**Following Game Protocol**

*Note: This module is intended to be used with two experimenters. Experimenter A will be interacting with the robot and child. Experimenter B will be operating Choreographe, preferably out of sight or in a way that hides that Experimenter B is controlling the robot. The NAO’s ear LEDs turn blue when the program has loaded, so that Experimenter A knows when they are able to proceed. Our robot is named Russell, and we refer to him as such throughout the study.*

***Experimenter A:*** Now we have a game the two of you can play. Russell will ask you to do some things for him, and all you have to do is follow along. I’ll play along with you, too. Does that sound okay?

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| **Experimenter A** | **Experimenter B** |
| 1. Tap head when light is blue to start first request | 1. Double tap this button on the Counter to start the next request: |