**The Emotional Day-Night Task (EDNT) – Yeshua & Berger (Under Review)**

An adapted emotional Day-Night task was used, partially based on Ramon's et al. (2011) task.

* six stimuli: three day images and three night images, each in an happy, angry or neutral version.
* Each block was composed of 36 trials: 18 day (six happy, angry and neutral) and 18 night (six happy, angry and neutral).

***Congruency***

Each block is congruent or incongruent. The participant is asked to press the "Day" button (“P”) when he/she sees sun image or the "Night" button (“Q”) when he/she sees the night image. In incongruent condition, the participant will be instructed to press the "Day" button when he/she sees night image or the "Night" button when he/she sees the sun image.

***Go/No-go***

In each block the participant will be asked to inhibit behavioral response (No-Go stimuli) when he/she sees one out of the three face stimulus: happy sun/moon, angry sun/moon, neutral (No-face) sun/moon. The No-Go stimuli was present in 33% of the trials in each block (n = 12). The other 67% were distributed equally between the other stimuli.

**Procedure**

* Stimuli acquaintance – “now we are going to play a game! What is it? A sun or a moon? Correct! Sun. when do we see the sun, at day or at night? Correct! At day. And what is it? A sun or a moon? Correct! Moon. when do we see the moon, at day or at night? Correct! At night. So every time we’ll see a sun, we’ll press “day” here [Show key] with this finger [Show index finger of right hand] and every time we’ll see a moon, we’ll press “night” here [Show key] with this finger [Show index finger of left hand].
* Congruency practice – “let’s practice!” \*\*remind rules and keys. ***If necessary, can repeat.***
* No-go acquaintance – “you were great! Now let’s do it a little bit more difficult. Sometime the sun and moon will have faces. Look, is this face is happy or angry? Correct! Angry. And this face, happy or angry? Correct! Happy. So sometimes they will have happy face, angry face or no face at all.”
* No-go practice – “let’s practice! So we said if we see a sun, we press “day” and if we see a moon, we press “night” [remind fingers and buttons]. However, if they will have an angry face, we won’t press at all! Let’s try!” ***If necessary, can repeat.***
* Three congruent blocks – “Great! From now on their will be no feedback. Every once and a while the instructions will change - I will tell you when. Try to respond as accurate and fast as you can. Let's begin!”
* Incongruent practice – “you were great! Now we’ll make the game a little bit harder. When you’ll see a sun you will press “night” [remind key and finger] and when you’ll see a moon you will press “day” [remind key and finger]
* Incongruent practice – “let’s practice!”
* Incongruent block - “Great! From now on their will be no feedback. I remind you, when we see a sun – we press “night”. When we see a moon we press “day”. And now, when we’ll see a [xxx] face, we won’t press at all. Try to respond as accurate and fast as you can. Let's begin!”
* End – “that’s all! You were great!”

At start, participants have two training sessions with 3.5 seconds per image as time limit and with feedback, in a total of 12 trials, with optional repeat. After training, in order to prevent learning effect, the blocks will be short – only 36 images per block. All trials in each block were randomized. Moreover, the order of the blocks was randomized. The children have a total of 144 trials.

**Design**

For children, a design with 4 Blocks: Three Congruent blocks, with one emotional face as No-Go stimuli (e.g., angry sun and angry moon as No-Go stimuli), and a fourth Incongruent block with one emotional face as No-Go stimuli.

Ramon, D., Geva, R., & Goldstein, A. (2011). Trait and state negative affect interactions moderate inhibitory control performance in emotionally loaded conditions. *Personality and Individual Differences*, *51*(2), 95-101.