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**Abilities Level Report**

## Custom Report for: 51-9198.00 - Helpers--Production Workers

<https://www.onetonline.org/link/custom/51-9198.00>

### **Abilities – Cognitive Abilities – Level**

**The ability to generate or use different sets of rules for combining or grouping things in different ways.**

**Oral Comprehension** – The ability to listen to and understand information and ideas presented through spoken words and sentences.

Level: **41**

29 Understand a television commercial	57 Understand a coach's oral instructions for a sport	86 Understand a lecture on advanced physics
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**Written Comprehension** – The ability to read and understand information and ideas presented in writing.

Level: **32**

29 Understand signs on the highway	57 Understand an apartment lease	86 Understand an instruction book on repairing missile guidance systems
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**Fluency of Ideas** – The ability to come up with a number of ideas about a topic (the number of ideas is important, not their quality, correctness, or creativity).

Level: **23**

29 Understand a television commercial	57 Understand a coach's oral instructions for a sport	86 Understand a lecture on advanced physics
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**Oral Expression** – The ability to communicate information and ideas in speaking so others will understand.

Level: **41**

29 Cancel newspaper delivery by phone	57 Give instructions to a lost motorist	86 Explain advanced principles of genetics to college freshmen
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**Written Expression** – The ability to communicate information and ideas in writing so others will understand.

Level: **29**

14 Write a note to remind someone to take food out of the freezer	57 Write a job recommendation for a subordinate	86 Write an advanced economics textbook
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**Originality** – The ability to come up with unusual or clever ideas about a given topic or situation, or to develop creative ways to solve a problem.

Level: **23**

29 Use a credit card to open a locked door	57 Redesign job tasks to be interesting for employees	86 Invent a new type of man-made fiber
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**Problem Sensitivity** – The ability to tell when something is wrong or is likely to go wrong. It does not involve solving the problem, only recognizing there is a problem.

Level: **39**

29	57	86
Recognize that an unplugged lamp won't work	Recognize from the mood of prisoners that a prison riot is likely to occur	Recognize an illness at an early stage of a disease when there are only a few symptoms

**Deductive Reasoning** – The ability to apply general rules to specific problems to produce answers that make sense.

Level: **37**

29	71	86
Know that a stalled car can coast downhill	Decide what factors to consider in selecting stocks	Design an aircraft wing using principles of aerodynamics

**Inductive Reasoning** – The ability to combine pieces of information to form general rules or conclusions (includes finding a relationship among seemingly unrelated events).

Level: **39**

29	57	86
Decide what to wear based on the weather report	Determine the prime suspect based on crime scene evidence	Diagnose a disease using results of many different lab tests

**Information Ordering** – The ability to arrange things or actions in a certain order or pattern according to a specific rule or set of rules (e.g., patterns of numbers, letters, words, pictures, mathematical operations).

Level: **37**

14	29	86
Put things in numerical order	Follow the correct steps to make change	Assemble a nuclear warhead

**Category Flexibility** – The ability to generate or use different sets of rules for combining or grouping things in different ways.

Level: **39**

29 Sort nails in a toolbox on the basis of length	43 Classify flowers according to size, color, and smell	86 Classify man-made fibers in terms of their strength, cost, flexibility, melting points, etc.
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**Mathematical Reasoning** – The ability to choose the right mathematical methods or formulas to solve a problem.

Level: **23**

14 Determine how much 10 oranges will cost when they are priced at 2 for 20 cents	57 Decide how to calculate profits to determine the amounts of yearly bonuses	86 Determine the mathematics required to simulate a spacecraft landing on the moon
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**Number Facility** – The ability to add, subtract, multiply, or divide quickly and correctly.

Level: **25**

14 Add 2 and 7	43 Balance a checkbook	71 Compute the interest payment that should be generated from an investment
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**Memorization** – The ability to remember information such as words, numbers, pictures, and procedures.

Level: **16**

14 Remember the number on your bus to be sure you get back on the right one	57 Recite the first names of the five people you just met	86 Recite the Gettysburg Address after studying it for 15 minutes
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**Speed of Closure** – The ability to quickly make sense of, combine, and organize information into meaningful patterns.

Level: **30**

43 Recognize a song after hearing only the first few notes	57 Make sense out of strange handwriting	71 Interpret patterns on weather radar to decide if the weather is changing
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**Flexibility of Closure** – The ability to identify or detect a known pattern (a figure, object, word, or sound) that is hidden in other distracting material.

Level: **30**

29 Tune in a radio in a noisy truck	57 Look for a golf ball in the rough	86 Identify camouflaged tanks from a high-speed airplane
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**Perceptual Speed** – The ability to quickly and accurately compare similarities and differences among sets of letters, numbers, objects, pictures, or patterns. The things to be compared may be presented at the same time or one after the other. This ability also includes comparing a presented object with a remembered object.

Level: **39**

29 Sort mail according to ZIP codes with no time pressure	57 Read five temperature gauges in 10 seconds to make sure each temperature is within safe limits	86 Inspect electrical parts for defects as they flow by on a fast-moving assembly line
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**Spatial Orientation** – The ability to know your location in relation to the environment or to know where other objects are in relation to you.

Level: **14**

29 Use the floor plan to locate a store in a mall	43 Find your way through a dark room without hitting anything	86 Navigate an ocean voyage using only the positions of the sun and stars
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**Visualization** – The ability to imagine how something will look after it is moved around or when its parts are moved or rearranged.

Level: **37**

29 Imagine how to put paper in a typewriter so that the letterhead comes out on top	57 Follow a diagram to assemble a metal storage cabinet	86 Anticipate opponent's as well as your own future moves in a chess game
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**Selective Attention** – The ability to concentrate on a task over a period of time without being distracted.

Level: **39**

29 Answer a business call with coworkers talking nearby	57 Monitor security TV screens for intruders throughout the night shift	86 Study a technical manual in a noisy boiler room
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**Time Sharing** – The ability to shift back and forth between two or more activities or sources of information (such as speech, sounds, touch, or other sources).

Level: **29**

29 Listen to music while filing papers	43 Watch street signs while driving at 30 miles an hour	86 Monitor radar and radio transmissions to keep track of aircraft during periods of heavy traffic
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## **Abilities – Physical Abilities – Level**

### **Abilities that influence strength, endurance, flexibility, balance, and coordination**

**Dynamic Flexibility** – The ability to quickly and repeatedly bend, stretch, twist, or reach out with your body, arms, and/or legs.

Level: **5**

29 Hand pick a bushel of apples from a tree	71 Perform a dance routine as part of a cheerleading squad	86 Maneuver a kayak through swift rapids
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**Dynamic Strength** – The ability to exert muscle force repeatedly or continuously over time. This involves muscular endurance and resistance to muscle fatigue.

Level: **30**

29 Use pruning shears to trim a bush	71 Climb a 48-foot long ladder	86 Perform a gymnastics routine using the rings
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**Explosive Strength** – The ability to use short bursts of muscle force to propel oneself (as in jumping or sprinting), or to throw an object.

Level: **16**

29 Hit a nail with a hammer	57 Jump onto a 3-foot high platform	100 Throw a shot-put in a track meet
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**Extent Flexibility** – The ability to bend, stretch, twist, or reach with your body, arms, and/or legs.

Level: **45**

29 Reach for a microphone in a patrol car	57 Reach for a box on a high warehouse shelf	86 Work under the dashboard of a car
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**Gross Body Coordination** – The ability to coordinate the movement of your arms, legs, and torso together when the whole body is in motion.

Level: **29**

29 Get in and out of a truck	57 Swim the length of a pool	86 Perform a ballet dance
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**Gross Body Equilibrium** – The ability to keep or regain your body balance or stay upright when in an unstable position.

Level: **25**

29 Stand on a ladder	57 Walk on ice across a pond	86 Walk on narrow beams in high-rise construction
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**Stamina** – The ability to exert yourself physically over long periods of time without getting winded or out of breath.

Level: **39**

14 Walk 1/4 mile	57 Climb 6 flights of stairs	86 Run 10 miles
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**Static Strength** – The ability to exert maximum muscle force to lift, push, pull, or carry objects.

Level: **46**

14 Push an empty shopping cart	57 Pull a 40-pound sack of fertilizer across the lawn	86 Lift 75-pound bags of cement onto a truck
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**Trunk Strength** – The ability to use your abdominal and lower back muscles to support part of the body repeatedly or continuously over time without 'giving out' or fatiguing.

Level: **29**

29 Sit up in an office chair	57 Shovel snow for half an hour	86 Do 100 sit-ups
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### **Abilities – Psychomotor Abilities – Level**

#### **– Abilities that influence the capacity to manipulate and control objects**

**Arm-Hand Steadiness** – The ability to keep your hand and arm steady while moving your arm or while holding your arm and hand in one position.

Level: **45**

29 Light a candle	57 Thread a needle	86 Cut facets in a diamond
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**Control Precision** – The ability to quickly and repeatedly adjust the controls of a machine or a vehicle to exact positions.

Level: **48**

29 Adjust a room light with a dimmer switch	57 Adjust farm tractor controls	86 Drill a tooth
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**Finger Dexterity** – The ability to make precisely coordinated movements of the fingers of one or both hands to grasp, manipulate, or assemble very small objects.

Level: **43**

29 Put coins in a parking meter	57 Attach small knobs to stereo equipment on an assembly line	86 Put together the inner workings of a small wrist watch
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**Manual Dexterity** – The ability to quickly move your hand, your hand together with your arm, or your two hands to grasp, manipulate, or assemble objects.

Level: **45**

14 Screw a light bulb into a light socket	57 Pack oranges in crates as quickly as possible	100 Perform open heart surgery with surgical instruments
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**Multilimb Coordination** – The ability to coordinate two or more limbs (for example, two arms, two legs, or one leg and one arm) while sitting, standing, or lying down. It does not involve performing the activities while the whole body is in motion.

Level: **43**

29 Row a boat	57 Operate a forklift truck in a warehouse	86 Play the drum set in a jazz band
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**Rate Control** – The ability to time your movements or the movement of a piece of equipment in anticipation of changes in the speed and/or direction of a moving object or scene.

Level: **32**

14 Ride a bicycle alongside a jogger	57 Keep up with a car that changes speed	71 Shoot a duck in flight
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**Reaction Time** – The ability to quickly respond (with the hand, finger, or foot) to a signal (sound, light, picture) when it appears.

Level: **43**

29 Start to slow down the car when a traffic light turns yellow	57 Throw a switch when a red warning light goes off	86 Hit the brake when a pedestrian steps in front of the car
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**Response Orientation** – The ability to choose quickly between two or more movements in response to two or more different signals (lights, sounds, pictures). It includes the speed with which the correct response is started with the hand, foot or other body parts.

Level: **32**

29 When the doorbell and telephone ring at the same time, quickly select which to answer first	57 Hit either the automobile brake or gas pedal in a skid situation	100 In an out of control spacecraft, react quickly to restore control
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**Speed of Limb Movement** – The ability to quickly move the arms and legs.

Level: **29**

29 Saw through a thin piece of wood	57 Swat a fly with a fly swatter	86 Throw punches in a boxing match
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**Wrist-Finger Speed** – The ability to make fast, simple, repeated movements of the fingers, hands, and wrists.

Level: **27**

29 Use a manual pencil sharpener	3 Carve roast beef in a cafeteria	86 Type a document at 90 words per minute
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## **Abilities – Sensory Abilities – Level**

### **Abilities that influence visual, auditory and speech perception.**

**Auditory Attention** – The ability to focus on a single source of sound in the presence of other distracting sounds.

Level: **41**

29 Listen to a lecture while people nearby are talking	57 Listen for your flight announcement at a busy airport	86 Listen to instructions from a coworker in a noisy sawmill
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**Depth Perception** – The ability to judge which of several objects is closer or farther away from you, or to judge the distance between you and an object.

Level: **39**

29 Merge a car into traffic on a city street	57 Operate a crane to move materials from a truck bed to the ground	86 Throw a long pass to a closely guarded teammate
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**Far Vision** – The ability to see details at a distance.

Level: **39**

29 Read a roadside billboard	57 Focus a slide projector	100 Detect differences in ships on the horizon
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**Glare Sensitivity** – The ability to see objects in the presence of glare or bright lighting.

Level: **13**

29 Drive on a familiar road on a cloudy day	71 See boats on the horizon when sailing	86 Snow ski in bright sunlight
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**Hearing Sensitivity** – The ability to detect or tell the differences between sounds that vary in pitch and loudness.

Level: **30**

29	57	86
Notice when a watch alarm goes off	Diagnose what's wrong with a car engine from its sound	Tune an orchestra

**Near Vision** – The ability to see details at close range (within a few feet of the observer).

Level: **46**

29	71	86
Read dials on the dashboard of a car	Read the fine print of a legal document	Detect minor defects in a diamond

**Night Vision** – The ability to see under low light conditions.

Level: **13**

29	57	86
Read street signs at dusk (just after sunset)	Take notes during a slide presentation	Find your way through the woods on a moonless night

**Peripheral Vision** – The ability to see objects or movement of objects to one's side when the eyes are looking ahead.

Level: **16**

29	57	86
Keep in step while marching in a military formation	Be aware of the location of your teammates while dribbling a basketball	Distinguish friendly from enemy planes during air combat

**Sound Localization** – The ability to tell the direction from which a sound originated.

Level: **11**

29 Listen to a stereo to determine which speaker is working	57 Find a ringing telephone in an unfamiliar apartment	86 Determining the direction of an emergency vehicle from the sound of the siren
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**Speech Clarity** – The ability to speak clearly so others can understand you.

Level: **30**

14 Call numbers in a bingo game	57 Make announcements over the loudspeaker at a sports event	86 Give a lecture to a large audience
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**Speech Recognition** – The ability to identify and understand the speech of another person.

Level: **32**

29 Recognize the voice of a coworker	57 Identify a former customer's voice over the telephone	86 Understand a speech presented by someone with a strange accent
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**Visual Color Discrimination** – The ability to match or detect differences between colors, including shades of color and brightness.

Level: **34**

14 Separate laundry into colors and whites	57 Trace electrical circuits marked by various colored wires	86 Paint a color portrait of a live person
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