

Firefighter written aptitude: study guide

Fire, rescue, paramedicine, and emergency management · suite apt-055-firefighter-written-aptitude · generated 2026-09-15T15:28:38.983Z

Detail	Value
Title	Firefighter written aptitude: study guide
Generated	2026-09-15T15:28:38.983Z
Fixture/version	apt-055-firefighter-written-aptitude
Sector	Fire, rescue, paramedicine, and emergency management
Guide version	v2

Private practice result. Not an official exam certificate, employer decision, hiring signal, admissions decision, or guaranteed outcome. Scores stay on this device unless you export them.

Answer keys and scoring logic stay server-side and are never included in any download or export.

How to use this guide

This file contains the whole study outline for this suite: every skill it draws on, the full lesson for each of those skills, worked examples, practice tips, a glossary, and where each piece of material comes from. Nothing here is a summary of a page you still have to visit.

1. Read the skills section end to end once, without timing yourself.
2. Work the guided practice mode for the suite, using the practice tips as a checklist.
3. Move to the mini-test only when guided practice feels unhurried.
4. Sit the full simulation last, once, in the conditions you expect on the day.

Practice attempts are stored on the device you used, never on an account. Exporting a result is the only way anything leaves that device.

Practice modes and durations

Practice modes for Firefighter written aptitude

Mode	Duration	What it is for
Guided practice	15 minutes	Untimed, with feedback after every item.
Mini-test	18 minutes	A short timed set for checking pace.
Full simulation	45 minutes	Full length and full time, in one sitting.

- Start guided practice:
<https://learn.novusstreamsolutions.com/aptitude/practice/new?bank=apt-055-firefighter-written-aptitude&mode=guided>
- Start mini-test:
<https://learn.novusstreamsolutions.com/aptitude/practice/new?bank=apt-055-firefighter-written-aptitude&mode=mini>
- Start full simulation:
<https://learn.novusstreamsolutions.com/aptitude/practice/new?bank=apt-055-firefighter-written-aptitude&mode=full>

Skills covered, in full

This suite draws on 5 skill constructs. Each one below carries its complete lesson.

Reading comprehension

Understanding passages, instructions, policies, technical material, and workplace documents.

Reading comprehension is the ability to take a passage, a policy clause, a procedure or a technical note and answer accurately about what it says, what it means, and how it applies to a case in front of you. It is assessed directly in casework, policy analysis, immigration and language-focused batteries, and it sits underneath almost every other written test as the thing that has to work before anything else can. On the job it is the difference between applying an eligibility rule correctly the first time and generating an appeal. Everything you practise here is stored on this device; there is no account and no upload.

What you should be able to do after this lesson:

1. Choose a main-idea answer by testing scope first, and reject options that are true but too narrow, too broad, or about a different passage entirely.
2. Apply a written rule to specific cases, reading AND, OR, 'at least', 'more than' and 'unless' exactly as written and checking the exception clause last.
3. Infer the meaning of a word from the sentence around it rather than from its most common everyday sense.
4. Track referents across sentences - it, this, the former, the latter, the team - and name what each one points at.
5. Separate the author's own stance from views the author is reporting, and read hedging as evidence of stance.
6. Work through a numbered procedure with conditional steps, including cases where two steps both apply.

Worked examples and pitfalls

Main idea: scope, not truth: Passage: 'When the Kirkwall depot adopted route-optimisation software in 2021, its drivers covered 9 percent fewer kilometres in the first quarter, and fuel spending fell by a similar margin. Delivery times improved on urban routes only; rural routes were unchanged, and two drivers reported longer split shifts. The depot manager has kept the software but now overrides its rural schedules by hand.' Which option states the main idea? (a) 'Route-optimisation software reduces fuel costs.' True, and it is exactly one third of the passage - it drops the mixed results and the override, so it is too narrow. (b) 'The software failed at Kirkwall.' Contradicted: mileage and fuel both improved, and the depot kept it. (c) 'Rural deliveries are harder to optimise than urban ones.' A generalisation the passage never makes; it reports one depot, one year, without explaining why rural routes were unchanged. Too broad. (d) 'At one depot the software produced clear mileage and fuel savings but uneven results elsewhere, so it is now used with manual override.' Correct - it covers all three sentences and no more. The lesson generalises: main-idea distractors are usually wrong for scope, and the two commonest failures are a true detail promoted to the main point, and a reasonable-sounding claim the passage never actually makes.

Reading a clause exactly: and, at least, more than, unless: Rule: 'An employee may claim the remote-working allowance if they work from home on at least three scheduled days per week AND their home is more than 40 km from their assigned office, unless they already receive the travel-card subsidy.' Four cases. Priya works from home four days, lives 52 km away, and receives the travel-card subsidy: not eligible - she satisfies both qualifying conditions, and the 'unless' clause overrides both. Tom works from home three days, lives 38 km away, no subsidy: not eligible, because the connective is AND and 38 is not more than 40. Dan works from home two days, lives 60 km away, no subsidy: not eligible, failing the days condition for the same structural reason. Mira works three days, lives 41 km away, no subsidy: eligible - 'at

least three' includes exactly three, and 41 is more than 40. Three separate traps live in one sentence: reading AND as OR under time pressure, treating 'more than 40' as including 40, and forgetting that an exception clause outranks the conditions it follows. The reliable method is to rewrite the rule as a checklist - condition 1, connective, condition 2, then exception - before you look at any case.

Vocabulary in context: the evidence is in the next clause: Sentence: 'The auditor's remarks were characteristically dry, and the board took a full minute to realise she had been criticising them.' Which meaning does 'dry' carry here? (a) arid or lacking moisture, (b) dull and lacking interest, (c) understated and quietly ironic, (d) free of alcohol. Option (b) is the distractor that catches most people, because it is the commonest figurative sense and it half-fits an auditor. But the clause after 'and' is doing the work: a remark that takes a minute to land as criticism is understated, not boring - dullness would not delay recognition, it would only reduce attention. The answer is (c). The general method for vocabulary-in-context items is to ignore the word for a moment, read the rest of the sentence as evidence, and ask what property the sentence requires the word to have. Test items are built so that the most frequent sense of the word is available as an option and is wrong; if the most obvious meaning were correct, the item would measure nothing.

Referents: the former, the latter, and the noun three sentences back: Passage: 'Two remedies were proposed: a fixed surcharge on late filings, and a sliding penalty tied to the amount owed. The committee rejected the former on fairness grounds, noting that it would fall hardest on the smallest filers.' Which remedy was rejected? 'The former' is the first item mentioned, so the fixed surcharge. Candidates who skim choose the sliding penalty because it sits nearer to the pronoun, which is exactly why the item is written this way. Notice also the free consistency check built into the sentence: a fixed amount is the one that lands hardest on small filers, because the same sum is a larger share of a smaller liability, while a penalty tied to the amount owed scales with size by construction. When a passage gives you the reason alongside the reference, use it to confirm the reference. The harder version of this item type replaces 'the former' with a bare 'it' after a sentence containing three noun phrases, and the technique is the same: write the candidate referents in the margin and substitute each one into the sentence to see which produces a sentence the passage could have meant.

Whose view is this? Stance versus report: Passage: 'Supporters of the levy argue that it will fund three new depots within a decade. That projection rests on traffic volumes holding at 2019 levels, which no forecast in the sector now expects.' Question: what is the author's position? (a) The author supports the levy. (b) The author opposes the levy. (c) The author doubts the depot projection. (d) The author has no view. The correct answer is (c). The stance markers are 'rests on', which frames the projection as dependent on a condition, and 'which no forecast now expects', which tells you the condition is not met. Option (b) is the trap, and it is a scope error dressed as a tone question: undermining one argument made by supporters is not opposition to the policy, and the passage says nothing about the levy's other merits or costs. Reading for stance means reading the author's verbs and qualifiers rather than the content of the views being described - a passage can spend four sentences laying out a position it goes on to dismantle in the fifth.

Procedures: when two steps both fire: Instructions: '1. Record the meter reading. 2. If the reading is lower than last month's, do not submit; raise a query instead. 3. Otherwise, submit the reading and file the photo. 4. If the reading is more than double last month's, submit the reading and flag it for review.' Case A: last month 4,180, this month 9,020. Step 2 does not apply, since 9,020 is higher. Step 3 applies: submit and file the photo. Does step 4 also apply? Double 4,180 is 8,360, and 9,020 is more than that, so yes - submit, file the photo, and flag for review. Steps 3 and 4 are not alternatives; nothing in the list makes them exclusive, and both instruct you to submit, which is consistent. Case B: last month 4,180, this month 4,090. Step 2 fires: do not submit, raise a query. Steps 3 and 4 never come into play, because step 3 begins 'otherwise' and step 4's condition is not met either. The trap in case A is treating a numbered list as a decision tree where exactly one branch executes. Read each step's condition independently unless the procedure explicitly says to stop.

How to practise this skill

- Map the passage before you answer: read the first and last sentence of each paragraph and write a three-word label for each. On a 400-word passage this takes about twenty seconds and makes every detail question a lookup instead of a search.
- For every detail answer, put a finger on the sentence that supports it. If you cannot point at one, you are answering an inference question by feel, and that is where the marks go.
- On main-idea items, test scope before truth. Ask of each option: does it cover the whole passage, and does it cover nothing outside it? Two options will usually be true and only one will be the right size.
- Rewrite any policy or eligibility clause as a numbered checklist with the connective and the exception written out separately. Assessors build these items around AND read as OR, and around the boundary values on 'at least' and 'more than'.
- Do not pre-read the options on inference and stance items. Answer in your own words first, then find the option that matches; reading four polished options first makes three of them sound reasonable.
- Log wrong answers by cause - scope, connective, referent, stance, boundary value - rather than by passage topic. The topic never repeats; the cause always does.

Glossary

Main idea: The claim that covers the whole passage and nothing beyond it. It is not the first sentence, not the most interesting fact, and not the most general statement available.

Scope: How much an answer option claims relative to the passage. Most wrong main-idea and inference options are true statements that are simply too narrow or too broad, which is why checking truth alone does not separate them.

Referent: The noun a pronoun or phrase such as it, this, the former, or the team points back to. Ambiguous referents are deliberate in test passages and are resolved by substituting each candidate into the sentence.

Connective: A logical joining word in a rule - and, or, unless, provided that, except where. AND requires every condition; OR requires one; unless introduces an override that outranks what precedes it.

Boundary value: The exact number at the edge of a condition. 'At least three' includes three; 'more than 40' excludes 40; 'up to five' usually includes five. Items are written on these edges because that is where careless reading shows.

Stance: The author's own position, signalled by qualifiers, framing verbs and concessions rather than by direct statement. Distinct from any view the author reports.

Skimming versus scanning: Skimming is a fast first pass for structure and gist; scanning is a targeted hunt for a specific word or figure. Comprehension sections reward doing the first once and the second repeatedly.

Topic sentence: The sentence carrying a paragraph's central claim, most often first or last. Locating them across paragraphs gives you the passage's argument in about a fifth of the reading time.

Study this next

- Reading comprehension skill hub:
<https://learn.novusstreamsolutions.com/aptitude/skills/reading-comprehension>
- Practise the reading comprehension bank:
<https://learn.novusstreamsolutions.com/cognitive-skills/reading-comprehension>
- Verbal reasoning lesson: <https://learn.novusstreamsolutions.com/aptitude/skills/verbal-reasoning/lesson>
- Policy and program analysis suite:
<https://learn.novusstreamsolutions.com/aptitude/tests/policy-and-program-analysis>
- Immigration and asylum casework suite:
<https://learn.novusstreamsolutions.com/aptitude/tests/immigration-and-asylum-casework>
- Reading comprehension lesson on Novus Learn:

Where this material comes from

- Worked items written for Novus Learn. The passages, eligibility rule, instruction list and figures above are original and invented for this lesson; no published or copyrighted test item is reproduced.
- Terminology follows standard, widely published usage in reading instruction and assessment writing - main idea, scope, referent, topic sentence.
- Novus Learn aptitude construct registry (catalog seed) for the construct scope and the suite mapping shown in the related links.
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Numerical reasoning

Arithmetic, fractions, percentages, ratios, rates, estimation, word problems, and number relationships.

Numerical reasoning is the ability to take a small set of supplied numbers (a price list, a staffing table, a fuel figure), and reach a defensible answer in around ninety seconds without a formula sheet. It is the most widely used quantitative section in graduate, management and public-sector screening, and it appears in banking, retail, armed forces and healthcare entry batteries alike. The arithmetic itself is deliberately ordinary: percentages, ratios, rates and averages. What is actually being measured is whether you pick the right operation quickly, keep the units straight, and answer the question that was asked rather than the one you started computing. Practice here is device-local: no account, and nothing leaves this device unless you export it.

What you should be able to do after this lesson:

1. Move between fractions, decimals, percentages and ratios on sight, and pick whichever form makes a given item fastest (12.5 percent as one eighth, 33.3 percent as one third).
2. Apply percentage change in both directions, including recovering an original figure from a post-increase total, and combine successive changes multiplicatively rather than by adding them.
3. Split a total in a stated ratio by counting parts first, and work backwards from a stated difference between two shares.
4. Solve rate problems (speed, unit price, consumption, combined work rates) by carrying units through every intermediate line so the units of the answer prove the method.
5. Produce a one-significant-figure estimate before computing, and use it to eliminate the distractors built from the common wrong operations.
6. Read a multi-step stem and name, in one sentence, the single quantity the final question asks for before touching the numbers.

Worked examples and pitfalls

Reverse percentages: the item most candidates get backwards: A subscription price rose by 15 percent and now stands at 57.50 pounds. What was it before? The correct move is to divide, not subtract: the new price is 115 percent of the old, so the old price is $57.50 / 1.15 = 50.00$. Check it forwards: 15 percent of 50 is 7.50, and $50 + 7.50 = 57.50$. The tempting wrong answer takes 15 percent of the NEW figure, $0.15 \times 57.50 = 8.625$, and reports 48.88. That distractor is always on the option list because it is what most people do under time pressure, and it is wrong by 2.25 percent, small enough to look plausible. The same asymmetry drives the successive-change item: a price that rises 20 percent and then falls 20 percent does not return to where it started. Multiply the factors: $1.20 \times 0.80 = 0.96$, a net fall of 4 percent. Starting at 500 pounds you get 600

then 480, not 500. Percentages compose by multiplication; they never add.

Ratio splits: count the parts before you divide: A 4,830 pound budget is split between three teams in the ratio 3:5:6. Add the parts first: $3 + 5 + 6 = 14$. One part is $4,830 / 14 = 345$. The shares are $3 \times 345 = 1,035$, $5 \times 345 = 1,725$ and $6 \times 345 = 2,070$, and they sum back to 4,830, which is the check you should always run. Two classic failures. The first is dividing by 3 because there are three teams. That gives 1,610 each and ignores the ratio entirely. The second is treating 5 as a fraction and computing five sixths or five fourteenths of something other than the total. The more interesting version of this item gives you a difference instead of the total: 'the second team receives 690 pounds more than the first, what is the whole budget?' The difference between the shares is $5 - 3 = 2$ parts, so one part is $690 / 2 = 345$, and the budget is $14 \times 345 = 4,830$. Same number, reached from the other end, and the arithmetic is trivial once you have made the parts explicit.

Rates and units: 2 h 15 min is 2.25, not 2.15: A delivery van covers 174 km in 2 hours 15 minutes. Average speed is distance over time, and the time must be in hours: 15 minutes is $15/60 = 0.25$ h, so $174 / 2.25 = 77.3$ km/h. Type 2.15 into the calculator instead and you get 80.9 km/h: an error of roughly 4.7 percent that sits comfortably inside the plausible range and will match one of the options. Now extend it. The van consumes 8.6 litres per 100 km, so the trip needs $174 \times 8.6 / 100 = 14.964$ litres, and at 1.48 pounds per litre that is $14.964 \times 1.48 = 22.15$ pounds. Notice the units doing the work: (km) $\times$ (L / 100 km) leaves litres; (L) $\times$ (pounds / L) leaves pounds. If your intermediate line has km still attached at the end, you have divided when you should have multiplied. Write the unit next to every number and the method checks itself.

Unit pricing: normalise before you compare: Three pack sizes of the same fluid. Pack A: 750 ml for 3.60 pounds. Pack B: 2 litres for 9.40. Pack C: 1.5 litres for 7.20. Convert all three to price per litre. A: $3.60 / 0.75 = 4.80$ per litre. B: $9.40 / 2 = 4.70$. C: $7.20 / 1.5 = 4.80$. So B is cheapest by 10p a litre, and A and C are identical despite looking like different deals. The 'bigger pack is cheaper' heuristic happens to hold here but is not a rule, and test writers know it. Half of these items are built specifically so the largest pack loses. Now add the multibuy that these questions love: pack A is on three-for-two. Three packs give 2.25 litres for the price of two, 7.20 pounds, which is $7.20 / 2.25 = 3.20$ per litre and beats everything. The trap in the multibuy version is dividing by the number of packs paid for rather than the volume received.

Combined work rates: add rates, never times: Printer A completes a 3,000-page run in 50 minutes; printer B completes the same run in 75 minutes. Running together, how long? Convert to rates: A prints $3,000 / 50 = 60$ pages per minute, B prints $3,000 / 75 = 40$ pages per minute, and together they print 100 pages per minute, so the job takes $3,000 / 100 = 30$ minutes. Verify by counting output: in 30 minutes A produces 1,800 pages and B produces 1,200, which is 3,000 exactly. The two wrong answers you will see on the option list are 62.5 minutes (the average of 50 and 75) and 125 minutes (the sum). Both are impossible on inspection: two machines working together must finish faster than the faster machine alone, so any answer above 50 minutes is wrong before you compute anything. The general form is $1 / (1/50 + 1/75)$, and it is worth being able to write that line directly, but the sanity bound catches the error faster than the algebra does.

Estimate first, then compute: killing distractors in ten seconds: 'A department spent 847,300 pounds in 2024. In 2025 the budget fell by 12.5 percent. What was the 2025 spend?' Options: 741,387.50 / 953,212.50 / 105,912.50 / 762,570. Estimate before anything else: 12.5 percent is exactly one eighth, one eighth of roughly 850,000 is roughly 106,000, so the answer is roughly 744,000. That single line eliminates three options. 953,212.50 applied the change upwards. 105,912.50 is the size of the reduction, not the resulting spend: the 'answered the wrong question' distractor, and the most commonly selected wrong option on items of this shape. 762,570 is a 10 percent cut, planted for anyone who misread the rate. Exact working: $847,300 \times 7/8 = 5,931,100 / 8 = 741,387.50$. Doing it as a fraction avoids the decimal multiplication altogether. Learn the fraction equivalents cold (12.5 percent is $1/8$, 16.7 percent is $1/6$, 37.5 percent is $3/8$, 62.5 percent is $5/8$) because a fraction turns most percentage items into one division.

How to practise this skill

- Memorise the fraction-to-percentage table up to eighths and twelfths. Almost every 'nasty' percentage on these tests is a clean fraction in disguise, and the fraction route is two or three times faster than decimal multiplication.
- Write the unit beside every intermediate number, including the ones you keep in your head. Most numerical errors on timed sections are unit errors, not arithmetic errors, and units are the only cheap way to catch them.
- Rehearse reverse percentages as their own drill until dividing by 1.15 feels more natural than subtracting 15 percent. It is a single, identifiable technique that accounts for a disproportionate share of lost marks.
- Before selecting, re-read the last clause of the stem out loud. 'By how much did it fall' and 'what was it after the fall' have different answers, and both are always on the option list.
- Keep an error log with four columns (misread the question, wrong operation, unit slip, arithmetic slip), and tally which one you actually commit. Three sessions is usually enough to show that one column dominates, and that is the column to train.
- Work untimed until your method is stable, then add the clock in stages: generous, then realistic, then 20 percent tighter than the real test. Attempts stay on this device, so a slow first pass costs nothing.

Glossary

Percentage point: The arithmetic difference between two percentages. A rate moving from 4 percent to 5 percent rises by one percentage point but by 25 percent in relative terms; questions specify which they want and the two answers are both on the option list.

Reverse percentage: Recovering an original amount from a figure that already includes a percentage change, by dividing by the multiplier (1.15 for a 15 percent rise, 0.88 for a 12 percent fall) rather than subtracting the percentage from the new figure.

Multiplier (decimal factor): The single number a quantity is multiplied by to apply a percentage change: 1.20 for plus 20 percent, 0.80 for minus 20 percent. Successive changes are handled by multiplying the factors, which is why plus 20 then minus 20 gives 0.96, not 1.

Ratio part: One unit of a ratio split. Dividing the total by the sum of the ratio terms gives the value of one part; every share and every difference between shares is then a whole number of parts.

Unit rate: A quantity expressed per one of something: price per litre, pages per minute, litres per 100 km. Comparisons are only valid once every option has been converted to the same unit rate.

Combined rate: The sum of two or more individual rates working simultaneously. Times cannot be added or averaged; only rates add, and the combined time is the total work divided by the combined rate.

Significant figure estimate: Rounding every input to one meaningful digit to get an approximate answer in a few seconds. Its purpose is not accuracy but elimination: it removes any option that is off by a factor or has the sign of the change wrong.

Distractor: A wrong option written deliberately to match a specific predictable error: subtracting instead of dividing, reporting the change instead of the result, averaging instead of combining rates. Recognising the pattern is often faster than recomputing.

Study this next

- Numerical reasoning skill hub: <https://learn.novusstreamsolutions.com/aptitude/skills/numerical-reasoning>
- Numerical reasoning practice in the Cognitive Skills Lab: <https://learn.novusstreamsolutions.com/cognitive-skills/numerical-reasoning>
- Data interpretation lesson: <https://learn.novusstreamsolutions.com/aptitude/skills/data-interpretation/lesson>
- Office numeracy suite: <https://learn.novusstreamsolutions.com/aptitude/tests/office-numeracy>

- Finance, accounting and insurance careers:
<https://learn.novusstreamsolutions.com/careers/families/finance-accounting-and-insurance>
- Numerical reasoning lesson on Novus Learn:
<https://learn.novusstreamsolutions.com/aptitude/skills/numerical-reasoning/lesson>

Where this material comes from

- All worked figures above were written and checked for Novus Learn. Every division, ratio split and rate calculation in this lesson was verified by recomputing it in the reverse direction.
- Conventions only (percentage point, unit rate, significant figures) cross-checked against standard public references such as the Wikipedia articles 'Percentage', 'Ratio' and 'Rate (mathematics)'. No item text is drawn from any published test.
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Mechanical comprehension

Forces, motion, gears, pulleys, levers, fluids, pressure, and basic machines.

Mechanical comprehension is the ability to predict what a physical system will do (which way a gear turns, how hard you have to pull, how far the load actually rises) from forces, moments and the simple machines, rather than from a memorised formula sheet. It carries real weight in apprenticeship entry batteries, military technical selection, and screening for maintenance, machine operation and rigging roles. The same reasoning is daily work on site: sizing a jack, choosing a block-and-tackle arrangement, deciding why a belt slips under load but not at idle. Practice here is device-local: no account, and nothing leaves this device unless you export it.

What you should be able to do after this lesson:

1. Balance moments about a pivot (effort x effort arm = load x load arm) and name whether a given tool is a first-, second- or third-class lever.
2. Work out the speed, torque and rotation direction of a driven gear from tooth counts, including what an idler gear does and does not change.
3. Count the rope parts that support a moving block to get the mechanical advantage of a pulley system, then state how much rope must be pulled per metre of lift.
4. Apply pressure = force / area to a hydraulic jack and predict the piston-travel penalty that comes with the force gain.
5. Predict rpm across a belt or chain drive from pulley or sprocket diameters, and say when slip breaks the prediction.
6. State the trade-off that governs every simple machine: multiplied force always costs distance, and friction always makes the delivered advantage smaller than the ideal one.

Worked examples and pitfalls

Levers: balance the moments, then name the class: A wheelbarrow carries 60 kg whose centre of mass sits 0.4 m from the wheel axle, and you grip the handles 1.2 m from that same axle. Take moments about the axle: lift force x 1.2 m = 60 kgf x 0.4 m, so the lift force is $60 \times 0.4 / 1.2 = 20$ kgf, about 196 N. The mechanical advantage is simply the arm ratio, $1.2 / 0.4 = 3$. Two traps live in this item. The first is measuring the load arm from your hands instead of from the fulcrum; the arm is always the perpendicular distance to the

pivot, and the pivot here is the wheel contact, not the barrow body. The second is calling it a first-class lever because that is the one everyone pictures. A wheelbarrow is second class: fulcrum at one end, load in the middle, effort at the far end, which is why its mechanical advantage is always greater than one. Compare tweezers or a pair of tongs, where the effort sits between fulcrum and load: that is third class, mechanical advantage below one, and you are deliberately trading force away to buy speed and control at the tip. Your own forearm lifting a weight is the same arrangement, which is why a 5 kg dumbbell loads the biceps far more than 5 kg.

Gear trains: tooth counts set speed, meshes set direction: A 12-tooth driver turning at 300 rpm meshes directly with a 36-tooth gear. The ratio is driven teeth over driver teeth, $36/12 = 3:1$, so the output turns at $300/3 = 100$ rpm and, ignoring friction, carries about three times the torque. One external mesh reverses rotation, so the output turns opposite to the driver. Now drop a 20-tooth idler between them. Step it through: $300 \times 12/20 = 180$ rpm at the idler, then $180 \times 20/36 = 100$ rpm at the output. The overall ratio is unchanged at 3:1, the idler's tooth count cancels, but there are now two external meshes, two reversals, so the output turns the SAME way as the driver. That is the whole reason idlers are fitted. The tempting wrong answer treats the idler as another reduction stage and reports 180 rpm or some product of both ratios. The check that never fails: only the first and last gear in a simple train affect the ratio, and the direction depends on whether the number of external meshes is odd (reversed) or even (same). An internal or ring mesh, as in a planetary set, does not reverse at all.

Pulleys: count the rope parts that carry the load: A 200 kg load, about 1,962 N. Hung from a single pulley bolted to a beam, the pulley only changes the direction you pull; both rope parts still meet at a fixed axle, the mechanical advantage is 1, and you pull the full 200 kgf. Hang the pulley on the load instead, with one rope end anchored above and the other in your hands, and two rope parts now support the moving block: mechanical advantage 2, effort about 100 kgf or 981 N, but you must pull 2 m of rope for every 1 m the load rises. Build a tackle with four parts supporting the moving block and the effort falls to $200/4 = 50$ kgf, about 490 N, at the cost of 4 m of rope pulled per metre of lift. The trap is counting sheaves instead of supporting parts. A three-sheave arrangement gives three parts if the dead end is made off to the fixed block and four if it is made off to the moving block, and the answer differs by 33 percent. The second trap is treating the figure as delivered force: real sheaves lose a few percent each to bearing and rope friction, so quoted mechanical advantage is the ideal velocity ratio, and the effort you actually feel is higher.

Hydraulics: pressure is shared, force and travel are traded: A jack has a 2 square centimetre input piston and a 50 square centimetre output ram. Push the small piston with 100 N and the pressure in the fluid is $100 / 2 = 50$ N per square centimetre, which is 500 kPa. Pascal's principle says every part of the confined fluid sees that same 500 kPa, so the large ram feels $50 \text{ N/cm}^2 \times 50 \text{ cm}^2 = 2,500$ N. Mechanical advantage 25. Nothing is free: fluid is effectively incompressible, so volume in equals volume out. A 25 cm stroke on the small piston moves $2 \times 25 = 50$ cubic centimetres, and 50 cubic centimetres spread over a 50 square centimetre ram raises it 1 cm. Twenty-five centimetres of pumping buys one centimetre of lift: exactly the force-times-distance bargain a lever strikes. Candidates lose this item by assuming both pistons travel the same distance, or by concluding the jack manufactures energy. A related item asks about a tank: the pressure at the bottom depends on the height of fluid above and its density, not on the width of the vessel, so a narrow 3 m standpipe reads the same bottom pressure as a 3 m deep swimming pool.

Belts and chains: same belt speed, different rpm: A motor pulley 100 mm in diameter runs at 1,450 rpm and drives a 250 mm pulley through an open V-belt. The quantity that is genuinely shared is belt speed, not rpm, so the driven pulley turns at $1,450 \times 100/250 = 580$ rpm. Note the direction of the ratio: with gears you divide by driven teeth, with belts you divide by driven diameter, and the arithmetic looks the same only because both are proportional to circumference. An open belt drives both pulleys the same way; a crossed belt reverses the driven pulley, which is the entire point of the classic crossed-belt diagram item. The trap is slip. A flat or V-belt under an overload slips, so the driven speed falls below 580 rpm while the motor holds 1,450: the symptom of a glazed belt or a weak tensioner. A chain or a toothed timing belt physically cannot slip a

tooth without damage, which is why camshaft and indexing drives use them and why a belt-driven answer and a chain-driven answer to the same question can legitimately differ.

Springs in series and parallel: the answer most people reverse: Two identical coil springs, each 20 N/mm. Mount them side by side, both carrying the same load, and they act in parallel: stiffness adds to 40 N/mm, so a 400 N load compresses the pair $400/40 = 10$ mm. Now stack them end to end, in series. Each spring carries the whole 400 N, force is not split down a chain, so each deflects $400/20 = 20$ mm and the total is 40 mm. The combined stiffness is $400/40 = 10$ N/mm, half of one spring. Most candidates reverse the two because 'series' sounds like the case where things add. Two reliable checks: in parallel the arrangement is always stiffer than one spring, and in series it is always softer than the softest spring. That is also why suspension designers add a helper spring in parallel to raise rate under load, and why a long slender bolt clamps more forgivingly than a short stubby one carrying the same preload.

How to practise this skill

- Sketch the free body and mark the pivot before writing a single number. Mechanical items are lost by choosing the wrong fulcrum far more often than by mis-multiplying.
- Fix the three lever classes to a tool you can picture (pliers and a see-saw for first class, a wheelbarrow and a nutcracker for second, tweezers and your own forearm for third), and say the class out loud before answering.
- Sanity-check every answer against the work rule: if a machine multiplies force it must divide distance. An answer where the effort both moves less and is smaller than the load is wrong somewhere.
- Convert units before you multiply, not after. A moment computed with millimetres on one side and metres on the other is off by a thousand and looks perfectly plausible.
- For any direction question, walk the mesh or the belt with a finger: each external gear pair reverses, an internal or ring mesh does not, an open belt keeps direction and a crossed belt flips it.
- Work untimed until you can explain the reasoning aloud, then add the clock. Attempts are recorded on this device only, so a messy first pass through gear trains costs you nothing but time.

Glossary

Moment (torque): A force multiplied by the perpendicular distance from its line of action to the pivot, in newton-metres. A body is in rotational balance when clockwise moments equal anticlockwise moments about the same point.

Fulcrum: The pivot a lever turns about. Its position relative to the load and the effort defines the lever class and therefore whether the tool multiplies force or multiplies movement.

Mechanical advantage: Output force divided by input force. Ideal mechanical advantage is the geometric figure; actual mechanical advantage is what you get after friction, and it is always lower.

Velocity ratio: Distance moved by the effort divided by distance moved by the load. In a lossless machine it equals the ideal mechanical advantage, which is why force gain always costs travel.

Gear ratio: Driven teeth divided by driver teeth. A ratio above one reduces speed and multiplies torque; only the first and last gear of a simple train affect it.

Idler gear: A gear placed between driver and driven purely to add a mesh. It reverses the output direction and bridges a distance without altering the overall ratio.

Pascal's principle: Pressure applied to a confined fluid is transmitted undiminished to every part of it, which is what lets a small piston at high pressure produce a large force on a bigger ram.

Head: The height of a fluid column above a point. Pressure at depth is density x gravity x height and is independent of the vessel's width or shape.

Study this next

- Mechanical comprehension skill hub:
<https://learn.novusstreamsolutions.com/aptitude/skills/mechanical-comprehension>
- Millwright and industrial mechanic suite:
<https://learn.novusstreamsolutions.com/aptitude/tests/millwright-and-industrial-mechanic>
- Spatial reasoning lesson: <https://learn.novusstreamsolutions.com/aptitude/skills/spatial-reasoning/lesson>
- Skilled trades, maintenance and repair careers:
<https://learn.novusstreamsolutions.com/careers/families/skilled-trades-maintenance-and-repair>
- Encyclopedia search: simple machine:
<https://learn.novusstreamsolutions.com/search?q=Simple%20machine>
- Mechanical comprehension lesson on Novus Learn:
<https://learn.novusstreamsolutions.com/aptitude/skills/mechanical-comprehension/lesson>

Where this material comes from

- Worked examples written for Novus Learn from standard introductory mechanics: moments about a pivot, gear ratios from tooth counts, rope-part counting for tackle, and Pascal's principle.
- Terminology checked against the public Wikipedia articles 'Simple machine', 'Lever', 'Gear train' and 'Pascal's law'. Definitions only; every number and item above is original.
- Novus Learn aptitude construct registry (catalog seed) for the construct scope and related suite mapping.
- Public educational framing only: not affiliated with any official exam board, publisher or employer, and no copyrighted test item is reproduced.

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Attention and concentration

Sustained focus, selective attention, and accuracy under time pressure.

Attention and concentration is the skill of still noticing on minute forty of a checking block as reliably as you did on minute two, and of pointing the noticing at the right thing when two things compete. It has three distinguishable parts - selective attention, sustained attention or vigilance, and divided attention - and assessments load them differently: cancellation and checking tasks load vigilance, conflict tasks load selection, and dispatch-style monitoring loads division. It is the construct that decides whether a records clerk, a dispatcher, an air-side controller or a quality inspector catches the one wrong digit in a shift. Practice here is device-local, with no account and nothing uploaded.

What you should be able to do after this lesson:

1. Count occurrences of a target in a dense string without double-counting or losing your place, using a fixed scan path rather than free looking.
2. Separate hits, misses and false alarms in your own results and work out whether you are set too eager or too cautious for the scoring rule in force.
3. Predict where in a long block your error rate will rise, and schedule micro-resets against that curve instead of pushing through it.
4. Recognise a transposition error, the class that survives a same-characters gist check and is therefore missed most often.
5. Explain why an automatic process such as reading interferes with a controlled one, and use that to anticipate which distractors will actually cost you time.
6. Run a two-stream monitoring task by alternating on a fixed cadence rather than attempting genuine simultaneity.

Worked examples and pitfalls

A cancellation count you can actually check: Count every 7 in this row: 4 7 1 7 7 3 9 7 2 8 7 5 7 6 0 7.

Working left to right and tapping once per hit: hits at the second, fourth, fifth, eighth, eleventh, thirteenth and sixteenth positions. That is seven sevens. Two error modes produce nearly all the wrong answers. The first is the adjacent pair - the 7 7 at positions four and five gets counted once, because the eye takes a repeated character as one perceptual object. The second is losing the place after the 9, where the visually similar 9 and 7 force a moment of re-checking and the scan restarts a character early, producing an over-count of eight. The defence for both is a fixed scan path with a physical anchor: a fingertip or cursor moving one character at a time, never jumping back. Re-scanning to check is the thing that creates the double-count, so if you must verify, verify by counting a second time from the RIGHT-hand end and comparing totals, never by re-reading part of the row.

Hits, misses and false alarms: the eager candidate loses: A checking batch contains 300 records, 40 of which are genuinely faulty. Candidate A flags 46 records and 36 of them are truly faulty. Hits 36, misses 40 minus 36 equals 4, false alarms 46 minus 36 equals 10. Candidate B flags 38 and 34 are truly faulty: hits 34, misses 6, false alarms 4. On hit rate alone A wins, 36 out of 40 which is 90 percent against B's 34 out of 40 which is 85 percent. Now apply the scoring rule that most checking tasks actually use, where a false alarm cancels a hit: A scores 36 minus 10 equals 26, B scores 34 minus 4 equals 30. B wins by four despite catching two fewer faults. This is why 'flag anything that looks odd' is bad advice on a scored checking task, and why the first thing to read on a checking item is whether wrong flags are penalised. Your response criterion - how much evidence you demand before flagging - is adjustable, and it should be set from the scoring rule, not from your temperament.

The transposition that passes every gist check: Compare these two lines and decide whether they match. Invoice 4820-7391-06. Invoice 4820-7931-06. They do not: the middle group reads 7391 in the first and 7931 in the second, with the 3 and the 9 swapped. Transpositions are the most-missed error class in record checking for a structural reason - the character SET is identical, the length is identical, the first and last characters of the group are identical, so every fast check the visual system runs comes back clean. Substitutions and omissions change the character inventory and get caught; transpositions do not. Two habits raise the catch rate. Read digits in fixed groups of two rather than as a whole number, so 73-91 against 79-31 becomes a mismatch at the first group instead of a subtle difference somewhere in a four-digit blur. And check groups in a deliberately non-natural order - last group, first group, middle group - because reading left to right lets the confirmation you built at the start carry you through the middle, which is exactly where the swap is usually planted.

Conflict: why reading fights you: The classic demonstration is Stroop's, published in 1935: the word RED printed in blue ink, with the instruction to name the ink colour. Naming takes measurably longer, and errors go up, because reading a familiar word is automatic and cannot be switched off, so the automatic response has to be suppressed before the controlled one can be produced. The same conflict has a numeric version you can test on yourself in a second: how many characters are in the string 4 4 4? The answer is three, and the digit 4 pulls at you the entire way. In an assessment this appears wherever the salient feature and the asked-for feature come apart - a chart where the tallest bar is not the answer to the question, a form where the highlighted field is not the one being verified, a row where the bold total is not what the stem requested. The practical move is to name the target feature out loud before you look - 'ink colour', 'character count', 'the value for March' - because pre-loading the target biases selection before the automatic reading response gets a chance to win.

Where the errors actually appear in a 45-minute block: Errors in a long checking block are not spread evenly. Mackworth's 1948 clock-watching study established the pattern that gives the effect its name: detection declines over a prolonged watch, with the sharpest deterioration early rather than at the very end. Practically, on a 45-minute self-timed checking block, expect your per-minute error rate in minutes 20 to 45 to run visibly above minutes 1 to 20 even though nothing about the material changed, and expect the subjective sense of

effort to lag the actual decline, so it will not feel like you are getting worse. Two things work against it. Break the block into three fifteen-minute segments with a ten-second reset between them - look away, unfocus, breathe out - which costs thirty seconds of a 45-minute block, about one percent of the time, and buys back more than that in caught errors. And score your practice by segment rather than as one number, because a single overall accuracy figure hides exactly the information you need: whether your problem is skill, which shows as flat error rate, or endurance, which shows as a rising one.

Two streams: alternate on a cadence, do not try to merge: A dispatch-style monitoring task: keep a running total of the numbers announced on channel one while watching channel two for the code word AMBER. Genuine simultaneity is not available - the two tasks compete for the same control resource - so the choice is not whether to alternate but whether to alternate deliberately or accidentally. Deliberate looks like this: fix the arithmetic to a rhythm, updating the total only at each announcement and holding a single number between updates, which frees the gaps for channel two. If the total is 34 and the next announcement is 7, you spend under a second reaching 41 and then you are free again. Accidental looks like re-deriving the running total from the beginning because you did not trust it, which locks up the whole window and is when AMBER goes past unheard. The measurable failure of divided attention is almost never a failure to hear the target; it is a failure to have any spare capacity at the moment it arrived. The related phenomenon worth knowing is inattention blindness, illustrated by Simons and Chabris in 1999: an unexpected and perfectly visible event is missed entirely when attention is committed to a counting task.

How to practise this skill

- Fix your scan path before you start, and never re-scan backwards to double-check. Backward re-scanning is what produces both double-counts and lost places; if you need to verify a count, run it again from the other end and compare.
- Read the scoring rule before the first item. Whether false alarms are penalised changes the correct strategy completely, and a criterion set for the wrong rule costs more marks than slow reading does.
- Check numeric strings in fixed groups of two or three and in a deliberately shuffled group order. Transpositions are the errors that survive whole-string comparison, and they are the ones planted on purpose.
- Time your practice in segments and log accuracy per segment, not per session. A flat error rate means you need speed; a rising one means you need endurance and breaks, and the two problems have opposite fixes.
- Name the target feature out loud before each conflict item. Pre-loading the relevant dimension is the cheapest available defence against the salient-but-wrong answer.
- Practise with an actual distractor present rather than in silence. A test hall has movement, coughing and page-turning, and attention practice in perfect quiet trains a condition you will not meet.

Glossary

Selective attention: Prioritising one source or feature while suppressing competing ones. It is what fails when the visually salient element of a display captures the response instead of the requested one.

Sustained attention (vigilance): Maintaining detection performance over a long, low-event period. It is the capacity that checking, monitoring and inspection tasks are really sampling.

Vigilance decrement: The decline in detection performance over a prolonged watch, typically steepest early in the block. Mackworth's 1948 clock test is the standard public reference.

Divided attention: Handling two streams that compete for control. Performance is best modelled as fast alternation with a switch cost, not as genuine parallelism.

Hit, miss, false alarm, correct rejection: The four outcomes of any detection decision: flagging a real fault, missing one, flagging a clean record, and correctly leaving a clean record alone. Any honest accuracy claim

needs at least the first three.

Response criterion: How much evidence you require before flagging. Shifting it trades misses against false alarms without changing your underlying sensitivity, which is why it must be set from the scoring rule.

Stroop interference: The slowing that occurs when an automatic response, such as reading a word, conflicts with the requested response, such as naming its ink colour. Named for Stroop's 1935 experiments.

Inattentional blindness: Failing to notice a fully visible, unexpected event because attention is committed elsewhere - the effect Simons and Chabris demonstrated in 1999 with a counting task.

Study this next

- Attention and concentration skill hub:
<https://learn.novusstreamsolutions.com/aptitude/skills/attention-concentration>
- Cognitive Skills Lab: attention practice:
<https://learn.novusstreamsolutions.com/cognitive-skills/attention-concentration>
- Emergency dispatch and 911 communications suite:
<https://learn.novusstreamsolutions.com/aptitude/tests/emergency-dispatch-and-911-communications>
- Error detection lesson: <https://learn.novusstreamsolutions.com/aptitude/skills/error-detection/lesson>
- Perceptual speed lesson: <https://learn.novusstreamsolutions.com/aptitude/skills/perceptual-speed/lesson>
- Attention and concentration lesson on Novus Learn:
<https://learn.novusstreamsolutions.com/aptitude/skills/attention-concentration/lesson>

Where this material comes from

- Character strings, invoice comparisons, batch counts and monitoring scenarios above are written for Novus Learn. All figures are original and no published test item is reproduced.
- Terminology and directions of effect follow widely published work: Mackworth (1948) on the vigilance decrement, Stroop (1935) on response conflict, Simons and Chabris (1999) on inattentional blindness, and the standard hit/miss/false-alarm framing from signal detection theory. Concepts only; no result figures are attributed to those studies.
- Novus Learn aptitude construct registry (catalog seed) for construct scope and suite mapping.
- Public educational framing only - not affiliated with any official exam board, publisher or employer, and not a clinical, diagnostic or attention-disorder screening measure.

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Safety judgment

Hazard recognition, safe sequencing, escalation, and risk controls.

Practise recognizing hazards and choosing a safe, proportionate response: protect people, control immediate exposure, use the correct reporting path, and verify that the control is effective.

What you should be able to do after this lesson:

1. Separate a hazard from the likelihood, severity, and exposure that shape its risk.
2. Choose an immediate control that stays within the person's training and authority.
3. Recognize when work should pause and when a supervisor, emergency process, or qualified specialist is needed.

Worked examples and pitfalls

Worked scenario: a damaged machine guard: A guard is loose before a scheduled run. Do not operate the machine or improvise a repair beyond your authorization. Keep people away, isolate or label the equipment only as procedure permits, report the defect to the responsible person, and wait for an approved inspection or repair. A deadline does not remove the hazard.

Risk-triage questions: Ask: what can cause harm, who is exposed now, how severe could the outcome be, what control is available, and who has authority to apply it? The safest answer is not always the most dramatic option; it is the option that controls the real exposure without creating a new hazard.

How to practise this skill

- Treat warnings, permits, isolation rules, and personal protective equipment as parts of a system, not interchangeable shortcuts.
- Do not ask an untrained person to investigate a hazard simply because they are nearby.
- In real work, site procedures and qualified safety direction override any general preparation heuristic.

Glossary

Hazard: A source or situation with the potential to cause harm.

Risk: A judgement about possible harm that considers likelihood, severity, and exposure.

Control: A measure that removes a hazard or reduces exposure to it under an approved process.

Study this next

- Occupational safety and health:
<https://learn.novusstreamsolutions.com/search?q=Occupational%20safety%20and%20health>
- Hazard: <https://learn.novusstreamsolutions.com/search?q=Hazard>
- Risk assessment: <https://learn.novusstreamsolutions.com/search?q=Risk%20assessment>
- Safety judgment lesson on Novus Learn:
<https://learn.novusstreamsolutions.com/aptitude/skills/safety-judgement/lesson>

Where this material comes from

- Novus Learn original safety-critical, hazard-recognition, and operational suite scenarios.
- Novus educational framework: identify the hazard, protect people, control exposure, report, and verify.

Educational preparation only. Novus Learn does not administer official exams and does not guarantee scores or hiring outcomes.

Recommended preparation

- Build reading comprehension:
<https://learn.novusstreamsolutions.com/aptitude/skills/reading-comprehension/lesson>
- Practice numerical reasoning:
<https://learn.novusstreamsolutions.com/aptitude/skills/numerical-reasoning/lesson>
- Learn mechanical comprehension:
<https://learn.novusstreamsolutions.com/aptitude/skills/mechanical-comprehension/lesson>

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