Go/No-Go Zoo Task

(3.11.11)

**A. Task Procedure**

***EPrime Shortcut on Desktop*:** Child -Go No-Go Zoo Tas.ebs2\*

***Data saving*:** Before running blocks, a file should be created for each child with their ID. Each .bdf file for the child should be saved in this folder. Practice trials files should be saved as one file titled **ChildID.Practice.bdf.** Two blocks will be saved together resulting in 4 separate files. Each group of blocks should be saved as **ChildID.Block#.bdf (**#1-4**).**

The Zoo Task includes 1 practice trial and 8 separate blocks. In each block, 30 unique animals and 10 orangutans will be displayed in random order. Each of the blocks ends with a feedback slide. After every other block there is a Zoo Map slide. Each of these breaks between trials offers the opportunity to make sure that the child is engaged with the task, understands the directions, and is still interested in participating. Take these opportunities to increase the chance of getting clean data!

**Introducing the Game:**

***Slide 1:*** The experimenter tells the child: **Welcome to the Zoo! Have you ever been to visit the zoo? Do you know what a zookeeper’s job is? Well this is a picture of a zookeeper we know. Her name is Melissa!**

**Take a look at this crazy picture – what is funny about this picture?**

**In this game we will be helping Melisa the zookeeper. She has had a crazy day at the zoo because someone has opened up all of the cages and let out all of the animals! Melissa wants to make sure that she gets all of the animals back to their cages as quickly as she can and she needs your help!**

***Slide 2:* You and Melissa are in luck because you will also have the help of her 3 orangutan friends. Do you know what an orangutan is?** (wait for the child to respond – they are big monkeys, big like a gorilla, but they have orange fur) **Each of these orangutan friends is helping her put the animals back in their cages. Let’s meet them!**

**This is the orangutan family. Fred, his sister Sally, and their mom Molly. Because these are Melissa’s orangutan friends they don’t need to be put back into their cages. Pay close attention as we look at their picture so we can remember who they are.**

***Slides 3 - 5:*** Click through the slides of each orangutan and introduce them.

***Slide 6:* This is a map of the zoo – it is pretty big! We are going to work our way through the zoo and make sure that the animals in each are back in their cages. Our first stop will be (point to the stops as you go) Koala Cove, then Panda Palace, and next Monkey Mountain, before we reach Kangaroo Kingdom and the exit of the zoo!**

***Slide 7:* You can help Zookeeper Melissa catch all of the animals by pressing the button when you see them. Just remember, the orangutans are helping, so don’t press a button when you see an orangutan friend!**

**I think that you are going to be a great zoo helper! Now let’s practice. But before we begin, can you tell me how we are going to play this game?**

Wait for the child to respond that they have to press the button every time they see an animal, but not an orangutan friend. If they seem unsure say: **Your job is to press the button when you see an animal, but not when you see an orangutan friend!**

***Slide 8:* Are you ready to help Melisa? That’s great!**

***Slide 9:* Remember, these are your helpers, Fred, Sally, and Molly!**

***Slide 10:* Now try and go as fast as you can!**

***Practice Block***

Have the child complete the practice run. When the practice block ends, a feedback slide comes up on the screen. Give the child feedback as to whether or not he or she should speed up or pay greater attention to the orangutans.

***Zoo Task***

Tell the child that they are doing a great job and advance to the next slide of the Zoo Map. Say,

**You did a great job with that! Now let’s help Melissa find even more animals. Remember, just like before, don’t press the button when you see an orangutan friend. Try to go as fast as you can! Next stop, Koala Kove!**

**Are you ready? Let’s go!”** Press the **SPACE** bar.

Continue for the remaining 8 Blocks. There will be a feedback slide at the end of each block. At the bottom of the feedback slide will be a series of numbers reflecting the child’s accuracy and reaction time. Check these as an additional confirmation that the codes from EPrime are being read in correctly and also to provide feedback for the child. In addition, use this as an opportunity to allow the child a break between each block. Advance pass this slide by pressing **Q** when you are confident that the child is ready to move to the next block.

After blocks 2, 4, 6, and 7 following the feedback slide will be a Zoo Map slide. Use this time to keep them motivated and remind them that they are getting closer and closer to completing the task.

After blocks 1, 3, 5, and 7 the children earn a sticker. Use this as a time to reinforce good behavior in the task. It is important throughout the task to move as quickly as possible to sustain the child’s attention. If the child is becoming restless, use the breaks and reinforcements as an opportunity to highlight what they are doing well (i.e., “You are really great at catching those animals so quickly!” or “I think the way that you are sitting so still while you are playing the game!”) followed by the behavior that you would like to see (i.e., “This time I want you to try to go even faster!” or “This time I want you to do exactly what you were before, but try to keep your feet still on the floor”). Offer lots of praise and encouragement throughout.

If the child appears uncomfortable at any point during the task, ask them if they are okay. First try to pinpoint what aspects of the ERP setup or task are making them uncomfortable. If it is clear that the child is uncomfortable for reasons that you cannot fix, offer the child the opportunity to continue to play for a few more blocks or to take everything off and go back to class.