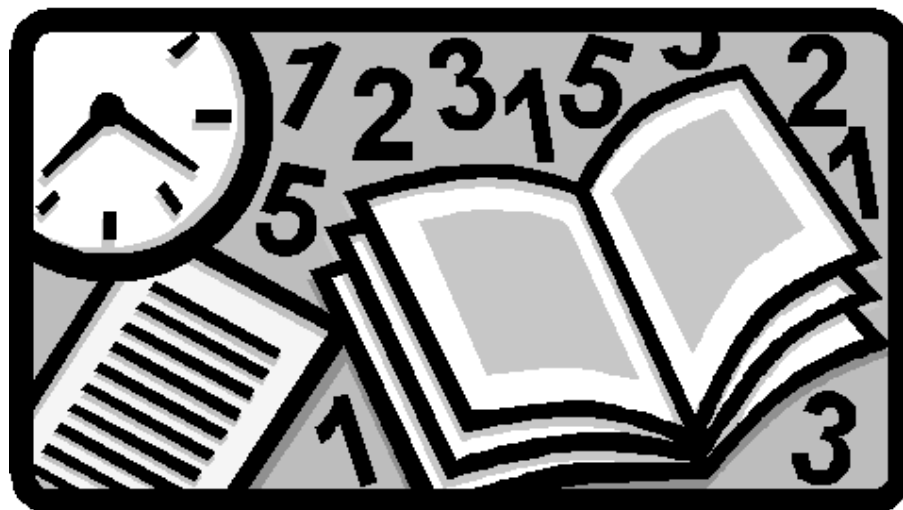


A Guide to Taking Multiple Choice Tests



General Guidelines

- Read the stem with each possible answer.
- Keep in mind that words like *not*, *false* and *incorrect* can completely change the meaning of the statement.
- When you decide an answer is not ~~correct, draw a line through it.~~
- Do not change your first answer unless you are sure you made the wrong choice.

Strategies for True/False tests

- Guessing gives you a fifty-fifty chance.
- No amount of guessing can replace knowledge of the answer.
- Nevertheless, you should be aware of strategies to use if you are not sure.
- While these strategies won't apply every time, they will make you aware of possible tricks used by test makers.

Additional True/False Strategies

- Assume statements are true unless you know they are false (test makers generally include more true than false questions).
- If any part of the statement is false, then the whole statement is false (partial truth).
- T/F statements that tend to give reasons tend to be false.
- A negative word or prefix does not necessarily make the statement false.

All-or-nothing words

In-between words

- All-or-nothing words allow no exceptions
 - *all, always, every, exactly, invariably, none, never, nothing*
- In-between words indicate possible exceptions (statements are usually true)
 - *few, frequently, generally, many, most, often, seldom, usually, probably*

Summary for True/False tests

- Fifty-fifty chance
- Partial truths
- Negative words
- All-or-nothing words
- In-between words