

GO NO GO TASK

- Double click the file “**zoo game_key_board_all_fixed.ebs2**” to start the game
(The file should have a purple square with a magenta running man inside with a 2)
- You may get a warning a few times saying that it cannot run. Click OK in each prompt; eventually, the program will run perfectly fine
- Enter Participant ID # → click OK (clicking Cancel will quit the program)
- Enter Session # (**1** = pre; **2** = post) → click OK (clicking Cancel will quit the program)
- Summary of Startup Info: double check the participant’s correct ID number and session # are entered correctly
→ Press Yes if correct
→ Press No to make changes (will loop back to Step 1)

1. **This is Zookeeper Melissa. She needs your help.** [RA: press SPACEBAR to advance]

2. **This is a very special zoo, because we have three special orangutan helpers:**
[point at each picture as the name is read off] **Fred, Sally, and Molly**

These orangutan helpers are special because they don’t live in cages, they get to live in the same house with the zookeepers, and they’re going to help us put the animals back in the cages. [RA: press SPACEBAR to advance]

- 3. **Here’s Fred** [pause for 3 seconds]
RA: press SPACEBAR to advance
- 4. **His sister Sally** [pause for 3 seconds]
RA: press SPACEBAR to advance
- 5. **And their mother Molly** [pause for 3 seconds]
RA: press SPACEBAR to advance
- 6. **(Map of Zoo) Here is a map with all of the zoo locations. Today, we’ll be starting at the Zoo entrance to practice, then heading to four stations: Koala Kove, Panda Palace, Monkey Mountain, and Kangaroo Kingdom.**
RA: press SPACEBAR to advance
- 7. **The animals have escaped their cages! You can help Zookeeper Melissa and her Orangutan friends by catching the Zoo Animals and leaving the Orangutan friends—Fred, Sally, and Molly—alone. Listen carefully, here are the rules.**
Press the Yellow button when you want to catch the animal.
[point with index finger to yellow / right arrow key]
Remember that our Orangutans friends are helping.
Press the Blue button when you see an Orangutan friend. [point with index finger to blue / left arrow key]
RA: press SPACEBAR to advance
- 8. **Are you ready to help Zookeeper Melissa?**
RA: press SPACEBAR to advance

9. Fred, Sally, Molly (+ pictures)
- Now if you see an Orangutan helper** [motion with hand to all pictures], **you leave them alone by pressing the blue button** [point with index finger to the blue button] **very fast!** **Now if you see the other animals, you have to catch them by pressing the yellow button** [point with index finger to the yellow button] **very fast!**
- Now what we going to do if we see Fred** [point with index finger to Fred], **which button should you press?**
 - “Blue” – That’s correct, leave Fred alone: **press the blue button** [point with index finger to Blue Key]
 - “Yellow” – No, leave Fred alone! **Press the blue button** [point with index finger to Blue Key],
 - Now what we going to do if we see Sally** [Point with index finger to Sally], **which button should you press?**
 - “Blue” – That’s correct, leave Sally alone: **press the blue button** [point with index finger to Blue Key],
 - “Yellow” – No, leave Sally alone! **Press the blue button** [point with index finger to Blue Key],
 - Now what we going to do if we see Molly** [Point with index finger to Molly], **which button should you press?**
 - “Blue” – That’s correct, leave Molly alone: **press the blue button**
 - [point with index finger to Blue Key]
 - “Yellow” – No, leave Molly alone! **Press the blue button**
 - [point with index finger to Blue Key],
 - Whenever you see an animal, that is NOT Fred, Sally or Molly, for example, that look like any of these** [hold up all three pictures of owl, hyena, and frog] **what button should you press?**
 - “Yellow” That’s right, press the yellow button to capture the Zoo animals
 - “Blue” No, press the Yellow button to capture the Zoo animals
 - How fast should you press the buttons?**
 - “As fast as you can” –
That’s right. Press the Yellow or Blue button as fast as you can.
 - “Don’t know / incorrect answer” –
Yes / No, you should press the Yellow or Blue button as fast as you can

RA: press **SPACEBAR** to advance

10. Left-handed / ambidextrous children only: **Now, which hand will you be using?**

“Right:” go to **10a**; “Left:” go to **10b**]

- for right handed children:
 - Use only your index finger and middle finger for this game.**
 - Place your pointer finger on the yellow (left) [point with index finger to Yellow Key] and your middle finger on the blue (right) [point with index finger to Blue Key]. Try it now.**
- for children using left hand:
Use only your index fingers and middle fingers for this game.
Place your middle finger on the yellow (left) [point with index finger to Yellow Key] and your pointer finger on the blue (right) [point with index finger to Blue Key]. Try it now.

- c. **Let's practice.** [child has fingers in place]
Once I press the SPACEBAR, the game will start immediately.
Okay, we're going to start NOW.
RA: press **SPACEBAR** immediately after "**NOW**" to start the Practice Round

Practice Round

11. Pass: [→ GO TO **12**]

Fail: [follow script]

- a. After First and Second Failed Attempt:
Oh you need more practice! Let's do it again. [RA: press **ENTER**]
Remember, press the BLUE button when you see our Orangutan helpers and YELLOW when you see the Zoo animals.
- i. **Be sure to press correct button as FAST as you can, okay?**
[→ GO BACK TO **10 c.**]
 - b. After Third Failed Attempt: RA will play the game and narrate their actions verbally
 - i. **Don't worry, this game might be hard for some kids. How about I show you how to play?**
 - ii. **ZOO ANIMAL = YELLOW**
 - 1. **These are EXAMPLES of Zoo animals** (show pictures of hyena, frog, and owl).
Whenever I see an animal that isn't an Orangutan friend, I should press the Yellow Button on the right.
 - iii. **ORANGUTAN = BLUE**
 - 1. **These are our Orangutan friends** (show pictures of Fred, Sally, and Molly); **as soon as I see them, I should press the Blue button on the left. I need to leave them alone.**
 - iv. **As soon as I see any animal, I need to press either button really fast.**
 - v. As you are playing the game, vocalize which button you are pressing at each photo by saying "Blue" or "Yellow".
 - vi. **Remember, when I saw the Zoo animals, I pressed the yellow button. When I saw our Orangutan helpers Fred, Sally, and Molly, I pressed the blue button.**

12. **Great! You are really good at catching animals!**

RA: press **SPACEBAR** to advance

13. (Picture of Zoo Map) You've done a great job catching the animals at the Zoo Entrance. Now we have to catch more animals at the four different stations on that map. Remember to catch the animals as fast as you can. You'll do great!

RA: press **SPACEBAR** to advance

- [Child has fingers in place]

Once I press the SPACEBAR, the game will start immediately.

Are you ready? [wait for confirmation] **GO!**

RA: press **SPACEBAR** immediately after "**GO**" to start trials

[BLOCK 1 / 2 / 3 / 4 BEGINS]

[BLOCK 1 / 2 / 3 / 4 ENDS]

- BLOCK 1: **Great Job! Awesome job at catching those animals!**

RA: press **SPACEBAR** to advance [return to previous box]

- BLOCK 2: **Well Done! Keep it up.**

RA: press **SPACEBAR** to advance [return to previous box]

- BLOCK 3: **Excellent! Wow you're so good at this game**

RA: press **SPACEBAR** to advance [return to previous box]

- BLOCK 4: **Congratulations, you've made it through all of the stations on the map.**

RA: press **SPACEBAR** to advance [continue with protocol script below]

Great job! The animals are back in their cages. Thanks for being such a big help!

RA: press **SPACEBAR** to end

I'll start setting for our next game now.

◆ Troubleshooting:

○ If child wants to quit: "**Do you think you could try do to a little more?"**

○ If child says no, prompt once more:

"You've gotten so far in this game; and you're almost done with this game."

○ If child still doesn't want to continue, end the task early (**SHIFT + CTRL + ALT**), make a note, and move on the next task

○ When child needs a break — the best times to stop are in between blocks