# Survey Questions

Each participant will be shown 5 examples of the following format below. They will rate 4 questions on a Likert scale.

## Evaluation Scale

* Strongly Disagree
* Disagree
* Neutral
* Agree
* Strongly Agree

## Example

|  |  |  |  |
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| Example Dialogue | | | |
| 1 | CHI | there Fraser . |  |
| 2 | CHI | there . |  |
| 3 | MOT | thank\_you . |  |
| 4 | CHI | look my sweeper broke . |  |
| 5 | MOT | it broke ? |  |
| 6 | MOT | what happened to it ? |  |
| 7 | CHI: | What happen it ? | Error |
| 8 | MOT: | What happened to it ? | Human Response |
| 9 | GEN: |  | Model Generated 1 |
| 10 | GEN |  | Model Generated 2 |
| 11 | GEN: |  | Model Generated 3 |

This is an example of a dialogue between a young child of age 1 year and 10 months and their mother. At line 7, the child makes an error, and at line 8, the generated text attempts to correct it. Given the example above, please answer the following questions, by providing a rating on the scale.

1. Fluency: the generated feedback is fluent, i.e., grammatically correct English regardless of context.
   1. Strongly Disagree
   2. Disagree
   3. Neutral
   4. Agree
   5. Strongly Agree
2. Coherence: The generated feedback aligns with the **content** and **context** of the original utterance, i.e., it makes sense given the context.
   1. Strongly Disagree
   2. Disagree
   3. Neutral
   4. Agree
   5. Strongly Agree
3. Correctness: The generated feedback addresses the specific language structure or error present in the original utterance, i.e., the feedback is correct. It accurately addresses any grammatical errors or language structures present in the original utterance.
   1. Strongly Disagree
   2. Disagree
   3. Neutral
   4. Agree
   5. Strongly Agree
4. Appropriateness: The generated feedback sounds natural in the given conversational context, i.e., the feedback seems appropriate for the situation, considering factors such as tone.
   1. Strongly Disagree
   2. Disagree
   3. Neutral
   4. Agree
   5. Strongly Agree

**REPHRASE FEEDBACK CATEGORY**

This is an example of a dialogue between a young child their caregiver. At line 6, the child makes an error, and at line 7 the caregiver corrects it.

Lines 8, 9, and 10 are model generated texts, attempting to correct the child’s error. Please answer the following questions, by providing a rating on the scale for the model generated responses.

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|  | | | |
| 1 | CAREGIVER | that one's a kind of a triangle hat isn't it ? |  |
| 2 | CAREGIVER | now what's happening ? |  |
| 3 | CHILD | horsie . |  |
| 4 | CAREGIVER | horsie |  |
| 5 | CAREGIVER | what's the horsie doing ? |  |
| 6 | CHILD | horsie doing ? | Error |
| 7 | CAREGIVER | what is the horsie doing ? | Human Response |
| 8 | GEN 1 | what's the horsie doing , | Model Generated 1 - OPT |
| 9 | GEN 2 | what is he doing? | Model Generated 2 - Dialogpt |
| 10 | GEN 3 | horsie doing . what's | Model Generate 3 - Gemma |

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| 1 | CHILD | Fraser need something else ?. |  |
| 2 | CAREGIVER | what ? |  |
| 3 | CAREGIVER | what Eve ? |  |
| 4 | CAREGIVER | what dear ? |  |
| 5 | CHILD | Fraser want something else . |  |
| 6 | CHILD | where Christmas cookies ? | Error |
| 7 | CAREGIVER | where are the Christmas cookies ? | Human Response |
| 8 | GEN 1 | this week Fraser is gonna come and | Model Generated 1 - OPT |
| 9 | GEN 2 | there's some toast. | Model Generated 2 - Dialogpt |
| 10 | GEN 3 | where Christmas cookies ? | Model Generated 3- Gemma |

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|  | | | |
| 1 | CAREGIVER | oh a cheese sandwich ? |  |
| 2 | CAREGIVER | would you eat it if I fixed it for you ? |  |
| 3 | CHILD | yeah . |  |
| 4 | CAREGIVER | I'll fix it for you but you must eat it . |  |
| 5 | CHILD | okay |  |
| 6 | CHILD | where Papa ? | Error |
| 7 | CAREGIVER | where is Papa ? | Human Response |
| 8 | GEN 1 | Papa? well Papa's at work | Model Generated 1- OPT |
| 9 | GEN 2 | alright we're ready to play now | Model Generated 2- Dialogpt |
| 10 | GEN 3 | he's in the kitchen . | Model Generated 3- Gemma |

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| 1 | CAREGIVER | oh look Carl . |  |
| 2 | CAREGIVER | I didn't see that before . |  |
| 3 | CHILD | snake . |  |
| 4 | CAREGIVER | it's a snake . |  |
| 5 | CHILD | Daddy . |  |
| 6 | CHILD | what you doing ? | Error |
| 7 | CAREGIVER | what are you doing ? | Human Response |
| 8 | GEN 1 | Carl what are you doing? are | Model Generated 1- OPT |
| 9 | GEN 2 | you want, like that. It | Model Generated 2- Dialogpt |
| 10 | GEN 3 | playing a game with Carl. | Model Generated 3- Gemma |

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|  | | | |
| 1 | CAREGIVER | oh . |  |
| 2 | CAREGIVER | that doesn't look very nice . |  |
| 3 | CAREGIVER | err . |  |
| 4 | CHILD | err . |  |
| 5 | CAREGIVER | err . |  |
| 6 | CHILD | where this fit ? | Error |
| 7 | CAREGIVER | where's this fit ? | Human Response |
| 8 | GEN 1 | it doesn't really fit this one | Model Generated 1- OPT |
| 9 | GEN 2 | I think you're alright with those | Model Generated 2- Dialogpt |
| 10 | GEN 3 | where that fit ? | Model Generated 3- Gemma |

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|  | | | |
| 1 | CHILD | dodie . |  |
| 2 | CAREGIVER | where's teddy ? |  |
| 3 | CAREGIVER | where's teddy ? |  |
| 4 | CAREGIVER | go get him . |  |
| 5 | CAREGIVER | go get teddy . |  |
| 6 | CHILD | where teddy gone ? | Error |
| 7 | CAREGIVER | where's teddy gone ? | Human Response |
| 8 | GEN 1 | where's teddy. we've | Model Generated 1- OPT |
| 9 | GEN 2 | where's teddy gone? | Model Generated 2- Dialogpt |
| 10 | GEN 3 | go get teddy . | Model Generated 3- Gemma |

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|  | | | |
| 1 | CHILD | there . |  |
| 2 | CAREGIVER | thank you . |  |
| 3 | CHILD | look my sweeper broke . |  |
| 4 | CAREGIVER | it broke ? |  |
| 5 | CAREGIVER | what happened to it ? |  |
| 6 | CHILD | what happen it ? | Error |
| 7 | CAREGIVER | what happened to it ? | Human Response |
| 8 | GEN 1 | I think you knocked it over by | Model Generated 1- OPT |
| 9 | GEN 2 | what? what happen it | Model Generated 2- Dialogpt |
| 10 | GEN 3 | the dustpan broke . | Model Generated 3- Gemma |

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|  | | | |
| 1 | CAREGIVER | who is that ? |  |
| 2 | CHILD | Gordon . |  |
| 3 | CAREGIVER | what's he doing ? |  |
| 4 | CHILD | sitting on the couch . |  |
| 5 | CAREGIVER | sure he is . |  |
| 6 | CHILD | what i Fraser doing ? | Error |
| 7 | CAREGIVER | what is Fraser doing ? | Human Response |
| 8 | GEN 1 | I don't know what he's | Model Generated 1- OPT |
| 9 | GEN 2 | what i what's going on with | Model Generated 2- Dialogpt |
| 10 | GEN 3 | what's he doing ? | Model Generated 3- Gemma |

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|  | | | |
| 1 | CAREGIVER | that's right . |  |
| 2 | CAREGIVER | only Mommy can use it . |  |
| 3 | CHILD | Cromer come on Wednesday . |  |
| 4 | CAREGIVER | yeah . |  |
| 5 | CHILD | have two . |  |
| 6 | CHILD | Fraser where where where my toys ? | Error |
| 7 | CAREGIVER | where are your toys ? | Human Response |
| 8 | GEN 1 | in your room. in my room | Model Generated 1- OPT |
| 9 | GEN 2 | the little tiny things. | Model Generated 2- Dialogpt |
| 10 | GEN 3 | where . where' | Model Generated 3- Gemma |

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|  | | | |
| 1 | CHILD | Eve cry . |  |
| 2 | CAREGIVER | why were you crying ? |  |
| 3 | CAREGIVER | hm ? |  |
| 4 | CHILD | Eve put blocks Mommy . |  |
| 5 | CAREGIVER | yes you help me put the blocks away . |  |
| 6 | CHILD | tinkertoy doing there ? | Error |
| 7 | CAREGIVER | what is that tinkertoy doing in there ? | Human Response |
| 8 | GEN 1 | I'm going to eat some more | Model Generated 1- OPT |
| 9 | GEN 2 | that's what does it say? | Model Generated 2- Dialogpt |
| 10 | GEN 3 | yes you help me with it to | Model Generated 3- Gemma |

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|  | | | |
| 1 | CHILD | downstairs . |  |
| 2 | CHILD | where Mom ? |  |
| 3 | CAREGIVER | I don't know ? |  |
| 4 | CAREGIVER | where is she ? |  |
| 5 | CHILD | outside . |  |
| 6 | CHILD | Sue where Sarah go ? | Error |
| 7 | CAREGIVER | where did she go ? | Human Response |
| 8 | GEN 1 | I don't know. I know | Model Generated 1- OPT |
| 9 | GEN 2 | what is the matter with Mummy | Model Generated 2- Dialogpt |
| 10 | GEN 3 | downstairs . upstairs. | Model Generated 3- Gemma |

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| 1 | CHILD | where my drum ? |  |
| 2 | CAREGIVER | where's what Eve sweet ? |  |
| 3 | CHILD | where my drum ? |  |
| 4 | CAREGIVER | your drum ? |  |
| 5 | CAREGIVER | your drum is in the box . |  |
| 6 | CHILD | where other stick ? | Error |
| 7 | CAREGIVER | where is the stick ? | Human Response |
| 8 | GEN 1 | the other stick is beside you. | Model Generated 1- OPT |
| 9 | GEN 2 | yeah, it's probably stuck somewhere | Model Generated 2- Dialogpt |
| 10 | GEN 3 | what stick ? other | Model Generated 3- Gemma |

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| 1 | CHILD | a Papa . |  |
| 2 | CHILD | a Papa . |  |
| 3 | CHILD | that dolly . |  |
| 4 | CHILD | dolly . |  |
| 5 | CHILD | dollies what that ? |  |
| 6 | CHILD | what the dolly have ? | Error |
| 7 | CAREGIVER | what does the dolly have ? | Human Response |
| 8 | GEN 1 | what? the dolly has what | Model Generated 1- OPT |
| 9 | GEN 2 | she has a shirt on. | Model Generated 2- Dialogpt |
| 10 | GEN 3 | that dolly got wheels. | Model Generated 3- Gemma |

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| 1 | CAREGIVER | Mister Marks . |  |
| 2 | CHILD | dat that ?. |  |
| 3 | CAREGIVER | what is that ? |  |
| 4 | CHILD | Clip clop . |  |
| 5 | CAREGIVER | right . |  |
| 6 | CHILD | where Clip\_clop ? | Error |
| 7 | CAREGIVER | where is Clip\_clop ? | Human Response |
| 8 | GEN 1 | you'd like that for a moment | Model Generated 1- OPT |
| 9 | GEN 2 | right right. and there was a | Model Generated 2- Dialogpt |
| 10 | GEN 3 | there . right . | Model Generated 3- Gemma |

**FEEDBACK ON Q – A CATEGORY**

This is an example of a dialogue between a young child and their caregiver. At line 7, the child provides a response to a question he/she asked, line 8 is the feedback given by the caregiver.

makes

Lines 9, 10, and 11, the generated text providing attempting to provide feedback to the childs utterance. Please answer the following questions, by providing a rating on the scale for the model generated responses.

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|  | | | |
| 1 | CAREGIVER | just helps anybody . |  |
| 2 | CHILD | hi friend hi friend hi friend . |  |
| 3 | CHILD | oh oh friend are you okay ? |  |
| 4 | CAREGIVER | and what's this ? |  |
| 5 | CAREGIVER | you know what this is ,  right ? |  |
| 6 | CHILD | what ? |  |
| 7 | CHILD | an ambulance . | Error |
| 8 | CAREGIVER | an ambulance ,  right . | Human Response |
| 9 | GEN 1 | it's an ambulance, it’s an ambulance | Model Generated 1 - OPT |
| 10 | GEN 2 | right. right, which does this kind of sound | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | it's an ambulance . what | Model Generate 3 - Gemma |

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|  | | | |
| 1 | CHILD | what this ? |  |
| 2 | CHILD | what's this ? |  |
| 3 | CHILD | what this ? |  |
| 4 | CHILD | what this ? |  |
| 5 | CAREGIVER | what's this ? |  |
| 6 | CHILD | what this ? |  |
| 7 | CHILD | that a house and a door . | Error |
| 8 | CAREGIVER | a house with a door . | Human Response |
| 9 | GEN 1 | that's a house and a door. let's | Model Generated 1 - OPT |
| 10 | GEN 2 | no it's a triangle. it's a tree | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | where the door for ? it' | Model Generate 3 - Gemma |

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| 1 | CAREGIVER | crashing walls down . |  |
| 2 | CAREGIVER | or crashing sand+castles down . |  |
| 3 | CAREGIVER | anything you can crash . |  |
| 4 | CHILD | what's that , that look like ? |  |
| 5 | CAREGIVER | I don't know , looks like a bunch of |  |
| 6 | CHILD | what's that ? |  |
| 7 | CHILD | that looks like a gate . | Error |
| 8 | CAREGIVER | it does look like a gate , you're right . | Human Response |
| 9 | GEN 1 | that's a house and a door. let's | Model Generated 1 - OPT |
| 10 | GEN 2 | no it's a triangle. it's a tree | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | it's not a gate . it' | Model Generate 3 - Gemma |

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| 1 | CHILD | a scarf . |  |
| 2 | CAREGIVER | a scarf ? |  |
| 3 | CHILD | here . |  |
| 4 | CAREGIVER | no . |  |
| 5 | CAREGIVER | look what's underneath what's underneath the bow ? |  |
| 6 | CHILD | what ? |  |
| 7 | CHILD | a car . | Error |
| 8 | CAREGIVER | a car with a big bow on it . | Human Response |
| 9 | GEN 1 | no. where's the car? where's the | Model Generated 1 - OPT |
| 10 | GEN 2 | a car car. oh. A | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | no . not a car . | Model Generate 3 - Gemma |

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|  | | | |
| 1 | CAREGIVER | close it up Nomi . |  |
| 2 | CAREGIVER | close it . |  |
| 3 | CHILD | what's this ? |  |
| 4 | CAREGIVER | that's a rivet . |  |
| 5 | CHILD | rivet . |  |
| 6 | CHILD | what's this ? |  |
| 7 | CHILD | a rivet . | Error |
| 8 | CAREGIVER | another rivet . | Human Response |
| 9 | GEN 1 | there's a rivet. and there's a | Model Generated 1 - OPT |
| 10 | GEN 2 | what's the matter? what's that | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | that's a rivet . rivet | Model Generate 3 - Gemma |

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| 1 | CAREGIVER | maybe Fraser will get your crayons for you . |  |
| 2 | CHILD | no . |  |
| 3 | CAREGIVER | okay Mom'll get your crayons . |  |
| 4 | CAREGIVER | there they are . |  |
| 5 | CHILD | that little one . |  |
| 6 | CHILD | that ? |  |
| 7 | CHILD | that Fraser spoon . | Error |
| 8 | CAREGIVER | no this is my spoon . | Human Response |
| 9 | GEN 1 | oh that was a big spoon yeah. oh boy | Model Generated 1 - OPT |
| 10 | GEN 2 | -um -um -um what's | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | little Fraser spoon . why did it | Model Generate 3 - Gemma |

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| 1 | CAREGIVER | help . |  |
| 2 | CAREGIVER | shall I give him a helping hand to get down ? |  |
| 3 | CAREGIVER | one two three wee ! |  |
| 4 | CAREGIVER | oh . |  |
| 5 | CAREGIVER | get it off . |  |
| 6 | CHILD | where can this one go ? |  |
| 7 | CHILD | that's a gate . | Error |
| 8 | CAREGIVER | it is a gate . | Human Response |
| 9 | GEN 1 | oh don't. it goes that's it. | Model Generated 1 - OPT |
| 10 | GEN 2 | what about teddy? you're not teddy | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | I go through it . I'm going through | Model Generate 3 - Gemma |

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|  | | | |
| 1 | CHILD | why ? |  |
| 2 | CAREGIVER | oh I don't know . |  |
| 3 | CAREGIVER | good place to hang your hat I guess . |  |
| 4 | CHILD | bottom he de he's fallin off . |  |
| 5 | CAREGIVER | mm yep . |  |
| 6 | CHILD | why ? |  |
| 7 | CHILD | because it it's curvy . | Error |
| 8 | CAREGIVER | that ladder looks like it's a little bit curvy yeah . | Human Response |
| 9 | GEN 1 | yeah he's like that isn't that right? | Model Generated 1 - OPT |
| 10 | GEN 2 | there's some on a on a taperecorder | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | huh huh huh ? because it' | Model Generate 3 - Gemma |

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| 1 | CAREGIVER | oh is Rangy still on the step ? |  |
| 2 | CAREGIVER | you want me to get her ? |  |
| 3 | CAREGIVER | I'll go get her . |  |
| 4 | CHILD | get her . |  |
| 5 | CHILD | get it . |  |
| 6 | CHILD | that ? |  |
| 7 | CHILD | Lynn letter . | Error |
| 8 | CAREGIVER | that's Eve's letter . | Human Response |
| 9 | GEN 1 | Lynn's letter to Lynn? oh and what letter | Model Generated 1 - OPT |
| 10 | GEN 2 | yes my good. that's one. | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | yeah I'll get it ? | Model Generate 3 - Gemma |

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|  | | | |
| 1 | CAREGIVER | what is that ? |  |
| 2 | CHILD | what is the name ? |  |
| 3 | CAREGIVER | you tell mommy . |  |
| 4 | CHILD | what's the name ? |  |
| 5 | CAREGIVER | tell mommy what's the name . |  |
| 6 | CHILD | what's the name ? |  |
| 7 | CHILD | bus friend . | Error |
| 8 | CAREGIVER | Thomas' friend . | Human Response |
| 9 | GEN 1 | you know? we go for a walk in the | Model Generated 1 - OPT |
| 10 | GEN 2 | this kid. so. what's the | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | tell mommy what's the name ? | Model Generate 3 - Gemma |

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| 1 | CAREGIVER | that's sposta go on top of the t-shirt . |  |
| 2 | CAREGIVER | not instead of . |  |
| 3 | CHILD | look . |  |
| 4 | CAREGIVER | oh dear . |  |
| 5 | CAREGIVER | bad cough . |  |
| 6 | CHILD | is that the wrong bit ? |  |
| 7 | CHILD | that's the right way . | Error |
| 8 | CAREGIVER | that's it . | Human Response |
| 9 | GEN 1 | yes that's the right way that's right. | Model Generated 1 - OPT |
| 10 | GEN 2 | -um. I'm sorry I didn't know | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | we wadda put the | Model Generate 3 - Gemma |

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| --- | --- | --- | --- |
|  | | | |
| 1 | CAREGIVER | night night Lara . |  |
| 2 | CHILD | night night . |  |
| 3 | CAREGIVER | night night . |  |
| 4 | CAREGIVER | see you in the morning petal . |  |
| 5 | CHILD | see you in the morning Sophie . |  |
| 6 | CHILD | which does say your name on ? |  |
| 7 | CHILD | does that say your name . | Error |
| 8 | CAREGIVER | none of them says the names on Lara . | Human Response |
| 9 | GEN 1 | yes. yes. yes. where's the other | Model Generated 1 - OPT |
| 10 | GEN 2 | do I hear it? alright alright you want me | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | it says your name petal . you | Model Generate 3 - Gemma |

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|  | | | |
| 1 | CAREGIVER | wouldn't go . |  |
| 2 | CAREGIVER | okay let's turn the page . |  |
| 3 | CHILD | how bout dis this one . |  |
| 4 | CAREGIVER | Music . |  |
| 5 | CAREGIVER | what's happening ? |  |
| 6 | CHILD | happening ? |  |
| 7 | CHILD | all de the music is coming out . | Error |
| 8 | CAREGIVER | all the music is comin out . | Human Response |
| 9 | GEN 1 | all the things are coming out of the cello | Model Generated 1 - OPT |
| 10 | GEN 2 | I'm trying to think of a song. | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | huh huh huh huh . you know | Model Generate 3 - Gemma |

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|  | | | |
| 1 | CHILD | why not ? |  |
| 2 | CAREGIVER | why ? |  |
| 3 | CAREGIVER | why not ? |  |
| 4 | CHILD | uh uh he's makin too close to the water ? |  |
| 5 | CAREGIVER | what happens if you make your sand castle too close to the water ? |  |
| 6 | CHILD | what ? |  |
| 7 | CHILD | it will will stir it into the water . | Error |
| 8 | CAREGIVER | the waves will come up and break it down . | Human Response |
| 9 | GEN 1 | it'll stir? well look it. that's | Model Generated 1 - OPT |
| 10 | GEN 2 | Naima is sitting in the sandpit. | Model Generated 2 - Dialogpt |
| 11 | GEN 3 | huh ? no I mean the water | Model Generate 3 - Gemma |