

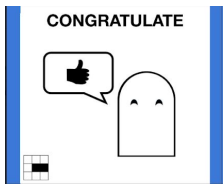


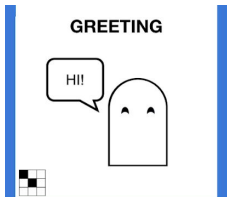
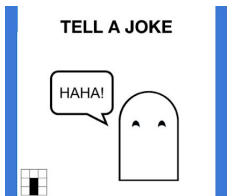






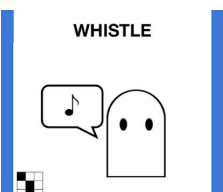




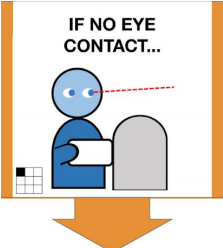


Module	Description	Front of Card	Back of Card
assessment.py	Give an assessment	 <p>The card features a blue border. At the top, the text 'GIVE EXPERIENCE SURVEY' is centered. Below it is a speech bubble containing a survey form with several lines of text. To the right of the speech bubble is a simple line drawing of a robot's head with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> - Ask “Are you willing to take a survey?” - Administer survey and record answers
break.py	Take a break	 <p>The card features a blue border. At the top, the text 'TAKE A BREAK' is centered. Below it is a speech bubble containing a pause symbol (two vertical bars). To the right of the speech bubble is a simple line drawing of a robot's head with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> - Say “Let's take a break” - Pause exercise - Continue exercise when ready to resume
congratulate.py	Congratulate	 <p>The card features a blue border. At the top, the text 'CONGRATULATE' is centered. Below it is a speech bubble containing a thumbs-up icon. To the right of the speech bubble is a simple line drawing of a robot's head with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> - Say "Great job!" - Celebrate
farewell.py	Say goodbye	 <p>The card features a blue border. At the top, the text 'FAREWELL' is centered. Below it is a speech bubble containing the text 'BYE!'. To the right of the speech bubble is a simple line drawing of a robot's head with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> - Say "Thank you and goodbye" - Smile and play sound - Go to sleep
giggle.py	Giggle	 <p>The card features a blue border. At the top, the text 'GIGGLE' is centered. Below it is a speech bubble containing the text '“HEE HEE”'. To the right of the speech bubble is a simple line drawing of a robot's head with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> - A short giggle

greeting.py	Give a greeting		<ul style="list-style-type: none"> - Say “Hi!” - Ask “Ready to start?” - Nod “yes” when ready
joke.py	Tell a joke		<ul style="list-style-type: none"> - Tell a joke - Giggle
mindfulness_exercise.py	Execute a mindfulness exercise		<ul style="list-style-type: none"> - Talk the user through a mindfulness session - Say “fantastic job” at the end of the exercise
mindfulness_instructions.py	Give instructions about the mindfulness exercise		<ul style="list-style-type: none"> - Give instructions about the exercise
number_game.py	Give the number game exercise		<ul style="list-style-type: none"> - Play a number game with the user - The user reads numbers, and the user enters the sum of the previous two numbers into the tablet

number_game_instructions.py	Give instructions and an example about the number game		<ul style="list-style-type: none"> - Give instructions about the game - Go through an example together - Provide encouragement
play_music.py	Play music		<ul style="list-style-type: none"> - Play a short song
sneeze.py	Sneeze		<ul style="list-style-type: none"> - Sneeze
whistle.py	Whistle		<ul style="list-style-type: none"> - A short whistle
word_game.py	Do the word game exercise		<ul style="list-style-type: none"> - Play a word game with three levels with the user - Each level has 16 words - The robot reads the words, and the user enters as many words as they can remember into the tablet

word_game_instructions.py	Give instructions and an example about the word game		<ul style="list-style-type: none"> - Give instructions about the game - Go through an example together - Provide encouragement
score_high.py	Signals that the current score is high		<ul style="list-style-type: none"> - Check if the user's score is over 50% at the end of a game
tactile_interaction.py	Signals whether or not the robot's head has been touched		<ul style="list-style-type: none"> - Check if the user touches the robot's head
user_engaged.py	Signals whether or not the user is looking at the robot		<ul style="list-style-type: none"> - Check if the user looks away from the robot for more than ten seconds