

## Instructions for administering tablet tasks

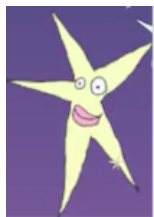
Dear Parent / Caregiver,

Thank you for agreeing to take part in our research!

These game-like touch screen tasks are intended to measure different aspects of your child's behaviour and learning, such as attention and emotional processing.

### 1. Preparatory steps

Firstly, we would like you to download the AIMS-2-TRIALS app onto the tablet device. To download the app, simply click on the installer file that is attached to the same email as this document. Once, downloaded the AIMS-2-TRIALS app will have this logo:



Before you start playing the games, please check that the application opens correctly on your device. After opening the app, you will see the main menu screen (picture below). Please input your child's ID number in the "Enter Subject ID" box, located in the upper right corner of the screen. The ID can be found in the encrypted email that was sent to you alongside the information sheet and these instructions.



Please make sure that English is the selected language. The black arrow in the picture above points to the language icon.

## 2. Before you start playing the games with your child

Explain to your child that they are about to play some fun games and that you will be helping them throughout the process.

## 3. Playing the games!

The games need to be administered in a specific order. Please make sure you follow that order when playing the games with your child.

At the end of each game you will be asked some questions about how your child liked the game, and whether you noted any difficulties (for example, the child might have become distracted). Therefore, please pay close attention to your child's behaviour while he or she is playing the games.

## 4. Encouraging your child 😊

Please use the prompts provided in the additional document rather than using your own words of encouragement (the document called Task Prompts). This helps us to better compare the experience of different children. Please note which prompts you used to encourage your child in the inbuilt survey at the end of each game.

### Task 1. Catch the puppy!

1. Ask your child to watch the cartoon video that introduces the task and please pay close attention to your child. Did your child watch the whole movie? If you answer yes, you will move to the demonstration.
2. If you answer no, you can try to show your child the movie up to three times.
3. Next, we will show your child some demonstrations to help them understand the rules of the game. The first demonstration will be acted out by a character in the game ("the Scientist").
4. If after watching the Scientist demonstration you feel that your child might need another demonstration (this time by you), you will see a "Parent demonstration" box pop up. You will then see a puppy with a tick and a kitten with a cross. Simply click on the puppy three times and demonstrate what you are doing to your child.
5. Next, it is your child's turn to click the puppy. Do not say anything but let them do it themselves to see if they understood the rule.

If you have any issues, or questions, about the touchscreen tasks then please do not hesitate to get in touch with a member of our research team at [pip.brainexplorers@kcl.ac.uk](mailto:pip.brainexplorers@kcl.ac.uk). We will get back to you as soon as we can.

Thank you! We really appreciate your time and effort to help with our research!