**Description of the Column Letter, Column Label, and Variables in the Data Set**

Column A: participant\_id- this is the number given to the participant by the experimenter

Column B: sender- indicates the label of the action within the program

Column C: sender\_type- This describes the components in the study. For example, which type of choice within the program was selected to make the program work (an html form, an html screen, etc…).

Column D: sender\_id- reflects the order of the components in the study. It tries to reflect the nested structure. The first component in the experiment (e.g. an instruction screen) will receive the number `0`, and a loop following it would have the number `1`. However, inside of the loop, the counter starts anew, so the first repetition would be represented as `1\_0`, the second as `1\_1`, and so on. If you have a sequence inside of the loop, the first screen inside of that sequence would be `1\_0\_0` when it's shown for the first time, `1\_1\_0` when it is displayed for the second time, etc.

Column E: timestamp- refers to the time at which the data were stored. It’s in an absolute format (so it should contain a useful time and date) as opposed to the later columns in the data set that refer to the time from a page load.

Column F: meta- technical information about user’s browsers

Column G: blank

Column H: correct- contains the words “true” or “false”, which indicates whether the entire trial was correct or incorrect.

Column I: correctPositions- contains the serial position data, coded as “true” or “false” for each position. It is all in one cell, as opposed to separated by columns.

Column J: duration: The `duration` is actually calculated from the difference between the time\_run and time\_end, so if the screen ends by itself, it should reflect the timeout that was set up for that particular component (plus probably a small amount of noise). If the component ends because the participant gives a response, it will reflect the response latency, because the response is what caused the component to `end`.

Column K: ended\_on- how that action was either ended or if it was skipped

Column L: lab name- identifies the location that the data were collected

Column M: options- the set of possible stimuli for that trial

Column N: Participant\_age- coded at the top of the file, Row 2, entered in months.

Column O: Participant\_gender- 1 = female, 2 = male, 3 = other.

Column P: Participant\_group- 1 = K/Year 1, 2 = 1st/Year 2, 3 = 2nd/Year 3, and 4 = 5th/Year 6

Column Q: picture- indicates which picture was shown on the naming trial.

Column R: response- yes or no responses to the naming trials, as well as other variables in the program, like pressing “b” to move on to the next event. If there is a no, the row below the “no” will contain the actual response. For example, if the child says “brush” instead of “comb” the experimenter should press N for no, and then enter in “brush” in the form. It is saved in this column.

Column S: responses- Participant responses to the recall trial.

Column T: Span- represents the actual stimuli that were shown on a given trial.

Column U: span\_length- is the list length of a given trial.

Column V: strategy\_cumulative - true or false to indicate whether the child endorsed a cumulative rehearsal strategy with button press on the strategy screen

Column W: strategy\_no\_choice- true or false on strategy screen with button presses

Column X: strategy\_none- true or false on strategy screen with button presses

Column Y: strategy\_rehearse: true or false whether the child endorsed a single-item rehearsal strategy with button press on the strategy screen

Column Z: strategy\_response: typed response of the child’s strategy

Column AA: strategy\_visual: true or false whether the child endorsed a visual-type rehearsal strategy with button press on the strategy screen

Column AB: time\_commit- the columns starting with “time\_” represent timestamps, measured in milliseconds since the loading of the page.

Column AC: time\_duration- variable created within the program by EE to set the two conditions for recall. The immediate recall condition has a duration of zero ms before the recall screen, while the delayed recall condition has a duration of 15,000 ms before the recall screen.

Column AD: time\_end- the end of the presentation

Column AE: time\_render

Column AF: time\_run refers to the time at which the screen was run/presented

Column AG: time\_show-capture the moment when the new frame is given to the operating system to be passed on through the graphics hardware. Base RT measurements off of time\_show instead of time\_render.

Column AH: time\_switch- one screen’s “switch” is the next one’s show.

Column AI: timing- indicates whether the experimental trial (indicated in Column X) was an immediate recall trial or a delayed recall trial.

Column AG: trial type- indicates whether it was a practice trial, an experimental trial (either immediate or delayed), or a point and name trial.

Column AK: url