Demo 1 (sound & picture test):

**‘Today you will be playing a game with me. The game is about animals and music. Before we start the game, I want to see how good you are with sounds about animals and music.’**

Start the ppt

**‘I am going to show you some sounds, and I want you to tell me whether it is an animal sound, or a musical sound’**

Start slide 2

**‘Animal or Music?’**

…

End of sound test

**‘Now I will show you some pictures of musical instruments and some pictures of animals. I want you to tell me if it is a picture of music, or a picture of an animal.’**

Start image test

…

End

**‘Well done! Now I am going to tell you the game we are going to play.’**

Demo 2 (demonstration and practice):

Start ppt

**‘Today we will be playing a game call house game. It is a game about different houses. For example:’**

Start Slide 2

**‘Here we have two houses. This house here (point to the music hall), is a music hall. How do I know it is a music hall? Because it has a musical symbol on the roof ‘point to the roof’.**

**‘In the music hall, there should be music being played. When you see a music hall, I want to tell me if you can hear any music or if you can see any musical instrument.**

**‘Now this house here (point to the barn house), is a barn house. And how do I know it is a barn house? I know it because it has a barn picture on the roof.’ In the barn house, we have many different animals living there. When you see a barn house, I want you to let me know if you have found an animal.**

**‘Let me show you a few examples.’**

Start Slide 4 (Aud target)

**‘Here is a music hall because there is a musical symbol on the roof!’**

**‘Can you tell me if you hear any music sound?’**

Child answers yes

**‘If you hear a music sound when it is a music hall, press this button.’**

Child press button

**‘That means that we have found music in the music hall.’**

Start Slide 6 (Vis target)

**‘Here is a music hall so we are looking for music. Do you see a musical instrument in the music hall?’**

Child answers yes

**‘If you see a musical instrument in the music hall, press the button.’**

Child press button

Start Slide 8 (Aud non-target)

**‘It’s music hall again. Do you hear a music in the music hall?’**

Child says no

**‘Well done! So that was not a music sound. It was a bird which is an animal. If there is no music in the music hall, then I want you to wait, and then the next one will come up.’**

Slide 10 (vis non-target)

**‘Here is a music hall, if you see a musical instrument, press the button!’**

Child withhold response

**‘Well done. Remember we are only looking for music when it is a music hall.’**

Slide 12 (Barn house Vis target)

**‘Oh here is a barn house because of the barn symbol on the roof! In the barn house we will be looking for animals. If you see an animal, press the button.’**

Child press button

**‘Well done. This means that we have found an animal in the barn house.’**

Slide 14 (Barn house aud non-target)

**‘Here is a barn house. If you hear an animal in the barn house, press the button.’**

Child withhold response

Slide 16 (Barn house vis non-target’

**‘Barn house. If you see an animal in the barn house, press the button.’**

Slide 18 (Barn house aud target)

**‘Barn house. If you hear an animal in the barn house, press the button.’**

**‘Well done! Now I have explained the game to you. I want you to have a little practice before we start the real game. Are you ready to practice?’**

On every trial, says ‘Here is Music Hall/ Barn House. If there is a music/ an animal in the Music Hall/ Barn House, press the button.’

Correct them if they make mistake

End of practice

**‘Well done! Now can you tell me what you are looking for in the music hall?’**

Child answers

**‘And what do you look for in the barn house?’**

Child answers

**‘Good. Now I am going to start the real game. In the real game I want you to do it as fast as you can.’**

Experiment

Start the program

Explain that we have 5 games. Guessing picture.

**‘Ready for the game?’**

For the first 6 trials:

**‘Barn house! Looking for animals. Press it if you see/hear one.’**

**‘Music hall! Looking for music. Press it if you see/hear one’**

Correct as much as the first 6 trials if they make mistakes. Explain the rules again if necessary.