| | | | |
|----|--------|---------------------------------------|---|
| 8 | Adults | Shepherd : Sheep :: Gardener : ? | a) Garden ✓b) Plants c) Farm d) Trees |
| 9 | Adults | Leader : Guidance :: Map : ? | a) Travel b) Directions ✓c) Compass d) Plan |
| 10 | Adults | Pen : Writer :: Brush : ? | a) Painter ✓b) Sculptor c) Artist d) Paper |
| 11 | Adults | Justice : Law :: Health : ? | a) Medicine ✓b) Care c) Hospital d) Nutrition |
| 12 | Adults | Doctor : Prescription :: Judge : ? | a) Judgment ✓b) Court c) Law d) Trial |
| 13 | Adults | Creativity : Art :: Innovation : ? | a) Science b) Business c) Technology ✓ d) Design |
| 14 | Adults | Court : Law :: Factory : ? | a) Product ✓b) Worker c) Industry d) Manager |
| 15 | Adults | Wide : Narrow :: Deep : ? | a) Wide b) Shallow ✓c) Large d) Pit |

| No. | Population | Stimuli (Analogy) | Options |
|-----|------------|---|--|
| 16 | Adults | Argument : Debate :: Question : ? | a) Inquiry <input checked="" type="checkbox"/> b) Answer c) Statement d) Proposal |
| 17 | Adults | Jury : Verdict :: Voter : ? | a) Election <input checked="" type="checkbox"/> b) Party c) Candidate d) Law |
| 18 | Adults | Oxygen : Respiration :: Fuel : ? | a) Engine b) Gas c) Combustion <input checked="" type="checkbox"/> d) Air |
| 19 | Adults | Word : Sentence :: Note : ? | a) Music <input checked="" type="checkbox"/> b) Sound c) Letter d) Tune |
| 20 | Adults | Hypothesis : Theory :: Observation : ? | a) Experiment b) Data <input checked="" type="checkbox"/> c) Conclusion d) Method |
| 21 | Adults | Currency : Value :: Language : ? | a) Communication <input checked="" type="checkbox"/> b) Culture c) People d) Nation |
| 22 | Adults | Latitude : Longitude :: Altitude : ? | a) Depth <input checked="" type="checkbox"/> b) Elevation c) Width d) Height |

| | | | |
|----|--------|---------------------------------|--|
| 23 | Adults | Law : Order :: Education : ? | a) Knowledge ✓b) School c) Wisdom d) Rules |
| 24 | Adults | Spectrum : Light :: Scale : ? | a) Measurement ✓b) Color c) Frequency d) Weight |
| 25 | Adults | DNA : Genetics :: Algorithm : ? | a) Machine b) Code ✓c) Computer d) Program |

3. After the participant completes all the blocks, we would give instructions that emphasize the end of this task.

Adolescents and Adults:

“Awesome work! You’ve completed this reasoning task — take a short rest before the next one.”

3. Implementation Notes

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3) Numerical Reasoning - Numerical Reasoning Task

Numerical Reasoning-Definition:

Numerical reasoning means spotting patterns in numbers and figuring out which number comes next.

Numerical Reasoning Task – Definition:

In this task, participants will see number grids with one number missing. Their job is to find the missing number by spotting the pattern with the options that they will be given below.

For Tech team's Reference:

1. Task Overview

Number of Rounds: 25 rounds (for both adolescents and adults)

Four options are given for each round to choose the correct answer.

2. Rounds Flow

1. The participant first reads the Main Task Instructions

Adolescents (14–18 years)

“Now it’s time for a game of *connections*!

You’ll see pairs of words that are related in some way.

Your job is to find the same kind of link between another pair.”

Example: Rain : Umbrella :: Sun : ?

→ a) Cloud b) Hat c) **Sunglasses** d) Sky

(*When it rains, you use an umbrella; when it’s sunny, you use sunglasses.*)

“See? Each pair follows a pattern — your task is to find the one that fits best.

Be quick and careful — ready to test your mind?

Tap *Let’s Go!* to begin!”

Adults (18–22 years)

“In this task, you’ll see pairs of words connected by meaning or function.

Your job is to find another pair that follows the same kind of connection.”

Example: Lock : Security :: Seatbelt : ?

→ a) Travel b) Car c) **Safety** d) Drive

(*A lock provides security, and a seatbelt provides safety.*)

“You’ll see one pair with a missing word and a few choices.
Choose the word that best completes the pattern.
Stay sharp — this round is all about quick thinking and meaningful connections!”

Tap *Let’s Go!* to begin!”

2. Participants then proceed to the Main Task

Main Task Round level Flow (applicable for both adolescents and adults version)

1. Fixation Cross:

- A “+” appears at the center of the screen for 0.3 s before each trial.

2. Stimulus Presentation:

- A 2×2 or 3×3 or 4×4 grid of numbers is displayed, with one missing number marked as “?”.

Example (2×2 grid):

+----+----+

| 2 | 4 |

+----+----+

| 6 | ? |

+----+----+

3. Response Options:

- Below the grid, four possible answer choices are shown.
- Example: [5] [6] [8] [10]

4. Response Window:

- If the participant answers , the system moves to the next round.

5. Next Round Begins.
6. And continue from Step 1 to 5 repeatedly.

Numerical Reasoning Flow Table- Adolescents Version (to be displayed in the interface in the same order).

| Round No. | Stimuli | RowxColumn | Options | Correct Answer |
|-----------|--------------|------------|----------------------------|----------------|
| 1 | 7 39 20 ? | 2x2 | A) 120 B) 72 C) 110 D) 117 | D |
| 2 | 12 6 9 ? | 2x2 | A) 8 B) 9 C) 10 D) 11 | B |
| 3 | 8 4 3 ? | 2x2 | A) 3 B) 4 C) 5 D) 6 | B |
| 4 | 9 5 14 ? | 2x2 | A) 11 B) 7 C) 10 D) 3 | C |
| 5 | 4 19 6 ? | 2x2 | A) 32 B) 35 C) 40 D) 39 | D |
| 6 | 3 8 8 ? | 2x2 | A) 1 B) 3 C) 5 D) 4 | B |

| | | | | |
|----|-----------------------------|-----|-------------------------|---|
| 7 | 1 4 7 4 7 10 10 13 ? | 3x3 | A) 17 B) 15 C) 16 D) 18 | C |
| 8 | 7 10 8 3 4 ? 16 26 44 | 3x3 | A) 2 B) 3 C) 7 D) 6 | D |
| 9 | 1 2 9 3 1 16 4 1 ? | 3x3 | A) 17 B) 20 C) 30 D) 25 | D |
| 10 | 3 ? 9 4 6 1 10 16 19 | 3x3 | A) 3 B) 8 C) 7 D) 5 | D |
| 11 | 2 5 9 9 8 4 11 13 ? | 3x3 | A) 13 B) 14 C) 17 D) 15 | A |
| 12 | 7 6 5 3 ? 1 14 13 16 | 3x3 | A) 5 B) 6 C) 8 D) 9 | D |

| | | | | |
|----|---|-----|-------------------------|---|
| 13 | 7 4 8 3 6 3 5 4 1 2 2 ? 6 1 5 2 | 4x4 | A) 5 B) 7 C) 1 D) 3 | C |
| 14 | 1 3 5 8 2 5 8 12 3 7 11 ? 11 30 49 68 | 4x4 | A) 8 B) 9 C) 10 D) 11 | A |
| 15 | 1 2 3 4 2 4 2 1 3 5 2 2 6 1 3 ? 6 | 4x4 | A) 9 B) 7 C) 8 D) 11 | C |
| 16 | 7 3 6 9 3 4 2 9 ? 5 4 6 4 2 4 12 | 4x4 | A) 5 B) 6 C) 8 D) 10 | B |
| 17 | 1 5 9 15 3 7 11 17 5 9 ? 19 7 11 15 21 | 4x4 | A) 11 B) 12 C) 13 D) 14 | C |

| | | | | |
|----|---|-----|-------------------------|---|
| 18 | 2 5 6 4 1 3 2 1 4 7 ? 6 2 7 12 2 | 4x4 | A) 21 B) 23 C) 22 D) 26 | C |
|----|---|-----|-------------------------|---|

Numerical Reasoning Flow Table- Adults Version (to be displayed in the interface in the same order).

| Round No. | Stimuli | RowxColumn | Options | Correct Answer |
|-----------|---------------|------------|-------------------------|----------------|
| 1 | 2 19 6 ? | 2x2 | A) 21 B) 22 C) 23 D) 24 | C |
| 2 | 4 7 10 ? | 2x2 | A) 14 B) 18 C) 3 D) 5 | C |
| 3 | 5 8 3 ? | 2x2 | A) 31 B) 32 C) 34 D) 37 | D |
| 4 | 6 2 ? 8 | 2x2 | A) 5 B) 6 C) 7 D) 8 | C |
| 5 | 35 68 43 ? | 2x2 | A) 52 B) 53 C) 55 D) 56 | B |

| | | | | |
|----|------------------------------|-----|-------------------------|---|
| 6 | 55 12 58 ? | 2x2 | A) 16 B) 17 C) 18 D) 19 | A |
| 7 | 5 11 17 4 10 16 9 21 ? | 3x3 | A) 40 B) 37 C) 33 D) 35 | C |
| 8 | 12 ? 5 24 24 4 30 9 3 | 3x3 | A) 13 B) 14 C) 17 D) 15 | D |
| 9 | 7 9 ? 5 5 8 23 55 63 | 3x3 | A) 13 B) 10 C) 7 D) 15 | B |
| 10 | 5 6 7 10 15 25 25 40 ? | 3x3 | A) 33 B) 34 C) 35 D) 36 | C |
| 11 | 8 2 63 7 4 ? 5 7 69 | 3x3 | A) 59 B) 60 C) 61 D) 63 | B |
| 12 | 1 2 5 2 ? 9 4 6 14 | 3x3 | A) 59 B) 60 C) 61 D) 63 | B |

| | | | | |
|----|--|-----|-------------------------|---|
| 13 | 4 7 11 14 7 12 17 22 9 17 ? 32 13 24 37 48 | 4x4 | A) 23 B) 25 C) 24 D) 22 | B |
| 14 | 1 2 3 4 2 6 8 12 ? 4 6 7 4 3 2 1 | 4x4 | A) 1 B) 3 C) 4 D) 2 | D |
| 15 | 4 1 3 11 3 2 4 3 ? 1 9 18 8 2 7 38 | 4x4 | A) 3 B) 5 C) 6 D) 7 | B |
| 16 | 42 11 ? 34 34 12 62 40 32 10 57 35 28 17 61 50 | 4x4 | A) 62 B) 63 C) 65 D) 64 | C |
| 17 | 12 35 43 38 3 11 11 15 64 55 48 ? 11 13 16 13 | 4x4 | A) 32 B) 33 C) 34 D) 35 | D |

| | | | | |
|----|---|-----|------------------------|---|
| 18 | 3 5 9 8 11 6 7 14 13 9 4 25 38 1 2 ? | 4x4 | A) 7 B) 13 C) 11 D) 10 | B |
|----|---|-----|------------------------|---|

3. After the participant completes all the blocks, we would give instructions that emphasize the end of this task.

Adolescents and Adults:

“Awesome work! You’ve completed the whole reasoning task- now get ready for a different task”.

3. Implementation Notes

Background: Black.

Text: White.

Stimulus position: centered vertically and horizontally. Use adequate line spacing.

- **Buttons:** three-dimensional rectangular, white text on dark button, border white, highlight selection -> light-blue thick border. Buttons horizontally aligned at bottom center.

4. Scoring Instructions Manual for the tech team:

Data Columns Required will not be shown to participants for interpretation, for our assessment use):

- **Round Number:** Sequential number identifying each round.
- **Problem Type:** Type or category of reasoning problem (e.g., syllogism, conditional). **(applicable for adults only)**
- **Problem Statement:** Text or representation of the reasoning problem.
- **Participant Response:** The chosen or written response by the participant.

- **Response Accuracy:** Assign 1 if response is logically valid/correct, otherwise 0.
- **Reaction Time (RT):** Time in milliseconds from problem presentation to participant response.

Scoring Instructions:

- Assign score 1 when the participant provides a logically correct solution.
- Assign score 0 when participant responds incorrectly or fails to respond.
- Measure RT only for rounds with participant responses.

Additional Scoring Parameters:

- **Total Rounds Answered:** Count of rounds where participant provided a response.
- **Total Rounds Not Answered:** Count of rounds with no response.
- **Correct Responses:** Number of rounds with correct answers.
- **Incorrect Responses:** Number of rounds with incorrect or no response.
- **Accuracy Rate of Overall Task:**
$$\text{Accuracy} = \text{Correct Responses} / \text{Total Rounds Answered} \times 100$$
- **Mean Reaction Time:** Average RT on all answered rounds.